Usenet Newsgroup Archive: comp.sys.atari.st

2002-06 - 2002-12

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 2002-06-01 through 2002-12-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,322

Message records with no readable body available in the source text: 1

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Just a little test!

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 00:04:38 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1022927975.19159.4@dyke.uk.clara.net>
Source record: 34467

Hi carey

> Everyone,
> Just a little test to check my newsgroup program to
> see if it is running correctly.

Give it another kick, you're almost there!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.368 / Virus Database: 204 - Release Date: 30/05/2002

2. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 00:07:15 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1022927976.19159.5@dyke.uk.clara.net>
Source record: 34466

Hi GokMasE

> Bravo Sierra Computers wrote:
> >
> > http://www.aracnet.com/~atari/sextoysforpedos.htm I'm Currently

> Why keep on resending the _same_ message on a weekly basis?
> And furthermore, why also _crosspost_ it to several newsgroups?

Because he's a brain-damaged gimp. And now yu'l probably get flamed for making this comment as the masses feel sorry for the stupid barstard!.

> I think that you made yourself heard by now.

Dont, you'l only encourage him!. 8-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.368 / Virus Database: 204 - Release Date: 30/05/2002

3. Just a little test!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 01:25:58 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1022869606-795379AEicMi@williams-net.com>
Source record: 34459

```
Everyone,
This is just a test to see if my newsgroup program
is functioning properly!!!!!

Thanks,
C.
"Carey Christenson"
```

4. Re: TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 01:56:04 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1022896564@news.frii.com>
Source record: 34460

On 31 May 2002 06:25:03 -0700, you wrote in comp.sys.atari.st:
> Is it possible to use a MegaST keyboard
> in place of a TT keyboard. Whats the
> difference (if any?).

Yes, they will interchange just fine.

The big difference is construction. The TT keyboard is more susecptible to being destroyed by static electricity. And it's more cheaply built. Been there and done that 2 or 3 times. I used my Mega keyboard while waiting for parts.

The Mega keyboard is a tank. The keycaps are larger than standard so a lot of people had problems with mistyping letters. Used real switches, tho'. TT and newer keyboards have membrane keyboards. The only difference between the TT and MegaSTE keyboards is color.

The mega keyboard was actually my favorite.

Ken

5. MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 04:33:27 UTC
From: <>
Message-ID: <r8YJ8.379$Zf5.18288922@newssvr17.news.prodigy.com>
Source record: 34461

Is MultiTOS still a commercially available product? I didn't receive it with my Falcon (used) and would be interested in trying it out.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

6. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 05:53:07 UTC
From: Keith Brooks <brooksie1@shaw.ca>
Message-ID: <B91DBD62.10D9D%brooksie1@shaw.ca>
Source record: 34462

Well it comes up fast from the demo program but nothing runs from my old applications. Of course I could be missing something because I don't read German. Tried IMGCOPY.PRG and got error messages with a 68000 exception of some sort. Tried Calamus too but got a bus error #2. Tried Papyrus 5 and got an error.

Any hints? Any idea when an English version will be available?

Thanks!!!

Keith

On 5/30/02 10:49 PM, in article 1fd1bus.19aeqxi1g237t4N%rs.mac@t-online.de, "Robert Schaffner" <rs.mac@t-online.de> wrote:

> Keith Brooks <brooksie1@shaw.ca> wrote:
>
>> What's the latest with MagiCMac - does it run on OS X or still only pre OS9?
>
> http://www.application-systems.de/magicmacx/
> Make you own picture.
>
> Regards, Robert

7. Re: Problems using HP 2200D with a TT

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 06:26:20 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CF8690C.7000107@seimet.de>
Source record: 34463

Lyndon Amsdon wrote:

> I don't know, but I guess the TT port is very similar to the ST?
> I can't think of any way to get some extra control signals that
> were not present on the ST port. The Epson GT scanners could be
> used on STs with an extra lead plugged into the midi port, or
> was it joystick. Can not remember, but even if these extra
> signals could be made I think software would need patching?

I wonder why some printers do not work at all without this signals. Just for receiving data and printing I do not see why a bidirectional connection and/or additional signals are mandatory. With scanners this may be different, don't know.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

8. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 06:52:39 UTC
From: rs.mac@t-online.de
Message-ID: <1fd3cbo.n7me5msrceyoN%rs.mac@t-online.de>
Source record: 34464

Keith Brooks <brooksie1@shaw.ca> wrote:

> Any hints? Any idea when an English version will be available?

Sorry no. Try to ask ash by email. Iï¿½m sure they talk english.
Same as here. This demo isnï¿½t usable well. Serial mac port also is
blocked as on any other relase. Screen drawing does not work well.
Some fragments after close magic mac x.

That all tell me to wait for a final release and to wait for reports
from other users.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

9. Re: Just a little test!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 09:03:28 UTC
From: <>
Message-ID: <1023000716-62000AEicMi@ntlworld.com>
Source record: 34489

From: carey christenson <firest@williams-net.com>
Date: Fri, 31 May 2002 19:25:58 -0600

> This is just a test to see if my newsgroup program
>is functioning properly!!!!!

You shouldn't have any problems with Emailer, it's very easy to use.

I guess you know that you can get the English resource files from the DDP
section of my web site?

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

10. Re: TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 11:09:26 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <sY1K8.987$eL.39732@news8-gui.server.ntli.net>
Source record: 34469

Hello.

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:1103_1022896564@news.frii.com...
> On 31 May 2002 06:25:03 -0700, you wrote in comp.sys.atari.st:

> Yes, they will interchange just fine.
snip.

> The mega keyboard was actually my favourite.

Agree.

I have plenty of each in stock, as complete units or split for spares.

Barrie at Keychange. www.keychange.co.uk

11. Re: Launcher

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 11:11:16 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <uY1K8.988$eL.39732@news8-gui.server.ntli.net>
Source record: 34470

Hello.

<yves.rogneATfree.fr (M,gamodeste)> wrote in message
news:3cf7eeae$0$248$626a54ce@news.free.fr...
> Beware : antispam adress
>
> I'm looking for a desk accessory able to launch program. Does anybody had
> one ?

Or, if compatible, use TOS 2.06 and set the programs under the F keys.

Barrie at Keychange. www.keychange.co.uk

12. Re: Launcher

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 11:32:31 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3cf8b0cf$0$229$626a54ce@news.free.fr>
Source record: 34471

On 1 Jun 2002 12:11:16 +, "Barrie at Keychange" wrote:
>Or, if compatible, use TOS 2.06 and set the programs under the F keys.

Hello Barrie,

I need an acc to launch a programm when running anothe one and both can't work undermultitasking systems.

Regards

M@gamodeste

13. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 12:06:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cf9b450455490@madasafish.com>
Source record: 34413

Hi Djordje,

>I remember that Psion Chess, which someone here just said -does- run
>on a Falcon, ws at its time regarded as one of the best chess programs,
>(btw. it was available for PCs as well) regarding the quality of the game,
>not graphic make-up (though that was not bad, either).

The second Atari manual states that 70% of professional chess
players used Atari STs. Perhaps they used that one?
--
Lyndon Amsdon

14. Re: Launcher

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 12:47:25 UTC
From: ebaiz@skyenet.net
Message-ID: <xn3K8.72$D87.38966@newsfeed.slurp.net>
Source record: 34472

```
On 1 Jun 2002 09:39:33 G, Hallvard Tangeraas wrote:
>Megamodeste <yves.rogneATfree.fr> wrote:
>
>> I'm looking for a desk accessory able to launch programm. Does anybody had
>> one ?
>
>What do you mean by launching a program?
>Something like "StartMeUp" which is used within MagiC, but only as an
>ACCessory, so you don't have to look through loads of folders for that
>particular program?

Hello,

I remember some time ago that I ran across a program which does the
same thing as "Start Me Up", but did not require Magic.

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
-----------------------------------------------------
```

15. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 13:15:18 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.ngcodqda@localhost>
Source record: 34473

Steve Sweet wrote:
>
> Hi GokMasE

> > Why keep on resending the _same_ message on a weekly basis?
> > And furthermore, why also _crosspost_ it to several newsgroups?
>
> Because he's a brain-damaged gimp. And now yu'l probably get flamed
> for making this comment as the masses feel sorry for the stupid
> barstard!.

I don't think so. I haven't been annoyed by his previous postings,
which have seemed quite alright from where I stand. Reposting same
stuff on a weekly basis ain't though.

/Joakim

16. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 16:35:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <adat4mdjd1@thorium.cix.co.uk>
Source record: 34474

In message <slrnafa270.dko.atari@core.preferuje.luzik.pl>, atari@gabo.pl said:
>
>>>> Does anyone know of a chess game that will run on a Falcon?
>>>
>>>There is a port of GNU Chess that should work, but it may require turninig
>>>off caches.
>>
>> What about Chessmaster 2000? That was pretty good IMO,
>> series still runs on PC.
>
>I doubt if it will run on Falcon, but you're free to try :)

Oxford chess, published originally by the ST Club, will run on a
bare Falcon. When I try it on my usual setup (MagiC 6.01, NVDI 5)
double-clicking the prg file does nothing at all! Verrrry strange.

Unfortunately the rather fun Battle chess won't run, but bombs :-(

Regards, /Peter/

17. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 17:28:03 UTC
From: Keith Brooks <brooksie1@shaw.ca>
Message-ID: <B91E6042.10DFF%brooksie1@shaw.ca>
Source record: 34475

Thanks Robert! Will be sure to keep an eye on their page and get the old German dictionary out to figure out what they're saying. What ever happened to their English site? (or is my mind playing tricks again?)

Keith

On 6/1/02 12:52 AM, in article 1fd3cbo.n7me5msrceyoN%rs.mac@t-online.de, "Robert Schaffner" <rs.mac@t-online.de> wrote:

> Keith Brooks <brooksie1@shaw.ca> wrote:
>
>> Any hints? Any idea when an English version will be available?
>
> Sorry no. Try to ask ash by email. Iï¿½m sure they talk english.
> Same as here. This demo isnï¿½t usable well. Serial mac port also is
> blocked as on any other relase. Screen drawing does not work well.
> Some fragments after close magic mac x.
>
> That all tell me to wait for a final release and to wait for reports
> from other users.
>
> Regards, Robert

18. Re: Launcher

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 17:49:13 UTC
From: vdjole@EUnet.yu
Message-ID: <adb1emdfl1@news.eunet.yu>
Source record: 34480

On 1 Jun 2002 11:32:31 G, M&#65533;gamodeste wrote:

>I'm looking for a desk accessory able to launch programm. Does anybody had
>one ?
>
>I need an acc to launch a programm when running anothe one and both can't work
>undermultitasking systems.
>

Hi;

I occasionaly get a fit to engage on a search for the same thing-
so far without much success. I -know- for sure that there was a
command-line interpeter that worked as accessorry, opened a window, and was,
among other things, able to launch even GEM programs. It was mentioned in
this newsgroup a couple of weeks ago- the name was Command! (with ! at the
end, as opposed to a more ordinary command-line interpreter named COMMAND)
and apparently it was a commercial product and can not be found on the
Net, except for a demo which can start only TOS (noGEM) programs. I also
found an accessory (freeware) called RUNPRG which can launch TOS programs,
but has problems when one tries to start a GEM application- and the author
warned indeed that there would be problems in that case. As the C source code
for RUNPRG is available, perhaps it could be upgraded, by someone
knowledgeable, to launching GEM applications as well.

I suppose that Command! (i.e. a full command-line interpreter) would be
the most flexible solution, because, beside launching programs, it would
be able to perform certain other operations on its own. SO, if you find
somewhere a full version- let me know where it is :)

Cu;

19. Re: TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 17:49:17 UTC
From: vdjole@EUnet.yu
Message-ID: <adb1eqdfl2@news.eunet.yu>
Source record: 34481

On 1 Jun 2002 01:56:04 G, Ken Springer wrote:

>Yes, they will interchange just fine.
>
>The big difference is construction. The TT keyboard is more susecptible to being
>destroyed by static electricity. And it's more cheaply built.
>
>The Mega keyboard is a tank.

Indeed, it is probably the one part that will far outlive any other component
of any Atari computer. It weights about 1.5kg and is extremely rigid
and well built in all aspects mechanical. It was built by Cherry-
a reputed manufacturer at that time.

>The keycaps are larger than standard so a lot of people had
>problems with mistyping letters.

As one gets reasonably skilled in typing, that problem practically disappears.

>Used real switches, tho'. TT and newer keyboards have membrane keyboards.
>The mega keyboard was actually my favorite.

Mine too. I know that some people prefer TT ones, though (each to his own
taste), but for me, MegaST keyboard is one of the best I have worked on.

Cu;

20. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 17:49:20 UTC
From: vdjole@EUnet.yu
Message-ID: <adb1eudfl3@news.eunet.yu>
Source record: 34482

On 1 Jun 2002 16:35:34 +, xlator@cix.compulink.co.uk wrote:

>>>>> Does anyone know of a chess game that will run on a Falcon?
>>>>
>>>>There is a port of GNU Chess that should work, but it may require turninig
>>>>off caches.
>>>
>>> What about Chessmaster 2000? That was pretty good IMO,
>>> series still runs on PC.
>>
>>I doubt if it will run on Falcon, but you're free to try :)
>
>Oxford chess, published originally by the ST Club, will run on a
>bare Falcon.

I remember that Psion Chess, which someone here just said -does- run
on a Falcon, ws at its time regarded as one of the best chess programs,
(btw. it was available for PCs as well) regarding the quality of the game,
not graphic make-up (though that was not bad, either).

cu;

21. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 17:54:36 UTC
From: Robert Schaffner <rsmac@t-online.de>
Message-ID: <rsmac-C7C580.19543601062002@news.t-online.com>
Source record: 34476

In article <B91E6042.10DFF%brooksie1@shaw.ca>,
Keith Brooks <brooksie1@shaw.ca> wrote:

> Thanks Robert! Will be sure to keep an eye on their page and get the old
> German dictionary out to figure out what they're saying. What ever happened
> to their English site? (or is my mind playing tricks again?)

OK

I donï¿½t know if they had an english page or they made an translation of
there informations. Main problem of -some- developers :)
Only one language avaiable.

Regards, Robert

--

-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

22. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 18:12:13 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0206012001090.151-100000@easymint>
Source record: 34478

On Sat, 1 Jun 2002, it was written:

> Is MultiTOS still a commercially available product? I didn't receive it
> with my Falcon (used) and would be interested in trying it out.
The kernel (MiNT) is now open-source freeware and named FreeMiNT. For the
AES part of it (AES 4.x GEM.SYS) there are much better alternatives now:
XaAES (freeware) and N.AES (commercial).

Take a look at

http://www.freemint.de
http://sparemint.atari.org
http://xaaes.atari.org
http://www.woller.com

The Easymint installation package is also something to consider, I just
can't remember the URL right now. and don't forget to get the THiNG
desktop replacement.

Martin Tarenskeen

23. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 18:13:58 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cf91cea2165c10@tripnet.se>
Source record: 34477

On Sat 01-06-2002 16:35 (GMT) xlator@cix.compulink.co.uk wrote:

>>>>> Does anyone know of a chess game that will run on a Falcon?

>Unfortunately the rather fun Battle chess won't run, but bombs :-(

It definitely runs on a TT, though. I have it next to me right now
fighting against itself in ST low on a VGA monitor with cache on.

Sound and everything seems OK. I thought a Falcon would be more
compatible compared to a TT but maybe this game is different...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

24. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 18:29:56 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.dtfpfscl@localhost>
Source record: 34479

Martin Tarenskeen wrote:

> http://www.freemint.de
> http://sparemint.atari.org
> http://xaaes.atari.org
> http://www.woller.com
>
> The Easymint installation package is also something to consider, I
> just can't remember the URL right now

http://www.ndh.net/home/kehr/atari/projekte/easymine.htm

Regards,

Joakim

25. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 19:13:59 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <n67ifu81gakqd7fpp55h18p9dg1bltvfl0@4ax.com>
Source record: 34483

So does it work with 4 megs of RAM ???

cheers

On Sat, 01 Jun 2002 18:29:56 GMT, GokMasE <fake_email@spamblock.no>
wrote:

>Martin Tarenskeen wrote:
>
>> http://www.freemint.de
>> http://sparemint.atari.org
>> http://xaaes.atari.org
>> http://www.woller.com
>>
>> The Easymint installation package is also something to consider, I
>> just can't remember the URL right now
>
>http://www.ndh.net/home/kehr/atari/projekte/easymine.htm
>
>Regards,
>
>Joakim

26. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 20:18:31 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0206012214350.75-100000@easymint>
Source record: 34484

```
On Sat, 1 Jun 2002, atarikid wrote:

> So does it work with 4 megs of RAM ???
A complete Easymint installation isn't such a good idea in that case.
But a small MiNT/XaAES setup should be possible.

>
> cheers
>
>
> On Sat, 01 Jun 2002 18:29:56 GMT, GokMasE <fake_email@spamblock.no>
> wrote:
>
> >Martin Tarenskeen wrote:
> >
> >> http://www.freemint.de
> >> http://sparemint.atari.org
> >> http://xaaes.atari.org
> >> http://www.woller.com
> >>
> >> The Easymint installation package is also something to consider, I
> >> just can't remember the URL right now
> >
> >http://www.ndh.net/home/kehr/atari/projekte/easymine.htm
> >
> >Regards,
> >
> >Joakim
>
>
```

27. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 20:58:34 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cf93ac7$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 34486

"Peter Schneider" wrote
|
| MT>Is there any OCR software for Atari computers that I could try ?
Does
| MT>it work well ?
| I own OCR by Alexander Clauss (RSC files for several languages) and
Syntex.
|
| And there was Augur, but very expensive (~ 3000 DM, EUR 1500).

As a matter of interest, how did it work and how well did it perform?

JI Logan

28. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-06-01 21:12:21 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cf93ac8$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 34485

"John Garone" wrote
| Does anyone know of a chess game that will run on a Falcon?

I have Psion Chess that ran on a 1040. That may not mean that it will
run on a Falcon.

JI Logan

29. FS: Dr. T's Copyist DTP for Atari software

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 03:45:28 UTC
From: C <chris.rupert@sympatico.ca>
Message-ID: <5SdK8.15724$t97.2846079@news20.bellglobal.com>
Source record: 34487

I'm selling 2 versions of Dr.T's Copyist Professional DTP software. V1.6 (3 discs) has a problem with the backup disc; as a result, I ordered the upgrade v1.7 (3 discs), which has more features. This is a great software package with very few automatic features, which means you can put practically anything on your score that you want. I used this software for years on my Atari before going to a PC version. Some features include: importing and trascription from a sequencer, user definable fonts, user customizable macros, mouse and keyboard entering of symbols, and much more! I am including the 6 original discs plus some backup copies I made on floppy, as well as both manuals and a cardboard wall poster outlining many of the commands for reference.

I no longer have an Atari computer, so (unfortunately) I have no way of testing these discs to see if they still work. This package is therefore being sold as is, with no guarantees (sorry!).

Best offer.

--
Chris Rupert
chris.rupert@sympatico.ca
http://www3.sympatico.ca/chris.rupert
http://artists.mp3s.com/artists/192/chris_rupert.html

30. Re: Name calling is immature...Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 04:30:50 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3CF99F9E.368AD45E@particlesalad.com>
Source record: 34488
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hey FUKHEAD:

http://groups.google.com/groups?q=sinclap+%22pro+tools%22&hl=en&lr=&selm=335BA234.33C1%40intuit.com&rnum=2

http://groups.google.com/groups?hl=en&lr=&selm=3C15954C.1FD92061%40particlesalad.com

http://groups.google.com/groups?hl=en&lr=&selm=3793646D.BB044DBF%40earthlink.net

That's after five minutes of Google searching. You had your little whiny ass handed to you on a platter many times by me, and
you're too stupid to even see it.

sinclap@yahoo.com wrote:

> PuLEAZE! Not...Now back to your coma..
>

31. Re: Looking for 68k lessons

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 06:02:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cf9b450455491@madasafish.com>
Source record: 34414

Hi Mï¿½gamodeste,

>Hello everybody, beware antispam adress
>
>A long time ago I got the excellent 68000 lessons of Damien M. Jones for an
>Atarian electronic magazine.
>That was a monthly article called '68k columns'.
>
>Does anyone knows whre to find them again ?
>Where can I find the entire collection of Atari Explorer OnLine ?

I can put you in touch of someone who wrote a great tutorial on
assembly programming on the Atari ST, describing things like
triple buffering, sprites, sound etc. Designed for programming
demos and games, but it covers the basics as well.
--
Lyndon Amsdon

32. Re: Launcher

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 06:54:54 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3cf9c13e$0$223$626a54ce@news.free.fr>
Source record: 34490

Hello Djordje,

found an accessory (freeware) called RUNPRG which can launch TOS programs,

EXACTLY WHAT'S I'm LOOKING FOR !
Please, tell me where it is or sent it to me at :
yves.rogne@free.fr

somewhere a full version- let me know where it is :)

Sure.

Regards

33. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 07:29:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200206020929.a31872@wun.maus.de>
Source record: 34397

Hallo !

A>So does it work with 4 megs of RAM ???

This will be no fun. In this case, I'd recommend installing a virtual RAM manager like outside, in order to get more space. Or, of course, get more RAM :-)

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

34. Problems with CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 11:50:27 UTC
From: fmhcom@operamail.com
Message-ID: <7EnK8.40$2x.38647@newsfeed.slurp.net>
Source record: 34491

Well I've not used CAB 2.7 on my TT in a few months and now when I do a large number of Web Sites I used to hit now give me "File Not Found" in CAB. I'm using CAB2.7 with the included IConnect and I'm running MagiC6 on my TT. I emptied the cache and still I get the message. One of the sites in question is www.apple.com Most of the time I can not reach this site but on the rare times I can I get the main page but can't click on any other pages like OSX or the iBook pages. Anybody have any ideas?

35. Re: Problems with CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 12:02:13 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3cfa0944$0$241$626a54ce@news.free.fr>
Source record: 34492

On 2 Jun 2002 11:50:27 G, fmhcom@operamail.com wrote:
�Well I've not used CAB 2.7 on my TT in a few months and now when I do a large
�number of Web Sites I used to hit now give me "File Not Found" in CAB. I'm
�or the iBook pages. Anybody have any ideas?

I got that when I don't use frames or when a java script instead of html is behing.

Regards

M�gamodeste

36. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 12:55:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200206021455.a49444@su2.maus.de>
Source record: 34430

Hi JI,

JL>As a matter of interest, how did it work and how well did it perform?
if you ask me because of AUGUR, I'm sorry I can't answer for I never
saw it perform.

I'm satisfied with both OCR and SYNTEX, but now I prefer OCR.

Und TTschï¿½
ps

37. Re: Problems with CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 13:09:30 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cfa271028f0e20@tripnet.se>
Source record: 34493

On Sun 02-06-2002 11:50 (GMT) fmhcom@operamail.com wrote:

>Well I've not used CAB 2.7 on my TT in a few months and now when I do a large
>number of Web Sites I used to hit now give me "File Not Found" in CAB. I'm
>using CAB2.7 with the included IConnect and I'm running MagiC6 on my TT. I
>emptied the cache and still I get the message. One of the sites in question
>is www.apple.com Most of the time I can not reach this site but on the rare
>times I can I get the main page but can't click on any other pages like OSX
>or the iBook pages. Anybody have any ideas?

Works fine here. Just tested http://www.apple.com/ and surfed in to the
iBook pages etc no errors whatsover and they do not seem to rely too
heavily on Javascript either.

This is with CAB but STinG. I suppose you have some DNS problems. Don't
know what resources the IConnect setup has but first check if you can
resolve the hostname www.apple.com to a dotted address.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

38. Nordic Atari Show June 29th

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 13:45:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cfa2f622f6ff90@tripnet.se>
Source record: 34494

Nordic Atari Show in Oskarshamn, Sweden 29-30/6!

The annual Nordic Atari Show (NAS) will take place in Oskarshamn this year. Oskarshamn is located on the Swedish east coast close to the great island "ï¿½land". Atari enthusiasts from all over the country and abroad will gather together and participate in or just visit the exhibition.

The show is opened 29/6-30/6 and we welcome anyone to join. Entrance fee is SKR 100 (appr. 10 EUR) for both days.

There will be second hand Atari computers, monitors, software, etc on sell. If you want to sell anything yourself just bring the stuff with you.

We plan to do a lot af networking so bring your Ethernet adapters, nullmodem cables, MIDI cables, etc to join the network with fast Internet access via NAT.

For more info browse to http://www.sak.nu/ and click the "Nordic Atari Show" button. Info in English can be found further down on the page, map included.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

39. Re: Problems with CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 14:27:04 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cfa8aaa47a1f90@pandora.be>
Source record: 34403

on Sun 02-06-2002 11:50 fmhcom@operamail.com wrote:

>Well I've not used CAB 2.7 on my TT in a few months and now when I do a large
>number of Web Sites I used to hit now give me "File Not Found" in CAB. I'm
>using CAB2.7 with the included IConnect and I'm running MagiC6 on my TT. I
>emptied the cache and still I get the message. One of the sites in question
>is www.apple.com Most of the time I can not reach this site but on the rare
>times I can I get the main page but can't click on any other pages like OSX
>or the iBook pages. Anybody have any ideas?

I don't have any probs to viste www.apple.com using Cab 2.8 with the
MiNT-net ovl.

Are you sure your settings are still the same? What about the
proxy server? Do you use one? If so do you use the right server and the
right syntax?

TTYS
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

40. Looking for 68k lessons

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 15:08:20 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3cfa34e4$0$412$626a54ce@news.free.fr>
Source record: 34495

Hello everybody, beware antispam adress

A long time ago I got the excellent 68000 lessons of Damien M. Jones for an
Atarian electronic magazine.
That was a monthly article called '68k columns'.

Does anyone knows whre to find them again ?
Where can I find the entire collection of Atari Explorer OnLine ?

yves.rogne@free.fr or on the forum to reply please

Regards

M&#65533;gamodeste

41. Re: Launcher

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 15:13:02 UTC
From: Karsten L&#65533;dersen <karsten@kalue.de>
Message-ID: <addcgehbc05$1@news.t-online.com>
Source record: 34396

>I remember some time ago that I ran across a program which does the
>same thing as "Start Me Up", but did not require Magic.

There is such a program, called Multistrip. Youï¿½ll find it here:

<http://www.thomaskuenneth.de/de_mstrp.html>

Itï¿½s shareware (30 DM ~ 15 EUR) and only in german. The latest version
seems to be from April 2000.

Gruï¿½,
Karsten

--
http://www.kalue.de/

42. Symbolic Composer Page Created

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 18:35:40 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0206021035.7a5a5d5a@posting.google.com>
Source record: 34398

Hi All

Here is the most recent addition to TAMW; the Symbolic Composer Page.

http://tamw.atari-users.net/scom.htm

Tim Conrardy

****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

43. QED 5.0 beta 2

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 18:52:19 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0206022046340.65-100000@easymint>
Source record: 34399

I have seen a strange problem with QED 5. "Save As" didn't work, and
today I had a document that gave me bombs when trying to save it. The
document was saved correctly however. I retried the same actions with
QED 4.xx (xx = the last one, don't remember exactly).
Anyone had similar problems ?

Martin Tarenskeen

44. Re: STinG and Ethernet help

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 19:04:52 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <addq41eke1@news7.svr.pol.co.uk>
Source record: 34400

"rustynutt" <rustynutt@hotmail.com> wrote in message
news:fc53daf3.0205310646.3a72eb7d@posting.google.com...
> rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0205301245.448d3b37@posting.google.com>...
> > rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0205300334.329fe57b@posting.google.com>...
> > > "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:<ad0p41$v7a$1@newsg2.svr.pol.co.uk>...
> >
> > Finally got to see a webpage on the Falcon ethernet setup. I purchased
> > a crossover ethernet cable and just tied it to the PC directly and
> > accessed the mini webserver on the local XP machine. I didn't try to
> > set the PC up as a gateway yet to try WAN internet access. The STinG
> > configuration I was using works there after changing the PC's IP to
> > the one the router had.
> >
> > Initial transfer starts out at about 175Kb/sec but before the complete
> > page is displayed, rate drops to about 230b/s.
> >
> > With the router out of the loop, I guess I can try to optomize the
> > STinG settings before going back. It's to slow as it is now, which may
> > have been some of the trouble in the first place, STinG timing out
> > before any data was received.
> >
> > Mike
>
> !!!!!!!
> Have WAN access now! Now to get details from the ISP for POP and SMTP
> :)
> Speeds up to 170kb/sec, but SCSI resets on large images/files. Changed
> program flags for all STinG applications and modules to run in ST RAM
> (as opposed to Alternate Ram). That settled down the system, but
> transfer speeds dropped to ~40kb/sec-1kb/sec. Will work on more DMA
> snooping to find problem. Will post details of setup soon.
> Thanks for your help,
> Mike

Mike,

Just for interest I did a couple of tests with my NE2000 Cartridge Port
adaptor, and seem to be getting between 50 and 60 K/Bytes second
between my STE with internal IDE Drive and my Windows/2000 PC
which is a fairly old AMDK6-350 running a similar card...

Dave.

45. Re: QED 5.0 beta 2

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 20:14:14 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cfa8aaa47a1f91@pandora.be>
Source record: 34404

on Sun 02-06-2002 20:52 Martin Tarenskeen wrote:

>I have seen a strange problem with QED 5. "Save As" didn't work, and
>today I had a document that gave me bombs when trying to save it. The
>document was saved correctly however. I retried the same actions with
>QED 4.xx (xx = the last one, don't remember exactly).
>Anyone had similar problems ?

Yes there are some problems with 'save as' and other items like for
instance the window name of a (new) empty text window under MiNT.

The author knows about it as I've told him.
The problem I've with 'save as' is that the file selector (doesn't
matter which selector) displays something like this in the path window
d:/qed/ï¿½ï¿½ï¿½ï¿½ [Atari ascii 255 (3 times) + atari ascii 136]
ï¿½ï¿½ï¿½ï¿½ is also displays in the pre-installed extension masks.

To save the file I must first click on the '*' mask so that I can view
all the files in the dir where I want to store the text file.

Apart from that 'save as' does work on my setup (Hades 060/FreeMiNT
1.15.12/N_AES 2.0.0)

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

46. Just a little test!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 21:00:14 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1023026556-660159AEicMi@williams-net.com>
Source record: 34401

```
Everyone,
Just a little test to see if my newsgroup program is
functioning properly!!!

Thanks,
C.
"Carey Christenson"
```

47. Re: Problems with CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 21:08:36 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3cfa89bc182370@go2.pl>
Source record: 34405

> Well I've not used CAB 2.7 on my TT in a few months and now when I do a large
> number of Web Sites I used to hit now give me "File Not Found" in CAB. I'm
> using CAB2.7 with the included IConnect and I'm running MagiC6 on my TT. I
> emptied the cache and still I get the message. One of the sites in question
> is www.apple.com Most of the time I can not reach this site but on the rare
> times I can I get the main page but can't click on any other pages like OSX
> or the iBook pages. Anybody have any ideas?

Try to delete whole disk (HD) cache ("Options -> Cache -> Delete"),
the one that CAB stores HTML files. It might help.

--
Grzegorz Pawlik
http://marijuana.atari.org/

48. I'm Back!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-02 21:37:58 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1023028700-088607AEicMi@williams-net.com>
Source record: 34402

Everyone,
It has been awhile since I have posted to this newsgroup how long does it ussually take to get your post onto this site????? Thanks for the information!!!!

Sorry about posting the same message the last couple of days. I just realized I had my Emailer set to Recieved only instead of ALL!!! Sorry about any inconvenience. I am back and ready to help anyone who needs it. I have been using my Falcon for around a year and have mastered alot of software on my setup. My system includes the following setup:

Falcon 030
14 megs of memory
Eclipse GC
84 meg IDE hard drive
40 GB 7200 RPM MAXTOR IDE hard drive
4.3 GB 7200 RPM SEAGATE SCSI hard drive 24X Cyberdrive CD-Rom
8X2X20X Smart and Friendly CD-Rom Burner 19 inch VGA color monitor and 5 speaker subwoofer sound system!!!!

Any help I can provide anyone with I would be more than happy to assist dont hesitate to e-mail me at firest@williams-net.com!!!!!

Thanks,
Carey Christenson

III
III The High Flying FALCON 030
/I\ "Soon to be CT60!!!"
/ I \
/\ /\
I

49. Trade

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 00:54:25 UTC
From: Starlord <starlord@in>
Message-ID: <b6zK8.292$xs4.66999390@news.inreach.com>
Source record: 34406

I don't have the knowage or the money to be able to fix or even figure what's wrong with my Falcon030. So, hate doing this, but it comes down to this, I'll trade this Falcon030 (is in a wizztroics housing) for a keyboard I can use on my TT030.

You pay shipping.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

50. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 01:17:35 UTC
From: fmhcom@operamail.com
Message-ID: <PszK8.164$2x.133592@newsfeed.slurp.net>
Source record: 34407

If you really must have MultiTOS I have a boxed version that Atari sold to people who did not buy a Falcon. Just E-mail me if interested.

jdplace@<nospam>prodigy.net (Joseph D. Place) :

> Is MultiTOS still a commercially available product? I didn't receive it
> with my Falcon (used) and would be interested in trying it out.
>
>
>
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |
> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|

51. Re: Problems with CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 01:17:36 UTC
From: fmhcom@operamail.com
Message-ID: <QszK8.165$2x.133087@newsfeed.slurp.net>
Source record: 34408

Well I deleted the cache by going into my cache folder and dumping it into
the trash bin. This way I know it's empty.

"Grzegorz Pawlik" <atarirulez@go2.pl> :

> > Well I've not used CAB 2.7 on my TT in a few months and now when I do a
> large
> > number of Web Sites I used to hit now give me "File Not Found" in CAB.
> I'm
> > using CAB2.7 with the included IConnect and I'm running MagiC6 on my TT.
> I
> > emptied the cache and still I get the message. One of the sites in
> question
> > is www.apple.com Most of the time I can not reach this site but on the
> rare
> > times I can I get the main page but can't click on any other pages like
> OSX
> > or the iBook pages. Anybody have any ideas?
>
> Try to delete whole disk (HD) cache ("Options -> Cache -> Delete"),
> the one that CAB stores HTML files. It might help.
>

52. Re: Name calling is immature...Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 01:59:54 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0206021759.1ce716d0@posting.google.com>
Source record: 34409
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Particle Salad <mark@particlesalad.com> wrote in message
news:<3CF99F9E.368AD45E@particlesalad.com>...
> Hey FUKHEAD:
>
> http://groups.google.com/groups?q=sinclap+%22pro+tools%22&hl=en&lr=&selm=335BA234.33C1%40intuit.com&rnum=2
>
> http://groups.google.com/groups?hl=en&lr=&selm=3C15954C.1FD92061%40particlesalad.com
>
> http://groups.google.com/groups?hl=en&lr=&selm=3793646D.BB044DBF%40earthlink.net
>
> That's after five minutes of Google searching. You had your little whiny ass handed to you on a platter many times by me, and
> you're too stupid to even see it.

You forgot to include these links...

http://www.avid.com/company/releases/2002/020418_q1earnings_corp.html

http://www.avid.com/company/releases/2002/020131_q4earnings_corp.html

Nice try! Gee I wonder why?

sinclap!

53. Re: Pagestream 2.2/Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 07:14:30 UTC
From: swampfax@atlantic.net
Message-ID: <qHEK8.9$UI5.6079@news1.atlantic.net>
Source record: 34410

```
On 30 May 2002 16:41:11 , Michael and Nicole Freeman wrote:
>in article 3LiJ8.174$dn3.12445934@newssvr17.news.prodigy.com,
>jdplace@prodigy.net (Joseph D. Place) at nospam wrote on 5/29/02 9:27 PM:
>
>> On 29 May 2002 10:04:38 , John Garone wrote:
>>> On 26 May 2002 06:33:18 , Joseph D. Place wrote:
>>>> When I run Pagestream 2.2 on my Falcon, it takes about 2 minutes to start.
>>>> On my STe, it starts right up. Things seem to run fine on the Falcon once
>>>> it finally starts. Does anyone know if there is a fix available for this?
>>>> Was there a different version compiled for the Falcon?
>>>>
>>>
>>> Hi Joseph,
>>> I had the same problem. You need FLXIFAST.PRG. It will set all bits
>>> that are possible to set to "fast" or "slow". Send me an E-mail (my above
>>> address is good) and I'll send the program to you.
>>> Regards,
>>> John G.
>>>
>>> .
>> John,
>> Thanks for your help, but I guess this is not my problem. The program said
>> that it was already set to fastload. I tried both fast and slow, but it
>> still takes forever to load.
>
>On a similar topic as another thread, I thought I'd heard that PageStream is
>one of those programs that tries to grab as much of your system's memory as
>possible while loading (please correct me if I'm wrong on that). For
>example, on my old ST, it loaded almost instantly. When I first got my
>Falcon, it had 4Mb and took a while longer to load. I got a 14Mb memory
>card, and now it takes an eternity in comparison. What if memory for this
>program was limited to say 2Mb? I'll have to try this and see. I don't
>really use PageStream all that much anymore.
>
> Mike Freeman
> nameerf@flash.net
>
>.
Hi Mike,
Try setting all files (that can be set) to "fastload".
14 meg Falcon here and Pagestream 2.2SE pops right up! On advice, I did
the same to all in the Auto folder and now see a faster boot-up!
John
```

54. Midnight Resistence

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 10:13:34 UTC
From: Themis Papassilekas <sbstp8@cf.ac.uk>
Message-ID: <3CFB414E.6000006@cf.ac.uk>
Source record: 34411

Anyone got a working .msa or .st version? I have the original (imagine that...) but not my Atari around here, and the .st I got (Automation 336) seems to be empty??

Cheers
Themistocles

--
.:.
Reality is that, which when you stop believing in it, doesn't go away.
P.K.Dick

55. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 12:18:22 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnafmna3.v51.atari@core.preferuje.luzik.pl>
Source record: 34412

> A>So does it work with 4 megs of RAM ???
>
> This will be no fun. In this case, I'd recommend installing a virtual RAM
> manager like outside, in order to get more space. Or, of course, get more RAM
>:-)

MiNT and FreeMiNT will NOT work with Outside. Keep in mind that Outside and
any other vitrual memory manager requires at least 020 or better.

Adam Klobukowski
atari@gabo.pl

56. Re: I'm Back!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 14:24:33 UTC
From: Video61@webtv.net
Message-ID: <24857-3CFB7C21-748@storefull-2112.public.lawson.webtv.net>
Source record: 34415

hi carey,
its about time!
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

57. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 17:27:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200206031927.a31923@wun.maus.de>
Source record: 34433

Hallo Adam!

AK>MiNT and FreeMiNT will NOT work with Outside.

Even not with MP disabled?

AK>Keep in mind that Outside and any other vitrual memory manager
AK>requires at least 020 or better.

For Outside and its (former) competitor vram (???) 030 only!

But Joseph having a Falcon, this would be no problem.

My experience with Outside was, that it's virtually unusable on SCSI disks unless the clockpatch is working 100% reliably. No problem with IDE harddisk, though.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

58. Re: Trade

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 18:22:01 UTC
From: The Caver! <caver99@ntlworld.com>
Message-ID: <atOK8.45470$wd3.7049788@news6-win.server.ntlworld.com>
Source record: 34416

Where are you US, UK?

"Starlord reach.com>" <starlord@in<*> wrote in message
news:b6zK8.292$xs4.66999390@news.inreach.com...
>
> I don't have the knowage or the money to be able to fix or even figure
what's
> wrong with my Falcon030. So, hate doing this, but it comes down to this,
I'll
> trade this Falcon030 (is in a wizztroics housing) for a keyboard I can use
on my
> TT030.
>
> You pay shipping.
>
> --
> The Babylon project was our last best hope for peace, it failed.
> But in the year of the Shadow War it became our last best hope
> for Victory. They year is 2260, the place is Babylon 5
>
>
> SIAR
> www.starlords.org
> Akumaizer Cattery
> http://akumaizer.united.net.kg
> Global Japanese Bobtail Club
> http://cathobbyist.com/gjbtc/
> Telescope Buyers FAQ
> http://home.inreach.com/starlord
>
>
>

59. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 18:54:26 UTC
From: Bhadra <atarikid@cox.net>
Message-ID: <vnenfucpgk9e2tej98h3c5g602b47dk5us@4ax.com>
Source record: 34417

So it doesnt work on an upgraded ST with 4 megs eh ?
only TT or Falcon ? Are my choices for Multitasking Geneva -
or Magic.?

Thanks

On Mon, 3 Jun 2002 12:18:22 +0000 (UTC), Adam Klobukowski
<atari@gabo.pl> wrote:

>> A>So does it work with 4 megs of RAM ???
>>
>> This will be no fun. In this case, I'd recommend installing a virtual RAM
>> manager like outside, in order to get more space. Or, of course, get more RAM
>>:-)
>
>MiNT and FreeMiNT will NOT work with Outside. Keep in mind that Outside and
>any other vitrual memory manager requires at least 020 or better.
>
>Adam Klobukowski
>atari@gabo.pl

60. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 19:13:22 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnafnfk8.o0.atari@core.preferuje.luzik.pl>
Source record: 34418

W artykule <vnenfucpgk9e2tej98h3c5g602b47dk5us@4ax.com> Bhadra napisaï¿½(a):
> So it doesnt work on an upgraded ST with 4 megs eh ?
> only TT or Falcon ? Are my choices for Multitasking Geneva -
> or Magic.?

You may try older FreeMiNT kernels, but recent ones need more then 4MB.

Adam Klobukowski
atari@gabo.pl

61. Re: TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 19:36:09 UTC
From: mathman242000@yahoo.com
Message-ID: <59f561e5.0206031136.5608d488@posting.google.com>
Source record: 34421

```
Thanks - I tried the MST keyboard and
it worked fine. Actually, I have to
agree the MST keyboard has a very
solid feel to it. Unfortunately the
case is starting to 'yellow' with age,
but I guess there isnt much you can
do about that.
```

62. Papillon 3.04 English resource

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 19:57:08 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0206032138460.168-100000@easymint>
Source record: 34422

Just installed an official full version of Papillon 3.04 (German).
I tried to replace the RSC files with the translated english ones from
D&D. But with these resources Papillon quits automatically right after the
appearance of the opening screen. The strange thing is that these same RSC
files worked perfectly with the Papillon 3.04 demo that I tried first.

I have already seen in my RSC editor that translated resource has one
objecttree more than the original German one from my full version. (50
against 49). They are not identical.

I'm lucky to be able to read German, but I prefer English. (Not because of
World War 2 and I'm no socker fanatic either. In fact most Germans are OK,
especially Atarians ;)

What to do to make the English RSC files work with my full version
Papillon 3.04 ?

Martin Tarenskeen

63. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 20:26:12 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3cfbd1981deeee0@go2.pl>
Source record: 34419

> So it doesnt work on an upgraded ST with 4 megs eh ?
> only TT or Falcon ? Are my choices for Multitasking Geneva -
> or Magic.?

Multitasking on a 4MB ST? Only MagiC! :-) You may try Geneva
and even Geneva with MiNT kernel, but when you will install
MagiC you will never want to use anything else. Never. ;-)

MagiC is great _on standard STs_, because it takes very little
RAM, gives you multitasking and is actually *faster* than TOS.

When I had 1040STE (with 4MB RAM and 20MB hard drive) I used
MagiC 5.2 and was quite happy with it.

But remember that if you have some non-standard hardware
extensions in your ST, it is very likely MagiC might not work.

> On Mon, 3 Jun 2002 12:18:22 +0000 (UTC), Adam Klobukowski
> <atari@gabo.pl> wrote:
>
> >> A>So does it work with 4 megs of RAM ???
> >>
> >> This will be no fun. In this case, I'd recommend installing a virtual RAM
> >> manager like outside, in order to get more space. Or, of course, get more RAM
> >>:-)
> >
> >MiNT and FreeMiNT will NOT work with Outside. Keep in mind that Outside and
> >any other vitrual memory manager requires at least 020 or better.
> >
> >Adam Klobukowski
> >atari@gabo.pl
>

--
Grzegorz Pawlik
http://marijuana.atari.org/

64. Re: Problems with CAB 2.7

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 20:29:08 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3cfbd1981deeee1@go2.pl>
Source record: 34420

> Well I deleted the cache by going into my cache folder and dumping it into
> the trash bin. This way I know it's empty.

And it still does not work? I remember having a similar problem,
and emptying the cache cured it...

I use MagXNet/Gluestik and Dan Ackerman's CAB.OVL though. With IConnect
I get so many crazy errors that I've gave it up... ;-(

> "Grzegorz Pawlik" <atarirulez@go2.pl> :
>
> > > Well I've not used CAB 2.7 on my TT in a few months and now when I do a
> > large
> > > number of Web Sites I used to hit now give me "File Not Found" in CAB.
> > I'm
> > > using CAB2.7 with the included IConnect and I'm running MagiC6 on my TT.
> > I
> > > emptied the cache and still I get the message. One of the sites in
> > question
> > > is www.apple.com Most of the time I can not reach this site but on the
> > rare
> > > times I can I get the main page but can't click on any other pages like
> > OSX
> > > or the iBook pages. Anybody have any ideas?
> >
> > Try to delete whole disk (HD) cache ("Options -> Cache -> Delete"),
> > the one that CAB stores HTML files. It might help.
> >
>

--
Grzegorz Pawlik
http://marijuana.atari.org/

65. Re: Papillon 3.04 English resource

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 21:50:06 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3cfbe4904d0f30@go2.pl>
Source record: 34424

> Just installed an official full version of Papillon 3.04 (German).
> I tried to replace the RSC files with the translated english ones from
> D&D. But with these resources Papillon quits automatically right after the
> appearance of the opening screen. The strange thing is that these same RSC
> files worked perfectly with the Papillon 3.04 demo that I tried first.
>
> I have already seen in my RSC editor that translated resource has one
> objecttree more than the original German one from my full version. (50
> against 49). They are not identical.

That extra dialog box is to be used with Papillon 3.04 Service Pack 1.
That "Service pack 1" is a Papillon extension available from ASH.
It is in fact an update for Papillon, but instead calling it 3.06
or whatever, they say it's "Papillon 3.04 Service Pack 1".
This new Papillon version makes it possible to set the color pallette
separately for each plane, using the additional dialog box from
RSC. So maybe the English RSC from D&D website works only with
the latest Papillon? As I say, there are two 3.04 versions, which
are significantly different.

--
Grzegorz Pawlik
http://marijuana.atari.org/

66. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 22:06:14 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B921369A.22933%nameerf@flash.net>
Source record: 34425

in article 3cfbd1981deeee0@go2.pl, Grzegorz Pawlik at atarirulez@go2.pl
wrote on 6/3/02 12:26 PM:

>> So it doesnt work on an upgraded ST with 4 megs eh ?
>> only TT or Falcon ? Are my choices for Multitasking Geneva -
>> or Magic.?
>
> Multitasking on a 4MB ST? Only MagiC! :-) You may try Geneva
> and even Geneva with MiNT kernel, but when you will install
> MagiC you will never want to use anything else. Never. ;-)

Well, I wouldn't say never. This depends on your choice of software. I have both Magic and Geneva, and while I do use Magic a little more than Geneva for basic things (word processing, etc), I do prefer Geneva for certain things. In fact it took me a long time to feel comfortable using Magic more than Geneva (mostly because of some really bad stability problems I had with Magic at the beginning). While Magic is really a good choice, Geneva (without Mint) does a better job with backward compatibility, especially with programs that don't like multitasking OS's, or that are not very cleanly written. I've also found Geneva a *lot* more stable than Magic, depending on the system you run it on. Another advantage is, you can try a demo of Geneva to see if it really is what you need before you buy, while Magic has no demo that I know of (except for Mac and PC versions, which are severely limited by a 15-minute time limit and a speed slowdown routine). And Geneva doesn't take up much memory at all. I also prefer Geneva's fileselector to many others available. The price is a little cheaper, too. I know some people who refuse to use anything but Geneva.

Its disavantages compared to Magic: It's a little slower, it isn't quite as nice looking (although it's much better looking than the ST's GEM), and doesn't support long filenames unless you use Mint, an alternate fileselector, and a long-filename-compatible desktop, like Thing).

I really wish Dan Wilga would have continued development of Geneva. It could have really been a big contender in the AES race, especially in the U.S., where it is much more easily available than NAES. Anyway, I wouldn't say Magic is the end-all and be-all to the OS debate. I would think more heavily on what software you enjoy using, and what kinds of features you really need, then base your decision on that.

Mike Freeman
nameerf@flash.net

67. Re: Atari 520STFM trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 22:19:12 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3CFC69C4.D74B58EB@libero.it>
Source record: 34426

Update: Tried to push, tried to remove and reinsert every socketed chip, but
nothing... Same problem.
Probably it will be the ram... the 520STFM is 'original', no expansions and
ram chips not socketed. Mmhh.. I think there's nothing to do. I'm not really
good with solder :-P

Thanks to all!!!

"T.J." wrote:

> Thank to all of you, guys! I'll try to do what you suggests, then I'll post
> here the results :-)
>
> Tony
>
> "Edward S. Baiz Jr." wrote:
>
> > On 27 May 2002 23:29:46 , "T.J." wrote:
> > >Hi!
> > >
> > >Last weekend I've bought from a friend two STs; a 1040STF, that works
> > >well, and a 520STFM, with this problem: when turned on, the 520 shows on
> > >screen only some coloured vertical stripes, then freeze.
> > >Anyone have an idea? It could be the ROMs? I'm thinking to change roms
> > >from the 1040 to 520 to discover, but first I'd like to know if I could
> > >be right :-)
> >
> > Hello,
> >
> > I know for a fact it is loose chips. I get the same thing on a 1040,
> > but when I press down on all the chips, the computer boots. Now, if
> > this does not work, then it is probably a bad chip.
> >
> > Edward S. Baiz Jr.
> > (Gamer)
> > --
> > HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> > --
>
> --

> Tony
> |||
> |||
> / | \
> Atari Maniac!

--
Tony
|||
|||
/ | \
Atari Maniac!

68. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 22:40:55 UTC
From: <>
Message-ID: <XfSK8.3290$XJ1.151880775@newssvr15.news.prodigy.com>
Source record: 34427

>Well, I wouldn't say never. This depends on your choice of software. I have
>both Magic and Geneva, and while I do use Magic a little more than Geneva
>for basic things (word processing, etc), I do prefer Geneva for certain
>things. In fact it took me a long time to feel comfortable using Magic more
>than Geneva (mostly because of some really bad stability problems I had with
>Magic at the beginning). While Magic is really a good choice, Geneva
>(without Mint) does a better job with backward compatibility, especially
>with programs that don't like multitasking OS's, or that are not very
>cleanly written. I've also found Geneva a *lot* more stable than Magic,
>depending on the system you run it on. Another advantage is, you can try a
>demo of Geneva to see if it really is what you need before you buy, while
>Magic has no demo that I know of (except for Mac and PC versions, which are
>severely limited by a 15-minute time limit and a speed slowdown routine).
>And Geneva doesn't take up much memory at all. I also prefer Geneva's
>fileselector to many others available. The price is a little cheaper, too. I
>know some people who refuse to use anything but Geneva.
>
>Its disavantages compared to Magic: It's a little slower, it isn't quite as
>nice looking (although it's much better looking than the ST's GEM), and
>doesn't support long filenames unless you use Mint, an alternate
>fileselector, and a long-filename-compatible desktop, like Thing).
>
>I really wish Dan Wilga would have continued development of Geneva. It could
>have really been a big contender in the AES race, especially in the U.S.,
>where it is much more easily available than NAES. Anyway, I wouldn't say
>Magic is the end-all and be-all to the OS debate. I would think more heavily
>on what software you enjoy using, and what kinds of features you really
>need, then base your decision on that.
>
> Mike Freeman
> nameerf@flash.net
>
>.
My interest in MultiTOS was to see if it was faster (and more compatible)
than my Geneva/Neodesk environment. Atari freak that I am, I was also
curious how my Falcon worked "out of the box" with MulitTOS. Since TOS
4.04 includes many of the features of Neodesk, I thought that I may gain
speed and compatibility using just the GEM desktop and a multitasking OS,
if that is how MultiTOS works. I tried to install EasyMint, but it sure
wasn't easy for me, and I had no success (fatal errors).

In general Geneva/Neodesk is a great solution for me. It may well be that
I would experience the same problems with certain programs in another
environment. I suppose I will eventually get ahold of MagiC (if I can

figure out how and where to order it) to see how that works as well.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

69. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 23:14:14 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1023120868-867546AEicMi@williams-net.com>
Source record: 34423

Joseph,
I use Magic 6.1 and Jinnee 2.5 on my Falcon. I have

tried GENEVA and it is very nice as well. But MAGIC
does far more than GENEVA will ever do and is far
easier to operate. As far as your memory limit of 4
megs on your Falcon. I have 16 megs (well actually on

14 megs is recognized) and I can have many programs
open at the same time. My browser, email program,
text editor, cd player and Falcamp and Aniplayer all
at the same time. 4 megs if you do not have to much
stuff booting up in your Auto folder or MAGIC
EXTENSION folder will only be able to operate 2
smaller programs at the same time. I would recommend
finding at least a 16 meg upgrade board from
WIZZTRONICS or B & C Computervisions might be able to
help you. If you need any help with URL's or phone
numbers just let me know!!!!!

Thanks,

P.S. You could get a CT60 and install 32, 64, 128 or
256 megs or SDRAM on board, PC100 or PC133!!!!
Carey Christenson

III
III The High Flying FALCON 030
/I\ "Soon to be CT60!!!"
/ I \
/\ /\
I

70. Re: Trade

Newsgroup: comp.sys.atari.st
Date: 2002-06-03 23:28:52 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206031528.40d3d9c6@posting.google.com>
Source record: 34428

"The Caver!" <caver99@ntlworld.com> wrote in message
news:<atOK8.45470$wd3.7049788@news6-win.server.ntlworld.com>...
> Where are you US, UK?
>
>
> "Starlord reach.com>" <starlord@in<*> wrote in message

I think he's in California.

Galen

71. Re: Trade

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 00:35:43 UTC
From: Starlord <starlord@in>
Message-ID: <DWTK8.319$pQ6.76373043@news.inreach.com>
Source record: 34432

High Desert of Calif. and I've got two people wanting to trade, so I go to the post office tuesday to check on how much it'll cost to ship.

1st guy is from PA, not sure of the other.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

"The Caver!" <caver99@ntlworld.com> wrote in message
news:atOK8.45470$wd3.7049788@news6-win.server.ntlworld.com...
> Where are you US, UK?
>
>
> "Starlord reach.com>" <starlord@in<*> wrote in message
> news:b6zK8.292$xs4.66999390@news.inreach.com...
> >
> > I don't have the knowage or the money to be able to fix or even figure
> what's
> > wrong with my Falcon030. So, hate doing this, but it comes down to this,
> I'll
> > trade this Falcon030 (is in a wizztroics housing) for a keyboard I can use
> on my
> > TT030.
> >
> > You pay shipping.
> >
> > --
> > The Babylon project was our last best hope for peace, it failed.
> > But in the year of the Shadow War it became our last best hope
> > for Victory. They year is 2260, the place is Babylon 5
> >
> >
> > SIAR
> > www.starlords.org

> > Akumaizer Cattery
> > http://akumaizer.united.net.kg
> > Global Japanese Bobtail Club
> > http://cathobbyist.com/gjbtc/
> > Telescope Buyers FAQ
> > http://home.inreach.com/starlord
> >
> >
> >
>
>

72. Re: TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 00:36:23 UTC
From: Starlord <starlord@in>
Message-ID: <gXTK8.320$2O6.76218498@news.inreach.com>
Source record: 34431

Paint it!

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

"mathman" <mathman242000@yahoo.com> wrote in message
news:59f561e5.0206031136.5608d488@posting.google.com...
> Thanks - I tried the MST keyboard and
> it worked fine. Actually, I have to
> agree the MST keyboard has a very
> solid feel to it. Unfortunately the
> case is starting to 'yellow' with age,
> but I guess there isnt much you can
> do about that.

73. Re: Problems using HP 2200D with a TT

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 01:51:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc228c6f8fa0@madasafish.com>
Source record: 34441

Hi,

>Lyndon Amsdon wrote:
>
>> MAny Lasers seem to need the full spec printer cable. Injets
>> work with only a minimal of conenctions.
>
>Yes, it was the cable, indeed. Now everything works, except for reading
>the printer status, of course, because the TT does not have a
>bidirectional port.

Are all HP lasers backwards compatible to the old Laserjets? My
injet has almost died (only works in 720DPI) so I decided to get
a decent laser. I need it to work with Imagecopys and Scooters
Laserjet driver. I'm not that keen on using the NVDI drivers,
never got them working very well.
--
Lyndon Amsdon
http://hardware.atari.org

74. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 02:12:02 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1023131546-002482AEicMi@williams-net.com>
Source record: 34429

Joseph,
Here is a URL for a place that you may be able to
purchase MAGIC 6.1 and Jinnee 2.5. I also have heard
that MAGIC is up to 6.2. So check it out!!!

http://www.woller.com/

Thanks,
Carey Christenson

III
III The High Flying FALCON 030
/I\ "Soon to be CT60!!!"
/ I \
/\ /\
I

75. Re: Looking for 68k lessons

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 02:14:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc228c6f8fa1@madasafish.com>
Source record: 34442

Hi Graham,

>wouldn't mind having a look myself..pls send whatever..
>
>cheers and many thanks

OK, you can try http://alive.atari.org I heard it was in one of
those but there are also some other sources and guides by others
there. It should be in one of the 'previous' issues.
--
Lyndon Amsdon
http://hardware.atari.org

76. Re: HP Laser backwards compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 02:45:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc2a1031f2b0@madasafish.com>
Source record: 34298

Hi Galen,

>"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3cfc29baf4b80@madasafish.com>...
>> Hmm, I just been checking out the Brother ones, 1440 and 1450.
>> The 1450 just seems to have extra memory, the 1440 has PCL 4 so
>> that seems fine. Maybe that has FX emulation too, would be nice!
>> So, if I had the network card on it as well, is there any way I
>> can print on the Atari via Ethernet?
>
>The 1440 is ONLY PCL 4, which will work fine with a Laserjet III
>driver (you could use a Laserjet II or Deskjet driver as well, but
>only at 300 dpi black). It does NOT have FX emulation.
>
>the 1450, although it is listed as PCL 6, probably has PCL 5e as well,
>so it should make a good Atari printer (please note I haven't tested
>it). One thing that really impressed me about a friend's 1240 (a
>couple of years old) is that the printer auto-sensed printer type with
>no setup required. Word Perfect's Proprinter driver, NVDI 2, and
><alt-help> screen printing all worked perfectly with no need (and in
>fact no way) to tell the printer what would be coming at it next.

I think I saw a 1240 for sale new at one of the big mail order
places in the UK. I'll have to do some more looking at their
specifications. So even with my driver set to 600 DPI, a 1440
on Atari will only get 300 DPI?
--
Lyndon Amsdon
http://hardware.atari.org

77. Re: HP Laser backwards compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 02:45:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc29baf4b80@madasafish.com>
Source record: 34365

Hi Galen,

>> Lyndon Amsdon wrote:
>>
>> > Are all HP lasers backwards compatible to the old Laserjets?
>
>Almost. Here's a brief rundown of the PCL commands used to control HP
>printers. More is available at
>http://www.hp.com/cposupport/printers/support_doc/bpl04568.html .

Thanks for all the info!

>If you are really interested in laser printers, may I suggest looking
>at the Brother 1450? (See
>http://www.brother.com/usa/printer/prn_personal_list_cntr.html). Not
>only can it use the Laserjet III driver, but it can also emulate an
>Epson FX, so it will print off darn near any Atari program ever
>written!

Hmm, I just been checking out the Brother ones, 1440 and 1450.
The 1450 just seems to have extra memory, the 1440 has PCL 4 so
that seems fine. Maybe that has FX emulation too, would be nice!
So, if I had the network card on it as well, is there any way I
can print on the Atari via Ethernet?
--
Lyndon Amsdon
http://hardware.atari.org

78. Re: PRO32

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 02:45:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc2eca666c80@madasafish.com>
Source record: 34212

Hi Steve,

>I've just dug out an old accelerator card i was given yonks ago and i need
>to find out some things about it. It has the name PRO32 and LOETS screen
>printed on it, its plugs into the 60000 DIL format socket and has 2 flying
>wires on it. Any info appreciated.

Never heard of it, I would imagine it came from Germany as many
ST accelerators did. Can you scan it in, or take picture?
--
Lyndon Amsdon
http://hardware.atari.org

79. Re: Mythical ST4160 ????

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 02:45:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc2a9c23ef80@madasafish.com>
Source record: 34332

Hi Christopher,

>I am collecting a private Museum of all the Atari XE Onward computers and
>their hardware accesories, I have been told by someone that supposedly owned
>one that there was an Atari ST 4160 they said theyd sold it to a German
>collector.

I think BEST computers were selling these badges for people who
had upgraded their ST to 4MB.

--
Lyndon Amsdon
http://hardware.atari.org

80. Sting for LANs

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 02:45:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc29ba987d0@madasafish.com>
Source record: 34349

Hi,

I have put a step by step guide to installing Sting for an
Ethernet peer to peer network between an Atari and Windows box.
There's also some other things some people might be interestted
in. I checked the distribution on my Atari STE and it should be
pretty accurate, hopefully it'll enable more users to be
networked.
--
Lyndon Amsdon
http://hardware.atari.org

81. Re: Problems using HP 2200D with a TT

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 02:45:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc2a34288dd0@madasafish.com>
Source record: 34352

Hi Uwe,

>Lyndon Amsdon wrote:
>
>> Are all HP lasers backwards compatible to the old Laserjets? My
>> injet has almost died (only works in 720DPI) so I decided to get
>> a decent laser. I need it to work with Imagecopys and Scooters
>> Laserjet driver. I'm not that keen on using the NVDI drivers,
>> never got them working very well.
>
>As far as I can tell they are backwards compatible. This is definitely
>the case for the 2200, which is quite new. HP LaserJet III drivers for
>TempusWord work fine, for example. With the NVDI drivers I could not
>observe any problems so far. I'm currently using one of the LaserJet 5
>drivers with NVDI and the output is correct. You cannot use 1200 DPI,
>however, since the drivers only support 300 or 600 DPI.
>The 2200 supports the latest versions of the PCL and PJL languages and
>detailed documentation on these languages is readily available in the
>Internet, BTW.

Pity that the HP lasers are so expensive. Cheapest I could find
was just under 450 Euros. I've sometimes tried printing via
NVDI from Papyrus but it didn't do anything, not even the
spooler appear. TBH, I haven't played around enough as Papyrus
has it's own drivers. Not many of my applications support NVDI
printers.

--
Lyndon Amsdon
http://hardware.atari.org

82. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 02:45:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc2b14225740@madasafish.com>
Source record: 34362

Hi Kenneth,

>Also Okami does not work with Geneva. The latest versions does not work
>with single TOS either afaik. Anyone who can get it to work properly in
>TOS 3.6??

I haven't tried much, but with TOS 4.04 I can at least read
emails with Okami.

--
Lyndon Amsdon
http://hardware.atari.org

83. Re: Problems using HP 2200D with a TT

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 02:45:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc29f6221130@madasafish.com>
Source record: 34364

Hi Uwe,

>Lyndon Amsdon wrote:
>
>> Pity that the HP lasers are so expensive. Cheapest I could find
>> was just under 450 Euros. I've sometimes tried printing via
>> NVDI from Papyrus but it didn't do anything, not even the
>> spooler appear. TBH, I haven't played around enough as Papyrus
>> has it's own drivers. Not many of my applications support NVDI
>> printers.
>
>Papyrus has its own drivers? I would have expected software like
>Papyrus, which is quite new, to be able to use NVDI for printing.
>Anyway, as long as drivers for older LaserJet models (III or 4L etc.)
>are provided, this should not be an issue.

Well, I'm talking about Papyrus Gold (version 4) which I guess
is getting a bit dated these days? My other apps though,
Scooter PCB and Imagecopy don't support NVDI, both those apps
have good Laserjet support. I will try printing from NVDI
though, I remember it didn't like my accelerator being on when
printing. This isn't due to the printer port feeding data too
fast either. I managed to make it work if I used iPRN but don't
know how that made things work.

--
Lyndon Amsdon
http://hardware.atari.org

84. Re: Problems using HP 2200D with a TT

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 02:45:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc29baf4b81@madasafish.com>
Source record: 34366

Hi Dave,

>TR Computers (www.trcomputers.com and check the "Clearance Items")
>has used 4Ms for 65 pounds. Not sure how many as he was running
>low last time I spoke to him.

That did look tempting but after seeing some pictures it looks
rather bulky and heavy. HP had weight at 17kg, and something I
didn't understand peak current of 22amps, though only 20 ms or
something. I think I might get a Brother, as they seem pretty
cheap. Brother 1440 for about ï¿½200 (about 300 euros) and it'll
work on all my computers, with parallel and USB if I need it on
my laptop.
--
Lyndon Amsdon
http://hardware.atari.org

85. Re: Acorn (Microvitec) AKF60 14" Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 02:45:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc29be367220@madasafish.com>
Source record: 34325

Hi Joshua,

>This is not a sale! This is an evilBay auction!!
>
>;)

Still, it's one of those nice Multisync monitors which can do
all the resolutions!

>"Damian Le Gresley" <dlegresley@nospam.btinternet.com> wrote in message
>news:adodmm$8ef$2@helle.btinternet.com...
>> I have an Acorn AKF60 Multiscan 14" monitor for sale if anyone in these
>> newsgroups are interested.
>>
>> The monitor is up for auction on Ebay, and the URL is given below:
>> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2030341514
>>
>>
>>
>>
>
>

--
Lyndon Amsdon
http://hardware.atari.org

86. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 05:18:48 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206032118.681e79be@posting.google.com>
Source record: 34434

jdplace@<nospam>prodigy.net (Joseph D. Place) wrote in message
news:<XfSK8.3290$XJ1.151880775@newssvr15.news.prodigy.com>...
> My interest in MultiTOS was to see if it was faster (and more compatible)
> than my Geneva/Neodesk environment. Atari freak that I am, I was also
> curious how my Falcon worked "out of the box" with MulitTOS. Since TOS
> 4.04 includes many of the features of Neodesk, I thought that I may gain
> speed and compatibility using just the GEM desktop and a multitasking OS,
> if that is how MultiTOS works. I tried to install EasyMint, but it sure
> wasn't easy for me, and I had no success (fatal errors).
>
Having tried MultiTOS, I can verify that Geneva feels (and probably
is) a bit faster. One of the fascinating things about Geneva is that
Dan was able to keep it from dragging down the computer -- it's
scarcely slower than singletasking!

I don't use MiNT much, but I do have a basic system installed on a
Syquest disk. MiNT is much better at performing multiple operations
SIMULTANEOUSLY (like copying files while surfing the net), and a few
programs require MiNT, but for most things I've been quite happy
sticking with Geneva, and it remains my default configuration.

Galen

87. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 05:28:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206032128.63074484@posting.google.com>
Source record: 34435

jdplace@<nospam>prodigy.net (Joseph D. Place) wrote in message
news:<XfSK8.3290$XJ1.151880775@newssvr15.news.prodigy.com>...
> My interest in MultiTOS was to see if it was faster (and more compatible)
> than my Geneva/Neodesk environment. Atari freak that I am, I was also
> curious how my Falcon worked "out of the box" with MulitTOS. Since TOS
> 4.04 includes many of the features of Neodesk, I thought that I may gain
> speed and compatibility using just the GEM desktop and a multitasking OS,
> if that is how MultiTOS works. I tried to install EasyMint, but it sure
> wasn't easy for me, and I had no success (fatal errors).
>
MultiTOS, when installed, looked exactly like the TOS desktop save
that you could open multiple programs which appeared much the same way
as accessories in the "Atari menu." It slowed the system a bit, which
Geneva does not, and was less compatible than Geneva. MiNT has
improved significantly on MultiTOS, but installation is still a bit
more than 'click here'. It would be helpful if an 'idiots' guide were
developed for those who may not know how to unpack a .ZIP file or
create a RAW partition.

Galen

88. Any knowledge to lend on TT030 network card

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 05:47:37 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <ZvYK8.18528$b73.18072@nwrddc01.gnilink.net>
Source record: 34436

Anyone here have any exerpience with the Atari Riebl network cards for the TT030? Looking at what software drivers I need to make this thing work with TOS.

Looking at using one to connect my TT to a PC network to do TCP/IP and FTP. I don't expect to be able to file share. But if I can at least access the internet and FTP, that would be great.

Thanks,
Glenn Bruner
glenn.bruner@verizon.net

89. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 07:20:01 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <adhpmt$s61$1@pegasus.csx.cam.ac.uk>
Source record: 34437

Somebody posted the other day stating the Battle Chess would not run
on the Falcon, but just bombed out. After copying it the HD on my
Falcon I had a quick game and had no problems, I did not even have to
drop down to ST Low resolution before I launch it I run straight from
mu usual 80 col, Double Lines Off, 256 colour resolution.
Perhaps it needs a "clean" system to run on as I am using just plain
TOS 4.02, no third party OS's or Desktops.

Stephen Moss

90. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 08:09:00 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnafot20.ob.atari@core.preferuje.luzik.pl>
Source record: 34438

> AK>MiNT and FreeMiNT will NOT work with Outside.
>
> Even not with MP disabled?

Yes, belive me, I tried.

> AK>Keep in mind that Outside and any other vitrual memory manager
> AK>requires at least 020 or better.
>
> For Outside and its (former) competitor vram (???) 030 only!

I said "at least" 020 becouse I was not sure. 020 has MMU and virtal memory
is possible on 020. But yes, as you say existing VM managers on st require
030.

> My experience with Outside was, that it's virtually unusable on SCSI disks
> unless the clockpatch is working 100% reliably. No problem with IDE harddisk,
> though.

I have only IDE disk. I tried outside with all possible OS configurations
(excluding MagiC) but it worked only with SingleTos.

Adam Klobukowski
atari@gabo.pl

91. Re: TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 09:59:52 UTC
From: <>
Message-ID: <1023178508-546414AEicMi@ntlworld.com>
Source record: 34439

From: "Starlord" <starlord@in<*>reach.com>
Date: Mon, 3 Jun 2002 17:36:23 -0700

>for Victory. They year is 2260, the place is Babylon 5

^^^^
The year is 2260 :-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

92. Re: Problems using HP 2200D with a TT

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 10:22:09 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CFC94D1.4010006@seimet.de>
Source record: 34440

Lyndon Amsdon wrote:

> MAny Lasers seem to need the full spec printer cable. Injets
> work with only a minimal of conenctions.

Yes, it was the cable, indeed. Now everything works, except for reading
the printer status, of course, because the TT does not have a
bidirectional port.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

93. Re: Looking for 68k lessons

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 14:09:53 UTC
From: Mickael Pointier <mpointie@eden-studios.fr>
Message-ID: <adiguo$cb0$1@reader1.imaginet.fr>
Source record: 34443

> A long time ago I got the excellent 68000 lessons of Damien M. Jones for
an
> Atarian electronic magazine.
> That was a monthly article called '68k columns'.

You can also ask questions on the group.

I believe there are a lot of people out there that
will be able to reply to your 68k related questions.

Dbug

94. Alive

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 15:12:13 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3cfcd8cc$0$251$626a54ce@news.free.fr>
Source record: 34444

Hello Lyndon, Beware : antispam adress.

OK, you can try http://alive.atari.org I heard it was in one of

Well I went to this site and didn't saw any email to reach them.
I cliked on 'help us now' ... and got a page with only 2 regular banners,
no text.

Isn't it something missing ?

Regards

Yves.rogne@free.fr

95. Re: Problems using HP 2200D with a TT

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 15:37:25 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CFCDEB5.5040402@seimet.de>
Source record: 34445

Lyndon Amsdon wrote:

> Are all HP lasers backwards compatible to the old Laserjets? My
> injet has almost died (only works in 720DPI) so I decided to get
> a decent laser. I need it to work with Imagecopys and Scooters
> Laserjet driver. I'm not that keen on using the NVDI drivers,
> never got them working very well.

As far as I can tell they are backwards compatible. This is definitely the case for the 2200, which is quite new. HP LaserJet III drivers for TempusWord work fine, for example. With the NVDI drivers I could not observe any problems so far. I'm currently using one of the LaserJet 5 drivers with NVDI and the output is correct. You cannot use 1200 DPI, however, since the drivers only support 300 or 600 DPI.
The 2200 supports the latest versions of the PCL and PJL languages and detailed documentation on these languages is readily available in the Internet, BTW.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

96. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 16:51:13 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B9223E7F.2294C%nameerf@flash.net>
Source record: 34346

> My interest in MultiTOS was to see if it was faster (and more compatible)
> than my Geneva/Neodesk environment. Atari freak that I am, I was also
> curious how my Falcon worked "out of the box" with MulitTOS. Since TOS
> 4.04 includes many of the features of Neodesk, I thought that I may gain
> speed and compatibility using just the GEM desktop and a multitasking OS,
> if that is how MultiTOS works. I tried to install EasyMint, but it sure
> wasn't easy for me, and I had no success (fatal errors).

Ah, I see. Forget the Mint distributions if all you want is a very basic Mint+AES. Those are for installing full UNIX, MintNet, etc. setup, which isn't necessary for a Multitasking GEM setup. Try this:

1. Set up a new AUTO folder (rename your current one to AUTOX or something along those lines), and temporarily disable your ACC's (rename them to ACX, for example).

2. Create MINT and AES4_1 folders in the root directory of your C: drive.

3. Download the latest Mint (kernal only, *not* any distribution kit like EasyMint, KGMD, etc.).

4. See if you can track down and download AES 4.1 (there should be one at that Belgium FTP site that often "advertises" the new available files in the newsgroup - Champelie or something like that). If you can't, I can e-mail you a copy, or try www.freemint.de (I think that's the site).

5. Place the MINT030.PRG in your new AUTO folder, and rename it to MINTNP.PRG.

6. Place GEM.SYS (from AES 4.1) in the AES4_1 folder.

7. Place the MINT.CNF file in your MINT folder.

8. Edit the MINT.CNF file with QED or other Text Editor to *only* have these lines:

```
SLICES=2
HIDE_B=YES
setenv AESDIR C:\AES4_1\
GEM=C:\AES4_1\GEM.SYS
```

9. Reboot and see what happens.

If you'd like long filenames (although you'd need a new desktop and fileselector, like Thing and Boxkite), add the following lines to MINT.CNF after "SLICES=2" (letters indicate the drives you want long filenames on):

NEWFATFS=A,B,D,E,F
VFAT=A,B,D,E,F
CACHE=512

The "CACHE=512" setting sets the filesystem cache in Kb. You can decrease it (or remove it, I suppose) for more available memory, or increase it for more filesystem speed. There's also a writeback cache option, but I usually leave that out, as you then *must* run a shoutdown routine before shutting off the computer. It also takes more memory. Anyway, try that and see if it works for you. You can then add your other AUTO programs, ACC's and CPX's. Watch out, though. Some AUTO programs *must* run before Mint, while others *must* run after Mint. Add things one at a time, reboot and see how it works. If it crashes, switch the order in relationship to Mint and see if it helps.

Another thing you can do: replace the AESDIR and GEM path settings to point to Geneva (preferably the copy of GENEVA.PRG in the GENEVA folder itself, otherwise GENEVA.PRX in the AUTO folder works as well). It becomes somewhat unstable compared to Geneva without Mint, but tweeking your AUTO folder order and what ACC's and CPX's you are running can improve that. I've actually got a fairly stable and quite usable Geneva+Mint setup running on my Falcon.

Good luck! Hope this works for you!

Mike Freeman
nameerf@flash.net

97. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 17:24:57 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cfcf9df$0$29611$4c56ba96@master.news.zetnet.net>
Source record: 34347

| JL>As a matter of interest, how did it work and how well did it perform?
| if you ask me because of AUGUR, I'm sorry I can't answer for I never
| saw it perform.
|
| I'm satisfied with both OCR and SYNTEX, but now I prefer OCR.

Yes, I prefer OCR as well. One of the advantages is that you can control what it recognises by editing the font. Syntex would sometimes mistake an e for a c say, and propagate the error through the whole document. I had difficulty getting to grips with Migraph as well.

I think it was Signa Publishing systems who promoted Syntex and Augur in the UK.

98. Hades for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 17:29:59 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cfcf9e0$0$29611$4c56ba96@master.news.zetnet.net>
Source record: 34348

Hades 60 for sale. UK preferred.

Desktop case, 64MB memory, ATI Mach64 (4MB ram) video card, 2.2GB hard drive, SCSI CD Plexwriter 4/2/20 and external SCSI 2 interface.

Send me an email if interested (remove the nospam blocker).

--
JI Logan

99. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 19:14:31 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cfd1f9c1aa9140@tripnet.se>
Source record: 34350

On Mon 03-06-2002 22:18 (-0700) Galen wrote:

>jdplace@<nospam>prodigy.net (Joseph D. Place) wrote in message
>news:<XfSK8.3290$XJ1.151880775@newssvr15.news.prodigy.com>...
>> My interest in MultiTOS was to see if it was faster (and more compatible)
>> than my Geneva/Neodesk environment. Atari freak that I am, I was also

>Having tried MultiTOS, I can verify that Geneva feels (and probably
>is) a bit faster. One of the fascinating things about Geneva is that
>Dan was able to keep it from dragging down the computer -- it's
>scarcely slower than singletasking!

Usually Geneva is faster compared to standard single TOS. But, MagiC is even faster than Geneva! Its actually upside down compared to other popular (MS) operating systems... Has to do with optimized code and we may thank Atari Corp. for not developing faster and faster computers up to today. If they would we would have to struggle with an "Atari XP-TOS" that needed 128 MB RAM to start and big harddisks... :-)

>programs require MiNT, but for most things I've been quite happy
>sticking with Geneva, and it remains my default configuration.

Only tested for short periods with Geneva+MinT but the gain was not worth it at all imho. Geneva really outperforms MagiC when running some older programs that needs to run in "single mode". In Geneva you still can switch between "single mode" programs and have access to ACC's etc. Even Cubase (sort of) works under Geneva.

Drawbacks in Geneva are it does not work as good as MagiC or TOS with STinG and serial ports. Even on a TT I loose packets in 115200 and 153600 bps is out of the question.

Also Okami does not work with Geneva. The latest versions does not work with single TOS either afaik. Anyone who can get it to work properly in TOS 3.6??

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

100. Games for Atari ST - Free

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 20:49:57 UTC
From: Rick Sirocco <sensuari@redshift.com>
Message-ID: <ufq9u9sm5gfu8a@corp.supernews.com>
Source record: 34351

Hi Atari Group,
I recently acquired a few Atari games in an all or nothing trade and since I'm an IBM PC game trader only, I figured someone in this group might want them. This is a single package deal and they are free for the cost of shipping. I figure USA shipping to be about $5.50 for Priority Mail w/Delivery Confirmation or about $3.50 for Media Mail w/Delivery Confirmation. I will of course get a firm shipping price for anyone who is interested and I will ship outside the USA.

Here's the games (All in like new condition) -

Knight Orc - New/Sealed in Box
Golden Path - Box, Game Manual, Disk, Registration Card
Tracker - Box, Playguide, Disk, Short Story, Instructions, Poster, Registration Card
Guild of Thieves - Box, Game Manual, Disk, Contract, "Bank of Kerovnia" Card, Adventure Guide, Registration Card
Starglider - Box, Playguide, Novella, Disk, Keyguide, Poster, Registration Card

I am a member of The Game Trading Zone. Here's a link to my GTZ webpage so you can check my references.

http://gametz.com/user/Sirocco.html

Cheers,
Rick

101. Re: Just a little test!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 20:55:42 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023320150.20376.3@dyke.uk.clara.net>
Source record: 34380

Hi carey christenson

> Everyone,
> Just a little test to see if my newsgroup program is
> functioning properly!!!

I didnt see anything, did you bring anything to eat?.

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.368 / Virus Database: 204 - Release Date: 29/05/2002

102. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 22:39:36 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0206050011350.85-100000@easymint>
Source record: 34353

On Tue, 4 Jun 2002, Michael and Nicole Freeman wrote:

>
> > My interest in MultiTOS was to see if it was faster (and more compatible)
>
> Ah, I see. Forget the Mint distributions if all you want is a very basic
> Mint+AES. Those are for installing full UNIX, MintNet, etc. setup, which
> isn't necessary for a Multitasking GEM setup. Try this:
>

I also started my first multitasking with such a simple setup, using
mint 1.15.10b and N.AES 4.1, and a minimal mint.cnf file. Very similar to
the original Multitos installation that came with my Falocn.

Such a setup is: easy to install, easy to use, and VERY easy to crash.
I never managed working with it for more than 10 minutes (usually seconds)
before the system crashed or hang.

I had to make further steps for a major improvement:
1: Read some docs about MiNT (about Memory Protection in particular)
2: Replaced AES 4.1 with XaAES (or N.AES)
3. Added THiNG 1.27 and got a registration for it.

My system was much more stable now, and I could now use it seriously.

Later, when I had more power and memory in my CT2b-Falcon, I stepped into
a very complete and sophisticated Easymint setup. This again gave me some
reading to do. A little book about Linux/Unix for beginners helped me a
lot to explore the added power of all those Unixoide command line apps
that look so unfriendly to an old Atarian at first, but give me much
pleasure now.

Martin Tarenskeen

103. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 23:44:15 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CFD4FFB.509E770C@chello.nl>
Source record: 34354

Martin Tarenskeen wrote:
>
>
> I had to make further steps for a major improvement:
> 1: Read some docs about MiNT (about Memory Protection in particular)
> 2: Replaced AES 4.1 with XaAES (or N.AES)
> 3. Added THiNG 1.27 and got a registration for it.
>
>

Thank you Martin. :-)

Yes, XaAES is designed such that it can simply replace Atari GEM.SYS
Loading all of XaAES in a directory and let the GEM line in mint.cnf
point to XAAES.TOS in that directory should do the trick.

Read the docs first (usrguide).

If nevertheless you have problems, just email me.

Already the first tip:
Thing comes standard with lots of colour icons. these can take up about
a Mb of memory. Remove unused icons, or rename Thing's mono icon file.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

104. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-04 23:48:16 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206041548.5249cdea@posting.google.com>
Source record: 34355

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:<B9223E7F.2294C%nameerf@flash.net>...
> 4. See if you can track down and download AES 4.1 (there should be one at
> that Belgium FTP site that often "advertises" the new available files in the
> newsgroup - Champelie or something like that). If you can't, I can e-mail
> you a copy, or try www.freemint.de (I think that's the site).

It's Chapelie.

Galen

105. Re: HP Laser backwards compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 00:38:11 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206041638.5e57101d@posting.google.com>
Source record: 34356

> Lyndon Amsdon wrote:
>
> > Are all HP lasers backwards compatible to the old Laserjets?

Almost. Here's a brief rundown of the PCL commands used to control HP printers. More is available at http://www.hp.com/cposupport/printers/support_doc/bpl04568.html .

PCL 1
Supported by practically all HP LaserJet Printers. Provides text printing for single users. Introduced in the early 1980s.

PCL 2
A minor improvement of PCL 1, adding multiuser support.

PCL 3
Released with the HP LaserJet series. Allows for the use of a limited number of bitmapped fonts and graphics. Often called "LaserJet Plus Emulation". Most HP Deskjets in the 500 and 600 series (like my 610CL) use PCL 3 with some modifications. Introduced in 1984.

PCL 4
Released with the HP LaserJet Series II series. A superset of PCL 3 that provides new page printing capabilities, macros, larger bitmapped fonts and graphics. Introduced in 1985.

PCL 5
Released with the HP LaserJet III series. A superset of PCL 4 that provides font scaling, outline fonts and vector graphics. Introduced in 1990.

PCL 5E (Enhanced)
Released with the HP LaserJet 4, 5, and 6 series. A superset of PCL 5 that provides for (and requires?) bidirectional communication between the printer and the PC.

PCL 5C (Color)
Released with the HP Color LaserJet series. A superset of PCL 5E that provides the commands needed to support color printing.

PCL 6
Released with the HP LaserJet xx00 series. Features a new modular architecture that is NOT a superset of previous versions!!! Fortunately, current printers appear to have both 5E and 6.

The bottom line -- pretty much any HP printer (inkjet or laser) made in the last 10 years can be driven at 300 dpi black with a Deskjet 500

driver (PCL 3). Any 600 series Deskjet can be run at 300 dpi color with a Deskjet 6xxC driver. Any laser printer made in the last 10 years can be run at 600 dpi black with the Laserjet III (PCL5) driver. However, as PCL 6 becomes more common, HP may start to omit PCL 5 from its future printers. If this occurs, Atarians will be unable to use our existing drivers.

Personal note: I have a HP 610CL Deskjet that uses NVDI 4's HP 660 driver to get 300 dpi color. I've also been successful using the Laserjet III driver to get 600 dpi black out of the Deskjet. For reasons that are way beyond the scope of this post, there isn't much practical difference between 300 dpi black and 600 dpi black though.

If you are really interested in laser printers, may I suggest looking at the Brother 1450? (See http://www.brother.com/usa/printer/prn_personal_list_cntr.html). Not only can it use the Laserjet III driver, but it can also emulate an Epson FX, so it will print off darn near any Atari program ever written!

Galen

106. Minor 40GB IDE problem!!!???

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 02:42:26 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1023219762-205051AEicMi@williams-net.com>
Source record: 34357

Anyone,
I bought a 40 GB 7200 RPM IDE MAXTOR model number D740X-6L. Ever since I installed this hard drive, I have always had to start my system up twice before being able to do a complete boot up the second time. I have the MAXTOR 40 GB hooked in second on my IDE chain, (the smaller 84 meg IDE is first for bootup files) and the power is supplied by my PC tower to the IDE MAXTOR hard drive. There is only 2 ways that I know of to get my MAXTOR to work.

1st way to bootup
BOOTUP to the XBOOT screen then shutdown and reboot and everything will be ok!!!! (This allows the MAXTOR hard drive to spin up on the first bootup so that all partitions will be recognized on the second bootup).

2nd way to bootup
Once I have the power turned on to my PC tower unplug the 40 pin IDE ribbon cable to the MAXTOR hard drive and the MAXTOR hard drive will begin to spin up and it can be booted with NO problems.

My problem with the 1st way is it is time consuming 20 to 30 seconds everytime I want to bootup. Not to mention wear and tear on my Falcon. The second way could really wear out my ribbon cable not mention my IDE MAXTOR hard drive.

Is there any solution that could resolve this problem???????

Thanks,
Carey Christenson

III
III The High Flying FALCON 030
/I\ "Soon to be CT60!!!"
/ I \
/\ /\
I

107. Re: Problems using HP 2200D with a TT

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 06:36:34 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CFDB172.8080403@seimet.de>
Source record: 34358

Lyndon Amsdon wrote:

> Pity that the HP lasers are so expensive. Cheapest I could find
> was just under 450 Euros. I've sometimes tried printing via
> NVDI from Papyrus but it didn't do anything, not even the
> spooler appear. TBH, I haven't played around enough as Papyrus
> has it's own drivers. Not many of my applications support NVDI
> printers.

Papyrus has its own drivers? I would have expected software like
Papyrus, which is quite new, to be able to use NVDI for printing.
Anyway, as long as drivers for older LaserJet models (III or 4L etc.)
are provided, this should not be an issue.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

108. Re: HP Laser backwards compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 06:39:07 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CFDB20B.1050201@seimet.de>
Source record: 34360

Galen wrote:

> The bottom line -- pretty much any HP printer (inkjet or laser) made
> in the last 10 years can be driven at 300 dpi black with a Deskjet 500
> driver (PCL 3). Any 600 series Deskjet can be run at 300 dpi color
> with a Deskjet 6xxC driver. Any laser printer made in the last 10
> years can be run at 600 dpi black with the Laserjet III (PCL5) driver.
> However, as PCL 6 becomes more common, HP may start to omit PCL 5
> from its future printers. If this occurs, Atarians will be unable to
> use our existing drivers.

Unless you have the means for writing your own driver. This is possible
with some old pieces of software like Tempus Word, where you can define
your own printer drivers.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

109. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 06:39:18 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <adkcq6$31g$1@news.comnet.co.nz>
Source record: 34359

"Adam Klobukowski" <atari@gabo.pl> wrote ...
> > AK> MiNT and FreeMiNT will NOT work with Outside.
> >
> > Even not with MP disabled?
>
> Yes, belive me, I tried.
>
> > AK> Keep in mind that Outside and any other vitrual memory manager
> > AK> requires at least 020 or better.
> >
> > For Outside and its (former) competitor vram (???) 030 only!
>
> I said "at least" 020 becouse I was not sure. 020 has MMU and virtal
memory
> is possible on 020. But yes, as you say existing VM managers on st
require
> 030.

An '020 does not have an MMU - yoiu will need to add a 68851 MMU.

An '030 has a subset of that MMU built in.

--

Quote for the month

"I sure hope I shot the right one of me"
(Maxwell Smart, "Get Smart", 1967)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

110. Re: Problems using HP 2200D with a TT

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 07:26:29 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <adke9q$up1$1@newsg1.svr.pol.co.uk>
Source record: 34361

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3cfc2a34288dd0@madasafish.com...
> Hi Uwe,
>
> >Lyndon Amsdon wrote:
> >
> >> Are all HP lasers backwards compatible to the old Laserjets? My
> >> injet has almost died (only works in 720DPI) so I decided to get
> >> a decent laser. I need it to work with Imagecopys and Scooters
> >> Laserjet driver. I'm not that keen on using the NVDI drivers,
> >> never got them working very well.
> >
> >As far as I can tell they are backwards compatible. This is definitely
> >the case for the 2200, which is quite new. HP LaserJet III drivers for
> >TempusWord work fine, for example. With the NVDI drivers I could not
> >observe any problems so far. I'm currently using one of the LaserJet 5
> >drivers with NVDI and the output is correct. You cannot use 1200 DPI,
> >however, since the drivers only support 300 or 600 DPI.
> >The 2200 supports the latest versions of the PCL and PJL languages and
> >detailed documentation on these languages is readily available in the
> >Internet, BTW.
>
> Pity that the HP lasers are so expensive. Cheapest I could find
> was just under 450 Euros. I've sometimes tried printing via
> NVDI from Papyrus but it didn't do anything, not even the
> spooler appear. TBH, I haven't played around enough as Papyrus
> has it's own drivers. Not many of my applications support NVDI
> printers.
>
> --
> Lyndon Amsdon
> http://hardware.atari.org

Lyndon,

TR Computers (www.trcomputers.com and check the "Clearance Items")
has used 4Ms for 65 pounds. Not sure how many as he was running
low last time I spoke to him.

Dave.

111. TT Crashing Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 14:01:10 UTC
From: jba4@nospam.po.cwru.edu
Message-ID: <3cfe177b.68078021@nntp.clvhoh.adelphia.net>
Source record: 34363

Hey everyone. Lately I've been leaving my TT powerd on a lot more. Right now I'm trying to set it up as my web server through my cable modem, but I've been having some troubles.

After being on for a while (as in an hour or so), MiNT really starts to break down. Just about everything starts causing bus errors. This couldn't possibly be a memory problem since it has 64 meg of TT RAM. Memory protection is not enabled, but I don't think that should improve things. Also, my Minix partition really turned to crap, so I've recreated my entire MiNT directory structure on a FAT32 drive (any problem with this?) but that hasn't helped.

The only thing I did notice is that the TT seems to be blowing a lot of hot air out of the power supply. Is this possibly an overheating problem?

The system is in a stock TT case with a Magnum 64meg memory expansion, a GALAXY graphics card, and a ROM-port ehternet adapter. Any thoughts on what the problem is?

This is really starting to get me angry. If this isn't fixed, the TT is going into retirement.

Jeff Armstrong
jba4@nospam.po.cwru.edu

112. Re: Name calling is immature...Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 14:59:45 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0206050659.1d5b17eb@posting.google.com>
Source record: 34367
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Why do you fuckheads argue over petty irrelevancies?? You know
perfectly well that the Amiga outdoes the Atari for sound...Amiga had
8 bt stereo output compared to your drap ST 4 channel joke....

Just face it, ST'r are dead..they were killed off by the superior
grafix and sound of the Amiga...comparing thm to a Mac is even more
stupid...

sinclap@yahoo.com wrote in message
news:<27ff51c3.0206021759.1ce716d0@posting.google.com>...
> Particle Salad <mark@particlesalad.com> wrote in message
news:<3CF99F9E.368AD45E@particlesalad.com>...
> > Hey FUKHEAD:
> >
> > http://groups.google.com/groups?q=sinclap+%22pro+tools%22&hl=en&lr=&selm=335BA234.33C1
%40intuit.com&rnum=2
> >
> > http://groups.google.com/groups?hl=en&lr=&selm=3C15954C.1FD92061%40particlesalad.com
> >
> > http://groups.google.com/groups?hl=en&lr=&selm=3793646D.BB044DBF%40earthlink.net
> >
> > That's after five minutes of Google searching. You had your little whiny ass handed to
you on a platter many times by me, and
> > you're too stupid to even see it.
>
> You forgot to include these links...
>
> http://www.avid.com/company/releases/2002/020418_q1earnings_corp.html
>
> http://www.avid.com/company/releases/2002/020131_q4earnings_corp.html
>
>
> Nice try! Gee I wonder why?
>
> sinclap!

113. Re: TT Crashing Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 15:03:10 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.6ffbca5f.60ca1622.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34368

Hello,

Dans le message <3cfe177b.68078021@nntp.clvhoh.adelphia.net>
Jeff Armstrong a ï¿½crit:

>The system is in a stock TT case with a Magnum 64meg memory expansion,
>a GALAXY graphics card, and a ROM-port ehternet adapter. Any thoughts
>on what the problem is?
Maybe the PSU is having problems - some dry capacitor causing +5v not
to be clean, or, more possibly, too many devices for this poor PSU.
Try with an old 250 W PC AT supply, and see if problem persists.

>This is really starting to get me angry. If this isn't fixed, the TT
>is going into retirement.
In which convent ? ;-)

J.-Luc

114. Re: TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 16:38:13 UTC
From: vdjole@EUnet.yu
Message-ID: <adlepj$f9g$1@news.eunet.yu>
Source record: 34370

On 3 Jun 2002 12:36:09 -, mathman wrote:
>solid feel to it. Unfortunately the
>case is starting to 'yellow' with age,
>but I guess there isnt much you can
>do about that.

I think that some time ago someone suggested here that strong kitchen-cleaning agents (perhaps slightly abrasive?- or maybe better not abrasive?) are good at removing that colouration.

cu;

115. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 16:38:17 UTC
From: vdjole@EUnet.yu
Message-ID: <adlepm$f9g$2@news.eunet.yu>
Source record: 34371

On 1 Jun 2002 13:06:02 +, "Lyndon Amsdon" wrote:

>>I remember that Psion Chess, which someone here just said -does- run
>>on a Falcon, ws at its time regarded as one of the best chess programs,
>>(btw. it was available for PCs as well) regarding the quality of the game,
>>not graphic make-up (though that was not bad, either).
>
>The second Atari manual states that 70% of professional chess
>players used Atari STs. Perhaps they used that one?

I do not know. The program has a "book" of recorded famous games, but
otherwise I do not know how good it is. In any case it is better in chess
than me- I just know the basic rules; perhaps someone who is a good
chess player might care to comment on the relative merits of different
programs. (I remember that once a computer magazine here organized a
tournament for chess programs on home computers).

cu;

116. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 17:28:17 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnafsi6k.503.atari@core.preferuje.luzik.pl>
Source record: 34369

> An '020 does not have an MMU - yoiu will need to add a 68851 MMU.
>
> An '030 has a subset of that MMU built in.

Thank you for correction. :)

Adam Klobukowski
atari@gabo.pl

117. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 18:25:26 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3cfe8552de0490@go2.pl>
Source record: 34376

> >Also Okami does not work with Geneva. The latest versions does not work
> >with single TOS either afaik. Anyone who can get it to work properly in
> >TOS 3.6??
>
> I haven't tried much, but with TOS 4.04 I can at least read
> emails with Okami.

I have just tried Okami version 3.0A-9 with TOS 3.06, and it worked
correctly. However, it crashed when I tried to open "About
Okami" info dialog. Reading and writing messages worked OK, though.

--
Grzegorz Pawlik
http://marijuana.atari.org/

118. price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 18:58:47 UTC
From: mazzocato@libero.it
Message-ID: <3cfe5cdc.118959@powernews.infostrada.it>
Source record: 34372

Hello ,

I'd like to by a Falcon 030 by a guy who is intioned to sell me
his,but i don't know how much money this computer ,with its
monitor,could value...
COuld you tell me its price?

Thanks,
Alberto

119. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 20:03:04 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <adlqpoovt1@thorium.cix.co.uk>
Source record: 34373

In message <3cf91cea2165c10@tripnet.se>, kennethm@tripnet.se said:

>>Unfortunately the rather fun Battle chess won't run, but bombs :-(
>
>It definitely runs on a TT, though. I have it next to me right now
>fighting against itself in ST low on a VGA monitor with cache on.
>
>Sound and everything seems OK. I thought a Falcon would be more
>compatible compared to a TT but maybe this game is different...

Well, maybe I'm doing something wrong :-(On my (bare) Falcon the opening screen loads fine, but when I press Return all I get is a small dialog showing some titles of games, I presume. Repeated presses bring up further titles, but I can't get any further.

I don't have the instructions to hand (yes, I do have a legitimate purchased copy!) so don't know if there is something else I should do. But none of the other keys seem to do anything.

Regards, /Peter/

120. Re: TT Crashing Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 20:07:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cfe7638a9ac41@tripnet.se>
Source record: 34375

On Wed 05-06-2002 14:01 (GMT) Jeff Armstrong wrote:

>Hey everyone. Lately I've been leaving my TT powerd on a lot more.
>Right now I'm trying to set it up as my web server through my cable
>modem, but I've been having some troubles.
>
>After being on for a while (as in an hour or so), MiNT really starts
>to break down. Just about everything starts causing bus errors. This

>The only thing I did notice is that the TT seems to be blowing a lot
>of hot air out of the power supply. Is this possibly an overheating
>problem?

One of my TT's have been powered on now since December 2000 without
problems. The fan blows 35.4 ï¿½C right now with room temp at 26.2 ï¿½C. I
have turned it off for some short intervals a couple of times and it is
becoming rather dusty inside so I will have to service it and
clean/inspect the power supply shortly...

>The system is in a stock TT case with a Magnum 64meg memory expansion,
>a GALAXY graphics card, and a ROM-port ehternet adapter. Any thoughts
>on what the problem is?

Could be power supply.

My webserver TT does not work with a standard 8 MB Atari TT RAM card.
This card is now inside another TT and works well there. Fortunately my
Magic/STinG setup with the Weblight server runs fine on 4 MB ST RAM. A
MinT setup with Apache(?) will use up much more memory, I guess.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

121. Re: Name calling is immature...Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 20:39:26 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3cfe8552de0491@go2.pl>
Source record: 34377
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

> Why do you fuckheads argue over petty irrelevancies?? You know
> perfectly well that the Amiga outdoes the Atari for sound...Amiga had
> 8 bt stereo output compared to your drap ST 4 channel joke....
>
> Just face it, ST'r are dead..they were killed off by the superior
> grafix and sound of the Amiga...comparing thm to a Mac is even more
> stupid...

I missed you.

122. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 21:23:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cfe8f08539880@tripnet.se>
Source record: 34378

On Wed 05-06-2002 19:25 (+0100) Grzegorz Pawlik wrote:

>> >Also Okami does not work with Geneva. The latest versions does not work
>> >with single TOS either afaik. Anyone who can get it to work properly in
>> >TOS 3.6??
>>
>> I haven't tried much, but with TOS 4.04 I can at least read
>> emails with Okami.
>
>I have just tried Okami version 3.0A-9 with TOS 3.06, and it worked
>correctly. However, it crashed when I tried to open "About
>Okami" info dialog. Reading and writing messages worked OK, though.

I remember I had bombs running some of the TTP programs but they seem to
work now, strange.

Unlike computers humans perform worse with age. Maybe that is my problem
:-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

123. Re: Name calling is immature...Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 21:23:23 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cfe8f08539881@tripnet.se>
Source record: 34379

On Wed 05-06-2002 16:05 (-0600) carey christenson wrote:

>Newdarkling,
> Seems the only person doing any real name calling

I strongly suggest those who want to argue with our friend to do this in
email. I suppose his Hotmail address is valid...

It is rather boring to read all those complains that do not add anything
worth reading in this group.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

124. Re: Name calling is immature...Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-06-05 22:05:38 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1023289558-482960AEicMi@williams-net.com>
Source record: 34374

Newdarkling,
Seems the only person doing any real name calling
here is YOU. Remember that the ST is NOT the only
computer that Atari did!!!!! And also remember that
the Falcon with a CT60 would give very good
competition to any AMIGA!!!!!! My falcon has 16 bit
stereo and as soon as I get my DEESSE card I will be
able to go all the way to 96KHZ.!!!!! So dont sit
there and tell me that AMIGA is the best when it comes
to sound and graphics when Atari's and MAC's do just
as well!!!!!!!!

Carey Christenson

III
III The High Flying FALCON 030
/I\ "Soon to be CT60!!!"
/ I \
/\ /\
I

125. Re: HP Laser backwards compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 00:09:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206051609.58239be8@posting.google.com>
Source record: 34381

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3cfc29baf4b80@madasafish.com>...
> Hmm, I just been checking out the Brother ones, 1440 and 1450.
> The 1450 just seems to have extra memory, the 1440 has PCL 4 so
> that seems fine. Maybe that has FX emulation too, would be nice!
> So, if I had the network card on it as well, is there any way I
> can print on the Atari via Ethernet?

The 1440 is ONLY PCL 4, which will work fine with a Laserjet III
driver (you could use a Laserjet II or Deskjet driver as well, but
only at 300 dpi black). It does NOT have FX emulation.

the 1450, although it is listed as PCL 6, probably has PCL 5e as well,
so it should make a good Atari printer (please note I haven't tested
it). One thing that really impressed me about a friend's 1240 (a
couple of years old) is that the printer auto-sensed printer type with
no setup required. Word Perfect's Proprinter driver, NVDI 2, and
<alt-help> screen printing all worked perfectly with no need (and in
fact no way) to tell the printer what would be coming at it next.

Galen

126. Re: HP Laser backwards compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 00:10:31 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206051610.24bfcc7c@posting.google.com>
Source record: 34382

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3cfc29baf4b80@madasafish.com>...
> So, if I had the network card on it as well, is there any way I
> can print on the Atari via Ethernet?

I have no knowledge regarding network printing. Sorry.

Galen

127. Re: TT Crashing Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 00:14:13 UTC
From: Starlord <starlord@in>
Message-ID: <tOxL8.402$8G4.99372102@news.inreach.com>
Source record: 34384

Sounds very much like overheating. I ran a BBS on a 1040ST and then my TT, I had to mount a fan next to the machine to blow air over them 24 hours a day, otherwise they both would act up. (It blew over the hard drive too which would shut down if overheated)

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

"Jeff Armstrong" <jba4@nospam.po.cwru.edu> wrote in message
news:3cfe177b.68078021@nntp.clvhoh.adelphia.net...
> Hey everyone. Lately I've been leaving my TT powerd on a lot more.
> Right now I'm trying to set it up as my web server through my cable
> modem, but I've been having some troubles.
>
> After being on for a while (as in an hour or so), MiNT really starts
> to break down. Just about everything starts causing bus errors. This
> couldn't possibly be a memory problem since it has 64 meg of TT RAM.
> Memory protection is not enabled, but I don't think that should
> improve things. Also, my Minix partition really turned to crap, so
> I've recreated my entire MiNT directory structure on a FAT32 drive
> (any problem with this?) but that hasn't helped.
>
> The only thing I did notice is that the TT seems to be blowing a lot
> of hot air out of the power supply. Is this possibly an overheating
> problem?
>
> The system is in a stock TT case with a Magnum 64meg memory expansion,
> a GALAXY graphics card, and a ROM-port ehternet adapter. Any thoughts
> on what the problem is?
>
> This is really starting to get me angry. If this isn't fixed, the TT
> is going into retirement.
>
> ---

> Jeff Armstrong
> jba4@nospam.po.cwru.edu

128. Re: TT Crashing Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 00:16:59 UTC
From: jba4@nospam.po.cwru.edu
Message-ID: <3cfea986.6992785@nntp.clvhoh.adelphia.net>
Source record: 34383

On Wed, 05 Jun 2002 17:03:10 +0200, Jean-Luc CECCOLI
<Jean-Luc.Ceccoli@wanadoo.fr> wrote:

>Maybe the PSU is having problems - some dry capacitor causing +5v not
>to be clean, or, more possibly, too many devices for this poor PSU.
>Try with an old 250 W PC AT supply, and see if problem persists.
>

This could actually cause system failures? I'm surprised, that's all.
Ok, then does the TT just accept a standard AT power supply? I can't
seem to remember. This sounds like it's going to be quite a project
just to stop these system crashes.

Has anyone had similar symptoms?

Jeff Armstrong
jba4@nospam.po.cwru.edu

129. Re: TT Crashing Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 11:38:22 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.1ec0bb64.699619a2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34385

Dans le message <3cfea986.6992785@nntp.clvhoh.adelphia.net>
Jeff Armstrong a ï¿½crit:
>On Wed, 05 Jun 2002 17:03:10 +0200, Jean-Luc CECCOLI
><Jean-Luc.Ceccoli@wanadoo.fr> wrote:

>>Maybe the PSU is having problems - some dry capacitor causing +5v not
>>to be clean, or, more possibly, too many devices for this poor PSU.
>>Try with an old 250 W PC AT supply, and see if problem persists.
>>

>This could actually cause system failures? I'm surprised, that's all.
Yes...

>Ok, then does the TT just accept a standard AT power supply? I can't
>seem to remember. This sounds like it's going to be quite a project
>just to stop these system crashes.
The connectors of an old AT PSU will fit the TT's socket with little
modification. For the wires, let me see...
Well, they are the same on both connectors, except the AT's got a red
wire between yellow and orange, where TT's got empty. You'll just
have to unsocket this wire from the AT's connector, and plug both
the connectors on the TT's socket, *after*checking* that the voltage
of each colour is the same, of course!
On the one I have there, it is good, but... who knows ?

J.-Luc

130. MintNet on a 4Meg ST with TOS 1.6

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 12:18:03 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <adnjo7$6db$1@newsg2.svr.pol.co.uk>
Source record: 34386

Folks,
I currently have my 4Meg STE networked via a Cartridge Port NE2000 adaptor, using STING and the old freeware version of CAB, GAPFTP and Newsie. The main purpose of this was to allow the exchange of files between the ST and my PC and as such it seems to work fairly well, but with slight niggles.

The best results to date have been using one of the CLI based FTP programs on the ST talking to Windows/2000 FTP server. The big niggle here is that whilst these will allow me to do an "LCD" and change directories I can't make new directories on the ST or download a nested tree of files.

I have tried using the graphical clients on the ST and none of these seem to work well with my aged system. The FTP client in Newsie does not seem to like the W2k ftp server and just returns a black screen when I open a directory. Aftp does not like my old AES and so won't work at all. MG FTP seems to die before it gets a connection open.

The only graphical system that seems to work is to use FTP Server from Vassilis on the STE and run a Graphical FTP on the PC which was not the way round I wanted. So I was wondering if it would be possible to run MintNet and the SAMBA client on such a small machine. And if it was possible where would I look for the parts.

Thanks in advance for any suggestions,

Dave.

131. Ste hardware & software sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 13:02:06 UTC
From: Ralph Nelson-tucker <ralph.n-t@virgin.net>
Message-ID: <9bJL8.1273$994.73329@newsfep1-win.server.ntli.net>
Source record: 34387

HARDWARE
Atari 520 STe, 1Meg
Atari 1040 STe, 4Meg
System Solutions Hard Drive
DataPulse Hard Drive
2 Atari SM124 hi-res monitors
Modem, B drives, Clock & other bits
SOFTWARE
(All boxed originals)
LDW Power spreadsheet
Thats Write 2 word processor
Superbase Personal database
HyperChart presentation software
Easy Text professional DTP
UVK virus killer
NVDI
Diamond Edge optimiser
Diamond Back 3 Backup
Loads of games & utilities, mostly from cover disks.
Prefer to sell whole systems but will consider splitting.
Ralph 0780 150 7549
ralph.n-t@virgin.net

132. Re: TT Crashing Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 14:17:24 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023383183.98984.2@dyke.uk.clara.net>
Source record: 34392

Hi Jeff Armstrong

My first port of call would be at the PSU, new PC PSU's are very cheap these days.

> Hey everyone. Lately I've been leaving my TT powerd on a lot more.
> Right now I'm trying to set it up as my web server through my cable
> modem, but I've been having some troubles.

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

133. Re: TT Crashing Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 14:18:39 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023383186.98984.3@dyke.uk.clara.net>
Source record: 34391

Hi Jean-Luc CECCOLI

> Try with an old 250 W PC AT supply, and see if problem persists.

"OLD", Why try to solve a problem with possible unreliable cures.

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

134. Re: MintNet on a 4Meg ST with TOS 1.6

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 14:53:48 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnafutgv.7mh.atari@core.preferuje.luzik.pl>
Source record: 34388

> The only graphical system that seems to work is to use FTP Server from
> Vassilis on the STE and run a Graphical FTP on the PC which was not the way
> round I wanted. So I was wondering if it would be possible to run MintNet
> and the SAMBA client on such a small machine. And if it was possible where
> would I look for the parts.

It should be possible with older FreeMiNT kernels (that does not requre so
much memory), but if you do not have a harddisk it will be a very hard task.

Everytching you need is on http://sparemint.atari.org.

Adam Klobukowski
atari@gabo.pl

135. Re: MintNet on a 4Meg ST with TOS 1.6

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 15:09:10 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <adntp2$d03$1@newsg4.svr.pol.co.uk>
Source record: 34389

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnafutgv.7mh.atari@core.preferuje.luzik.pl...
> > The only graphical system that seems to work is to use FTP Server from
> > Vassilis on the STE and run a Graphical FTP on the PC which was not the
way
> > round I wanted. So I was wondering if it would be possible to run
MintNet
> > and the SAMBA client on such a small machine. And if it was possible
where
> > would I look for the parts.
>
> It should be possible with older FreeMiNT kernels (that does not requre so
> much memory), but if you do not have a harddisk it will be a very hard
task.
>

I have a hard disk, but currently boot from floppy as TOS does not recognise
my HD.

> Everytching you need is on http://sparemint.atari.org.
>
> Adam Klobukowski
> atari@gabo.pl

136. Re: Ste hardware & software sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 15:10:18 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <adntr6$2bd$1@newsg1.svr.pol.co.uk>
Source record: 34390

Ralph,
I guess with a Virgin address you are in the UK but WHERE??
Dave.

"Ralph Nelson-tucker" <ralph.n-t@virgin.net> wrote in message
news:9bJL8.1273$994.73329@newsfep1-win.server.ntli.net...
> HARDWARE
> Atari 520 STe, 1Meg
> Atari 1040 STe, 4Meg
> System Solutions Hard Drive
> DataPulse Hard Drive
> 2 Atari SM124 hi-res monitors
> Modem, B drives, Clock & other bits
> SOFTWARE
> (All boxed originals)
> LDW Power spreadsheet
> Thats Write 2 word processor
> Superbase Personal database
> HyperChart presentation software
> Easy Text professional DTP
> UVK virus killer
> NVDI
> Diamond Edge optimiser
> Diamond Back 3 Backup
> Loads of games & utilities, mostly from cover disks.
> Prefer to sell whole systems but will consider splitting.
> Ralph 0780 150 7549
> ralph.n-t@virgin.net
>
>

137. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 17:33:35 UTC
From: rand@cd.chalmers.se
Message-ID: <ado6df$r4n$1@nyheter.chalmers.se>
Source record: 34393

In article <3cfe5cdc.118959@powernews.infostrada.it>, Alberto <nospam> wrote:
>Hello ,
>
>I'd like to by a Falcon 030 by a guy who is intioned to sell me
>his,but i don't know how much money this computer ,with its
>monitor,could value...
>COuld you tell me its price?

Well, I seen people mentioning that Falcons go for around 100 UKP.
Unfortunately, I've never seen one anywhere near that price myself,
or I would have bought two or three of them...

When I bought an extra one (80 Mbyte disk, 14 Mbyte RAM) a couple of
months ago, I payed nearly 250 UKP. That was certainly more than I
would have wanted to pay, but I could not find anyone else who wanted
to sell one. Except for on eBay that is, but at the time the Falcons
I saw there went for close to double that amount.

If the monitor is one of the small Atari mono or colour ones, I'd
not pay more than at most 15-20 UKP for it.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

138. Re: TT Crashing Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 18:13:26 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.b2f11755.635a1a82.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34394

Dans le message <1023383186.98984.3@dyke.uk.clara.net>
Steve Sweet a ï¿½crit:
>Hi Jean-Luc CECCOLI

>> Try with an old 250 W PC AT supply, and see if problem persists.

>"OLD", Why try to solve a problem with possible unreliable cures.

Just because there's almost nothing to do to plug their socket on the
TTs ot MSTe's one, except unplug one single wire!
And because new ones are ATXs, which need either an adaptor to fit
the TT's socket, or to modify their connector.
And, old only means that it is not a recent ATX one, not that it
will die as soon as it will be turned on!
And it was only to allow (sorry, I forgot his name) to test if it
was really the PSU without having to waste money.

J.-Luc

139. Re: TT Crashing Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 18:16:32 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.b75712f3.64201a82.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34395

Dans le message <1023383183.98984.2@dyke.uk.clara.net>
Steve Sweet a ï¿½crit:
>Hi Jeff Armstrong

>My first port of call would be at the PSU, new PC PSU's are very cheap these
>days.
Yes, but they're ATXs, which need much more work tran ï¿½oldï¿½ ATs in
order to fit in the TT's socket.

>> Hey everyone. Lately I've been leaving my TT powerd on a lot more.
>> Right now I'm trying to set it up as my web server through my cable
>> modem, but I've been having some troubles.

>--
>Regards, Steve S.

J.-Luc

140. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 19:21:30 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <3CFFB63A.5030205@systinet.com>
Source record: 34296

Hi!

I've just sold my Falcon030@20MHz equipped with FXCard, 14MBRam, 1.6GB
IDE HDD and 6xCDROM ATAPI. I've moved completely to ARAnyM that gives me
much more power to develop new FreeMiNT applications and not to wait a
fortune to have them compiled.

best regards

STan
JAY Software

Johan Klockars wrote:
> In article <3cfe5cdc.118959@powernews.infostrada.it>, Alberto <nospam> wrote:
>
>>Hello ,
>>
>>I'd like to by a Falcon 030 by a guy who is intioned to sell me
>>his,but i don't know how much money this computer ,with its
>>monitor,could value...
>>COuld you tell me its price?
>
>
> Well, I seen people mentioning that Falcons go for around 100 UKP.
> Unfortunately, I've never seen one anywhere near that price myself,
> or I would have bought two or three of them...
>
> When I bought an extra one (80 Mbyte disk, 14 Mbyte RAM) a couple of
> months ago, I payed nearly 250 UKP. That was certainly more than I
> would have wanted to pay, but I could not find anyone else who wanted
> to sell one. Except for on eBay that is, but at the time the Falcons
> I saw there went for close to double that amount.
>
> If the monitor is one of the small Atari mono or colour ones, I'd
> not pay more than at most 15-20 UKP for it.
>
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johank@omicron.se
> | so hard to do | WWW: http://217.215.149.49
> Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

141. FS: Acorn (Microvitec) AKF60 14" Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 19:37:58 UTC
From: Damian Le Gresley <dlegresley@nospam.btinternet.com>
Message-ID: <adodmm$8ef$2@helle.btinternet.com>
Source record: 34297
Cross-posted to: alt.acorn.adverts,comp.sys.acorn.hardware,comp.sys.amiga.hardware,comp.sys.atari.st

I have an Acorn AKF60 Multiscan 14" monitor for sale if anyone in these newsgroups are interested.

The monitor is up for auction on Ebay, and the URL is given below:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2030341514

142. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 20:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200206062200.a53993@su2.maus.de>
Source record: 34253

Hi JI,

JL>Syntex would sometimes mistake an e for a c say, and propagate the
JL>error through the whole document.
therefore I bought LIBEDIT afterwards, a program from the AUGUR package in order to manipulate the SYNTEX made fonts...

Und TTschï¿½
ps

143. Re: Acorn (Microvitec) AKF60 14" Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 20:49:20 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <gVPL8.165$Am1.70332@newsfeed.slurp.net>
Source record: 34299
Cross-posted to: alt.acorn.adverts,comp.sys.acorn.hardware,comp.sys.amiga.hardware,comp.sys.atari.st

This is not a sale! This is an evilBay auction!!

;)

Joshua.

"Damian Le Gresley" <dlegresley@nospam.btinternet.com> wrote in message
news:adodmm$8ef$2@helle.btinternet.com...
> I have an Acorn AKF60 Multiscan 14" monitor for sale if anyone in these
> newsgroups are interested.
>
> The monitor is up for auction on Ebay, and the URL is given below:
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2030341514
>
>
>
>

144. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 20:51:04 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <UWPL8.166$Am1.70472@newsfeed.slurp.net>
Source record: 34300

It's a pity that Atarians along with a lot of Amigans totally disregard the
importance of hardware and move on to emulators...

Joshua.

"Stanislav Opichal" <stop@systinet.com> wrote in message
news:3CFFB63A.5030205@systinet.com...
> Hi!
>
> I've just sold my Falcon030@20MHz equipped with FXCard, 14MBRam, 1.6GB
> IDE HDD and 6xCDROM ATAPI. I've moved completely to ARAnyM that gives me
> much more power to develop new FreeMiNT applications and not to wait a
> fortune to have them compiled.
>
> best regards
>
> STan
> JAY Software
>
> Johan Klockars wrote:
> > In article <3cfe5cdc.118959@powernews.infostrada.it>, Alberto <nospam>
wrote:
> >
> >>Hello ,
> >>
> >>I'd like to by a Falcon 030 by a guy who is intioned to sell me
> >>his,but i don't know how much money this computer ,with its
> >>monitor,could value...
> >>COuld you tell me its price?
> >
> >
> > Well, I seen people mentioning that Falcons go for around 100 UKP.
> > Unfortunately, I've never seen one anywhere near that price myself,
> > or I would have bought two or three of them...
> >
> > When I bought an extra one (80 Mbyte disk, 14 Mbyte RAM) a couple of
> > months ago, I payed nearly 250 UKP. That was certainly more than I
> > would have wanted to pay, but I could not find anyone else who wanted
> > to sell one. Except for on eBay that is, but at the time the Falcons
> > I saw there went for close to double that amount.
> >
> > If the monitor is one of the small Atari mono or colour ones, I'd
> > not pay more than at most 15-20 UKP for it.
> >
> > --

> > Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> > of Technology | .signatures | johank@omicron.se
> > | so hard to do | WWW:
http://217.215.149.49
> > Gothenburg, Sweden | well? | (fVDI, MGIFv5,
QLem)
>

145. MagicMac OS X

Newsgroup: comp.sys.atari.st
Date: 2002-06-06 23:57:23 UTC
From: Keith Brooks <brooksie1@shaw.ca>
Message-ID: <B9255302.11647%brooksie1@shaw.ca>
Source record: 34301

Anyone else tried the new MagicMac demo that runs in OS X? Seems to run slick but none of my Atari programs will run - bus error #2 when I try to run Calamus. Other errors when I try Papyrus or ImageCopy. Is there something I'm missing from my AUTO folder or in the order of execution?

Keith

146. ACP vs xTOS

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 01:36:58 UTC
From: k_neno@hotmail.com
Message-ID: <73dba6e3.0206061736.f89042a@posting.google.com>
Source record: 34302

Are they related?

147. Re: Name calling is immature...Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 02:48:01 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0206061848.5581687d@posting.google.com>
Source record: 34303
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

You are the loser. Crawl back under the sheets with 'Chunks' and do
what you do best.

sinclap!

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CFF9018.F5E1F9A9@rogers.com>...
> Crawl back under your rock. You're an obvious sock puppet. You've been told countless
times nobody is
> wasting more time on you.
>
>and others in a vain attempt to deflect attention from your

148. Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 03:33:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0206062025390.6424-100000@shell1.aracnet.com>
Source record: 34304
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used & New
Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems!
Buying from Ben can be BENeficial, a BENevolent supporter of the Atari
Community! My Customers are living examples of why you should buy Atari
from me. So if you're looking for Atari Hardware, Games/Software, Books/
Reference and Accessories, I'm your Man. If your unsure, Post a message
here in this Message Base and my Customers will vouch and even refer me!

I've added many boxes of new ST Games & HardWare. Check it out! Get my
Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben
Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/freestuff.htm
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar,
8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

149. Re: HP Laser backwards compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 04:46:22 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206062046.2ff2b4db@posting.google.com>
Source record: 34305

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3cfc2a1031f2b0@madasafish.com>...

> >The 1440 is ONLY PCL 4, which will work fine with a Laserjet III
> >driver (you could use a Laserjet II or Deskjet driver as well, but
> >only at 300 dpi black). It does NOT have FX emulation.
> >

> I think I saw a 1240 for sale new at one of the big mail order
> places in the UK. I'll have to do some more looking at their
> specifications. So even with my driver set to 600 DPI, a 1440
> on Atari will only get 300 DPI?

No. With a HP Laserjet III driver, you will get 600 DPI. With a
Laserjet II or Deskjet driver, you will get 300 DPI.

Galen

150. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 06:36:50 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1023523768-153828AEicMi@xs4all.nl>
Source record: 34343

My Falcon was bought for around $ 140,- which was to
Duthch standards (I am living in Holland) cheap.
Sometimes they even are sold here for around $ 250 up
to $ 300,-.....

Succes with finding!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

151. Re: STinG and Ethernet help

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 07:39:22 UTC
From: seasonediron@mchi.com
Message-ID: <5pZL8.130944$ux5.180902@rwcrnsc51.ops.asp.att.net>
Source record: 34306

On 2 Jun 2002 20:04:52 , "Dave Wade" wrote:

"rustynutt" <rustynutt@hotmail.com> wrote in message
news:fc53daf3.0205310646.3a72eb7d@posting.google.com...
> rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0205301245.448d3b37@posting.google.com>...
> > rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0205300334.329fe57b@posting.google.com>...
> > > "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:<ad0p41$v7a$1@newsg2.svr.pol.co.uk>...
> >
> > Finally got to see a webpage on the Falcon ethernet setup. I purchased
> > a crossover ethernet cable and just tied it to the PC directly and
> > accessed the mini webserver on the local XP machine. I didn't try to
> > set the PC up as a gateway yet to try WAN internet access. The STinG
> > configuration I was using works there after changing the PC's IP to
> > the one the router had.
> >
> > Initial transfer starts out at about 175Kb/sec but before the complete
> > page is displayed, rate drops to about 230b/s.
> >
> > With the router out of the loop, I guess I can try to optomize the
> > STinG settings before going back. It's to slow as it is now, which may
> > have been some of the trouble in the first place, STinG timing out
> > before any data was received.
> >
> > Mike
>
> !!!!!!!
> Have WAN access now! Now to get details from the ISP for POP and SMTP
> :)
> Speeds up to 170kb/sec, but SCSI resets on large images/files. Changed
> program flags for all STinG applications and modules to run in ST RAM
> (as opposed to Alternate Ram). That settled down the system, but
> transfer speeds dropped to ~40kb/sec-1kb/sec. Will work on more DMA
> snooping to find problem. Will post details of setup soon.
> Thanks for your help,
> Mike

Mike,

Just for interest I did a couple of tests with my NE2000 Cartridge Port
adaptor, and seem to be getting between 50 and 60 K/Bytes second
between my STE with internal IDE Drive and my Windows/2000 PC
which is a fairly old AMDK6-350 running a similar card...

Dave.

It's kind of slow, but here is a test post from the Falcon with the SCSI Link operating. Kind of cool having the Falcon on Ethernet. Pls excuse any Falcon time stamp (if any) my clock is way off:) I need to remember how to use this thing. I sure miss MiNT, but the SCSILINK driver didn't work under MiNT. My MagX is pretty old, don't really want to try iton the Afterburner. Will try some other STinG settings to get up to speed. Hey, Newsie still works!
Mike

152. FS: C-Lab Falcon Mk-II + CAF (Europe/Czech Republic)

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 08:07:37 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <adppof$2lrn$1@news.vol.cz>
Source record: 34308

Hi,

my friend has a falcon for sale:

+ C-lab Falcon MkII (4MB RAM, box, english manual, etc...)
+ internal 2.5" SCSI (!) HDD 420MB (Toshiba)
+ ergonomic mouse (called manhattan, AFAIK)

+ Cubase Audio Falcon v2.3 upgraded to 2.6 (box, dongle key, 44.1kHz clock,
english manual)

Complete for 499 Euro

I can bring it at the "Platariada" party 22.-23. June in Budweis, but only
in case when someone will be interested. In other case, mail to me or
directly
to pavelhokr@atlas.cz.

Regards,

Ctirad

153. ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 08:08:43 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <3D006A0B.40606@systinet.com>
Source record: 34307

Joshua Kaijankoski wrote:
> It's a pity that Atarians along with a lot of Amigans totally disregard the
> importance of hardware and move on to emulators...

Well, this is only one point of view.

IMHO people that are likely to move to a faster computer will continue doing this as long as they have enough money. I'm a professional programmer and I consider any computer to be slow. ;)

It would be good to have a great HW, but there is no market and therefore it would cost a fortune, if there is any new produced in the future at all, and the producer of such a hardware would quit it in a year or so (my guess).

In fact I didn't move to an emulator. We, the ARAnyM authors, don't talk about it as an emulator because it is not an emulator. It is just a virtual machine that ensures any processor to have the m68k instruction set. Even Milan guys were considering to create such a software leayer over the Linux OS. We came as the first ones and I personally don't believe in any further HW to be created on m68k processor. If you want to speak about coldfire project or any other falcon speeder like the rumorous Tempest then you have to know that this is in fact the same as ARAnyM, but only with a different host CPU type. ARAnyM is able to compile and run on a wide variety of CPUs like x86, Sparc, MIPS and many others you can port it to.

I'm also very sad that people don't actually see the future of the TOS or better FreeMiNT platform. As far as I can see 90% of you all are just sitting and watching your MagiCPC or Gemulator screen paying for that a fortune and beeing limited to a specific host OS. As far as I can say there are a very few people developing FreeMiNT or TOS software. I know MagiC has something that FreeMiNT doesn't, but it is death just because it is commercial and the comunity (the ASH market) is shrinking. FreeMiNT and the open-source projects are live. There are developers who dedicate nearly all thier spare-time for it. But you users... you are just continuing to use MagiC not seeing the future.

I would say that if everybody moves to ARAnyM, EmuTOS, fVDI, FreeMiNT and XaAES then we all would profit from that with having a great bunch of new modern applications. All the missing features will be implemented and everything you will get for free!

One example of all: If you miss MIDI for ARAnyM then it would definitely be possible to do something about it. We can develop some HW plugable to some ports or just a binding to an existing MIDI card or whatever. But

do not consider that you will get ARAnyM to be a complete TOS clone
without saying that you use it and what you really want.

Please think about it at least for 10minutes before you reply. And
consider the fact that I am not the only person helping on ARAnyM and my
opinions may differ from the others.

best regards

STan
JAY Software / ARAnyM Development Team (http://aranym.sf.net)

> Joshua.
>
> "Stanislav Opichal" <stop@systinet.com> wrote in message
> news:3CFFB63A.5030205@systinet.com...
>
>>Hi!
>>
>>I've just sold my Falcon030@20MHz equipped with FXCard, 14MBRam, 1.6GB
>>IDE HDD and 6xCDROM ATAPI. I've moved completely to ARAnyM that gives me
>>much more power to develop new FreeMiNT applications and not to wait a
>>fortune to have them compiled.
>>
>>best regards
>>
>>STan
>>JAY Software
>>
>>Johan Klockars wrote:
>>
>>>In article <3cfe5cdc.118959@powernews.infostrada.it>, Alberto <nospam>
>>
> wrote:
>
>>>>Hello ,
>>>>
>>>>I'd like to by a Falcon 030 by a guy who is intioned to sell me
>>>>his,but i don't know how much money this computer ,with its
>>>>monitor,could value...
>>>>COuld you tell me its price?
>>>
>>>
>>>Well, I seen people mentioning that Falcons go for around 100 UKP.
>>>Unfortunately, I've never seen one anywhere near that price myself,
>>>or I would have bought two or three of them...
>>>
>>>When I bought an extra one (80 Mbyte disk, 14 Mbyte RAM) a couple of
>>>months ago, I payed nearly 250 UKP. That was certainly more than I
>>>would have wanted to pay, but I could not find anyone else who wanted
>>>to sell one. Except for on eBay that is, but at the time the Falcons

>>>I saw there went for close to double that amount.
>>>
>>>If the monitor is one of the small Atari mono or colour ones, I'd
>>>not pay more than at most 15-20 UKP for it.
>>>
>>>--
>>> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
>>> of Technology | .signatures | johank@omicron.se
>>> | so hard to do | WWW:
>>
> http://217.215.149.49
>
>>> Gothenburg, Sweden | well? | (fVDI, MGIFv5,
>>
> QLem)
>
>
>

154. "Hello World"

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 09:06:45 UTC
From: seasonediron@mchs.com
Message-ID: <FI_L8.186869$L76.264166@rwcrnsc53>
Source record: 34309

"Hello World"
Atari Falcon 040 NOVA ATI Mach 64
SCSILINK EtherNet
LinkSys Router
RCA Cable modem
TOS 4.04 :(
All I need now is a driver for MiNT:)
AT least I don't have to use a damn PC for a gateway!

Mike

155. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 10:03:58 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <adq1eb$2t20$1@news.vol.cz>
Source record: 34310

> It's a pity that Atarians along with a lot of Amigans totally disregard
the
> importance of hardware

Well, I run Aranym on 1GHz Athlon with plenty of RAM, Matrox G400 dualhead graphics, soundcard with 5.1 output, ATA100 harddisk, 100Mb ethernet and TV card. That's pretty real hardware, isn't that ?

> and move on to emulators...

So stay forever with your ST/TT/Falcon, beacause all newer machines are emulators by you.
Any PPC/Coldfire TOS clone = a slow, expensive, buggy and hardly available hardware + Aranym-like OS on the top.
My choice is a fast, cheap and widely available hardware (PC) + Aranym.

My current TOS machine has a 68040 (with FPU) compatible CPU, 128MB of RAM, 1024x768 in trueclor (of course hardware accelerated) and very fast harddisk access. And what about yours ?

Ctirad

156. Re: Name calling is immature...Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 10:44:07 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0206070244.1a26b56d@posting.google.com>
Source record: 34311
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

James, you snivelling wet rat, we are most amused at your constant jumping around and having fights with these "sockpuppets" you keep thinking everyone is...Everyone is a potential sockpuppet to you, and yet you anally try to keep up a verbal front with each and every one of them....This is so entertaining that I am even thinking of inventing 5 more darklings with new names on this site....Then we will see you dance even faster....

But I say again, you are exhibiting the normal, text-book behaviour of an ST owner...stop your intimate relationships with your ST and pull your tongue out of the joyports underneath your ST....contrary to what your hazy and confused mind tells you, your ST will NOT achieve orgasm by licking any of its ports....Snap out of it....

157. Re: FS: Atari Falcon TORONTO

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 11:11:24 UTC
From: CW <capw@rogers.com>
Message-ID: <3D0094FC.25872CAF@rogers.com>
Source record: 34312

".rEs" wrote:

> Atari Falcon
> -14meg Ram (Wizztronics)
> -no hd
> -no mouse
> -no monitor
> -no VGA adapter
>
> TORONTO pickup only
>
> res@sympatico.ca

Do you STill have it? How much?

Thanks,
g'day

158. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 11:45:57 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <U11M8.18424$Qg.1612027@bin6.nnrp.aus1.giganews.com>
Source record: 34313
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0206062025390.6424-100000@shell1.aracnet.com...
> Buying from Ben can be BENeficial, a BENevolent supporter of the Atari
> Community!

Perhaps you should look up benevolent...

Hey, why do auctions suck? "Do you buy Junk, Draining your Savings into
some Jerks account. Who Pulls up Stakes like a Garage Sale at Sunset!"
(from http://www.aracnet.com/~atari/auctions.htm)

Gee thanks. As someone who sells at auctions, I think I'll take my business
to www.myatari.com

159. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 12:42:33 UTC
From: jba4@nospam.po.cwru.edu
Message-ID: <3d00a824.57027010@nntp.clvhoh.adelphia.net>
Source record: 34314

While I do love the Aranym project, I have to say that you're being quite abrasive to some users. First of all, I see no harm in developing hardware solutions. A lot of people prefer the quirky hardware like the upcoming Coldfire computer. Sure, it's a small production run and the hardware might be expensive relative to PC's, but it's not prohibitively expensive and it provides a very modern hardware platform for Atari users. Aranym takes a different approach by employing PC hardware and an 040 emulation layer. Both are valid techniques.

Second, you're very critical of commercial software. I think you could alienate a lot of Magic users with this kind of talk. Personally, I've used XaAES on top of MiNT and I have to say that the commercial alternatives, N.AES (on top of MiNT) and Magic, are more mature poducts. I'm sure XaAES will be great, but it's just not completely finished. A lot of people consider commercial software availability as a sign of the health of a market. I think that if there were no commercial products available for the Atari, I might leave the market. Open source is definitely a good thing, but many people don't feel it's the answer to everything.

These are just some thoughts, but I just want to be clear that I'm excited about the Aranym project and I can't wait for ethernet support, at which point I will definitely set up a system. I wish I could help, but I'm more of an end user. Keep up the great work!

Jeff Armstrong
jba4@nospam.po.cwru.edu

160. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 13:31:14 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <vA2M8.47$LA1.34788@newsfeed.slurp.net>
Source record: 34315

While I have to agree with most of what you say, I still think of ARAnyM as an emulator. Virtual machine and software layer are just fancy names for an emulator. No matter how cock-eyed you look at it, it's still an emulator in my eyes.

Joshua.

"Stanislav Opichal" <stop@systinet.com> wrote in message news:3D006A0B.40606@systinet.com...
> Joshua Kaijankoski wrote:
> > It's a pity that Atarians along with a lot of Amigans totally disregard the
> > importance of hardware and move on to emulators...
>
> Well, this is only one point of view.
>
> IMHO people that are likely to move to a faster computer will continue
> doing this as long as they have enough money. I'm a professional
> programmer and I consider any computer to be slow. ;)
>
> It would be good to have a great HW, but there is no market and
> therefore it would cost a fortune, if there is any new produced in the
> future at all, and the producer of such a hardware would quit it in a
> year or so (my guess).
>
> In fact I didn't move to an emulator. We, the ARAnyM authors, don't talk
> about it as an emulator because it is not an emulator. It is just a
> virtual machine that ensures any processor to have the m68k instruction
> set. Even Milan guys were considering to create such a software leayer
> over the Linux OS. We came as the first ones and I personally don't
> believe in any further HW to be created on m68k processor. If you want
> to speak about coldfire project or any other falcon speeder like the
> rumorous Tempest then you have to know that this is in fact the same as
> ARAnyM, but only with a different host CPU type. ARAnyM is able to
> compile and run on a wide variety of CPUs like x86, Sparc, MIPS and many
> others you can port it to.
>
> I'm also very sad that people don't actually see the future of the TOS
> or better FreeMiNT platform. As far as I can see 90% of you all are just
> sitting and watching your MagiCPC or Gemulator screen paying for that a
> fortune and beeing limited to a specific host OS. As far as I can say
> there are a very few people developing FreeMiNT or TOS software. I know
> MagiC has something that FreeMiNT doesn't, but it is death just because
> it is commercial and the comunity (the ASH market) is shrinking.
> FreeMiNT and the open-source projects are live. There are developers who

> dedicate nearly all thier spare-time for it. But you users... you are
> just continuing to use MagiC not seeing the future.
>
> I would say that if everybody moves to ARAnyM, EmuTOS, fVDI, FreeMiNT
> and XaAES then we all would profit from that with having a great bunch
> of new modern applications. All the missing features will be implemented
> and everything you will get for free!
>
> One example of all: If you miss MIDI for ARAnyM then it would definitely
> be possible to do something about it. We can develop some HW plugable to
> some ports or just a binding to an existing MIDI card or whatever. But
> do not consider that you will get ARAnyM to be a complete TOS clone
> without saying that you use it and what you really want.
>
> Please think about it at least for 10minutes before you reply. And
> consider the fact that I am not the only person helping on ARAnyM and my
> opinions may differ from the others.
>
> best regards
>
> STan
> JAY Software / ARAnyM Development Team (http://aranym.sf.net)
>
>
> > Joshua.
> >
> > "Stanislav Opichal" <stop@systinet.com> wrote in message
> > news:3CFFB63A.5030205@systinet.com...
> >
> >>Hi!
> >>
> >>I've just sold my Falcon030@20MHz equipped with FXCard, 14MBRam, 1.6GB
> >>IDE HDD and 6xCDROM ATAPI. I've moved completely to ARAnyM that gives me
> >>much more power to develop new FreeMiNT applications and not to wait a
> >>fortune to have them compiled.
> >>
> >>best regards
> >>
> >>STan
> >>JAY Software
> >>
> >>Johan Klockars wrote:
> >>
> >>>In article <3cfe5cdc.118959@powernews.infostrada.it>, Alberto <nospam>
> >>
> > wrote:
> >
> >>>>Hello ,
> >>>>
> >>>>I'd like to by a Falcon 030 by a guy who is intioned to sell me

> >>>>his,but i don't know how much money this computer ,with its
> >>>>monitor,could value...
> >>>>COuld you tell me its price?
> >>>
> >>>
> >>>Well, I seen people mentioning that Falcons go for around 100 UKP.
> >>>Unfortunately, I've never seen one anywhere near that price myself,
> >>>or I would have bought two or three of them...
> >>>
> >>>When I bought an extra one (80 Mbyte disk, 14 Mbyte RAM) a couple of
> >>>months ago, I payed nearly 250 UKP. That was certainly more than I
> >>>would have wanted to pay, but I could not find anyone else who wanted
> >>>to sell one. Except for on eBay that is, but at the time the Falcons
> >>>I saw there went for close to double that amount.
> >>>
> >>>If the monitor is one of the small Atari mono or colour ones, I'd
> >>>not pay more than at most 15-20 UKP for it.
> >>>
> >>>--
> >>> Chalmers University | Why are these | e-mail:
rand@cd.chalmers.se
> >>> of Technology | .signatures | johank@omicron.se
> >>> | so hard to do | WWW:
> >>
> > http://217.215.149.49
> >
> >>> Gothenburg, Sweden | well? | (fVDI, MGIFv5,
> >>
> > QLem)
> >
> >
> >
>

161. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 13:37:32 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <pG2M8.48$LA1.35424@newsfeed.slurp.net>
Source record: 34316

"Ctirad Fertr" <phanatic@death_for_spammers_volny.cz> wrote in message
news:adq1eb$2t20$1@news.vol.cz...
> > It's a pity that Atarians along with a lot of Amigans totally disregard
> the
> > importance of hardware
>
> Well, I run Aranym on 1GHz Athlon with plenty of RAM, Matrox G400 dualhead
> graphics, soundcard with 5.1 output, ATA100 harddisk, 100Mb ethernet and
TV
> card. That's pretty real hardware, isn't that ?

Yeah, truly real PC hardware.

> > and move on to emulators...
>
> So stay forever with your ST/TT/Falcon, beacause all newer machines are
> emulators by you.
> Any PPC/Coldfire TOS clone = a slow, expensive, buggy and hardly available
> hardware + Aranym-like OS on the top.
> My choice is a fast, cheap and widely available hardware (PC) + Aranym.

TOS Clones are not emulators. Firstly they are purposely built Atari
compatible computers and secondly, they run TOS software natively with no
need for any software layers in the middle. I can't speak for Tempest or
AtlanTOS because they are not out yet.

> My current TOS machine has a 68040 (with FPU) compatible CPU, 128MB of
RAM,
> 1024x768 in trueclor (of course hardware accelerated) and very fast
harddisk
> access. And what about yours ?

Hey, if you have no problem with that, cool. I, however, can't, and will not
go for an emulator.

Joshua.

162. Re: Alive

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 13:41:27 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0206070541.6222f036@posting.google.com>
Source record: 34317

Hi

> Well I went to this site and didn't saw any email to reach them.
> I cliked on 'help us now' ... and got a page with only 2 regular banners,
> no text.
>
> Isn't it something missing ?

Have you tried downloading some of the issues?

163. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 14:05:00 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10206071552530.10691-100000@kairos>
Source record: 34318

On Fri, 7 Jun 2002, Stanislav Opichal wrote:

> Joshua Kaijankoski wrote:
> > It's a pity that Atarians along with a lot of Amigans totally disregard the
> > importance of hardware and move on to emulators...
>
> Well, this is only one point of view.
>
> IMHO people that are likely to move to a faster computer will continue
> doing this as long as they have enough money. I'm a professional
> programmer and I consider any computer to be slow. ;)

what do you expect? the falcon is 10 years old!!

>
> It would be good to have a great HW, but there is no market and
> therefore it would cost a fortune, if there is any new produced in the
> future at all, and the producer of such a hardware would quit it in a
> year or so (my guess).
>
> In fact I didn't move to an emulator. We, the ARAnyM authors, don't talk
> about it as an emulator because it is not an emulator. It is just a
> virtual machine that ensures any processor to have the m68k instruction
> set. Even Milan guys were considering to create such a software leayer
> over the Linux OS. We came as the first ones and I personally don't
> believe in any further HW to be created on m68k processor. If you want
> to speak about coldfire project or any other falcon speeder like the
> rumorous Tempest then you have to know that this is in fact the same as
> ARAnyM, but only with a different host CPU type. ARAnyM is able to
> compile and run on a wide variety of CPUs like x86, Sparc, MIPS and many
> others you can port it to.

it is an emulator, why else would you emulate the videl and stuff like
that?
The difference between aranym and tempest is that even
though the latter has to emulate it still sits in a falcon, using
falconhardware. I know you can use aranym on falcon or but whats the
point?

>
> I'm also very sad that people don't actually see the future of the TOS
> or better FreeMiNT platform. As far as I can see 90% of you all are just
> sitting and watching your MagiCPC or Gemulator screen paying for that a
> fortune and beeing limited to a specific host OS. As far as I can say
> there are a very few people developing FreeMiNT or TOS software. I know
> MagiC has something that FreeMiNT doesn't, but it is death just because

> it is commercial and the comunity (the ASH market) is shrinking.
> FreeMiNT and the open-source projects are live. There are developers who
> dedicate nearly all thier spare-time for it. But you users... you are
> just continuing to use MagiC not seeing the future.

what are you on about!? is it sad that some ppl still use their
atarihardware!?

>
> I would say that if everybody moves to ARAnyM, EmuTOS, fVDI, FreeMiNT
> and XaAES then we all would profit from that with having a great bunch
> of new modern applications. All the missing features will be implemented
> and everything you will get for free!

thats bollocks! what makes you think we would see alot more applications
just because we used aranym?

>
> One example of all: If you miss MIDI for ARAnyM then it would definitely
> be possible to do something about it. We can develop some HW plugable to
> some ports or just a binding to an existing MIDI card or whatever. But
> do not consider that you will get ARAnyM to be a complete TOS clone
> without saying that you use it and what you really want.
>
> Please think about it at least for 10minutes before you reply. And
> consider the fact that I am not the only person helping on ARAnyM and my
> opinions may differ from the others.
>
> best regards
>
> STan
> JAY Software / ARAnyM Development Team (http://aranym.sf.net)

I think the reason we all still use our ataris is because they are slow,
because the hardware has got flaws, because they have what aranym and all
emulators lack, its spelled SPIRIT.

Fredrik.

>
>
> > Joshua.
> >
> > "Stanislav Opichal" <stop@systinet.com> wrote in message
> > news:3CFFB63A.5030205@systinet.com...
> >
> >>Hi!
> >>
> >>I've just sold my Falcon030@20MHz equipped with FXCard, 14MBRam, 1.6GB
> >>IDE HDD and 6xCDROM ATAPI. I've moved completely to ARAnyM that gives me
> >>much more power to develop new FreeMiNT applications and not to wait a
> >>fortune to have them compiled.

> >>
> >>best regards
> >>
> >>STan
> >>JAY Software
> >>
> >>Johan Klockars wrote:
> >>
> >>>In article <3cfe5cdc.118959@powernews.infostrada.it>, Alberto <nospam>
> >>
> > wrote:
> >
> >>>>Hello ,
> >>>>
> >>>>I'd like to by a Falcon 030 by a guy who is intioned to sell me
> >>>>his,but i don't know how much money this computer ,with its
> >>>>monitor,could value...
> >>>>COuld you tell me its price?
> >>>
> >>>
> >>>Well, I seen people mentioning that Falcons go for around 100 UKP.
> >>>Unfortunately, I've never seen one anywhere near that price myself,
> >>>or I would have bought two or three of them...
> >>>
> >>>When I bought an extra one (80 Mbyte disk, 14 Mbyte RAM) a couple of
> >>>months ago, I payed nearly 250 UKP. That was certainly more than I
> >>>would have wanted to pay, but I could not find anyone else who wanted
> >>>to sell one. Except for on eBay that is, but at the time the Falcons
> >>>I saw there went for close to double that amount.
> >>>
> >>>If the monitor is one of the small Atari mono or colour ones, I'd
> >>>not pay more than at most 15-20 UKP for it.
> >>>
> >>>--
> >>> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> >>> of Technology | .signatures | johank@omicron.se
> >>> | so hard to do | WWW:
> >>
> > http://217.215.149.49
> >
> >>> Gothenburg, Sweden | well? | (fVDI, MGIFv5,
> >>
> > QLem)
> >
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> >
>
>
>

164. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 14:20:58 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10206071618090.10691-100000@kairos>
Source record: 34319

I offered a guy a falcon for 50ukp + p&p, he didnt have the money though
so I still have it though I took it apart and used the spare parts now so
its not for sale anymore.

Also I've bought 5 falcons for less than 200 ukp each, you just have to
look at the right places..

Fredrik.

On 6 Jun 2002, Johan Klockars wrote:

> In article <3cfe5cdc.118959@powernews.infostrada.it>, Alberto <nospam> wrote:
> >Hello ,
> >
> >I'd like to by a Falcon 030 by a guy who is intioned to sell me
> >his,but i don't know how much money this computer ,with its
> >monitor,could value...
> >COuld you tell me its price?
>
> Well, I seen people mentioning that Falcons go for around 100 UKP.
> Unfortunately, I've never seen one anywhere near that price myself,
> or I would have bought two or three of them...
>
> When I bought an extra one (80 Mbyte disk, 14 Mbyte RAM) a couple of
> months ago, I payed nearly 250 UKP. That was certainly more than I
> would have wanted to pay, but I could not find anyone else who wanted
> to sell one. Except for on eBay that is, but at the time the Falcons
> I saw there went for close to double that amount.
>
> If the monitor is one of the small Atari mono or colour ones, I'd
> not pay more than at most 15-20 UKP for it.
>
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johank@omicron.se
> | so hard to do | WWW: http://217.215.149.49
> Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)
>
>

165. Mythical ST4160 ????

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 17:12:17 UTC
From: Christopher Coxon <Gusbucket@btopenworld.com>
Message-ID: <adqphgepl1@helle.btinternet.com>
Source record: 34320

I am collecting a private Museum of all the Atari XE Onward computers and their hardware accesories, I have been told by someone that supposedly owned one that there was an Atari ST 4160 they said theyd sold it to a German collector.

If anyone can shed any light on this I would be very interested in this and any other T Items, working or non working Im not fussy,

Has anyone on this newsgroup ever compiled a list of all variants? (Im talking official Atari not homebrews) I just got on E Bay an ST Mega4 I already Have Mega1 and Mega 2 and Mega STE, but I need a Falcon and a TT to complete the main models lineup.

All help appreciated as I'm a bit of a beginner at this.

I have a STFM socketed test motherboard and loads of 256k and 4Mb ram upgrade chipsets which I brought from a dealer closing down, If anyone wants any of these please feel free to get in touch direct. I hope to be able to offer eventually a diagnostic and repair service. If anyone also has any test equipment they dont need any more - specifically for Ataris I would be very keen to obtain it

Cheers
Chriss

166. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 17:24:24 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <adqsbfank1@news.vol.cz>
Source record: 34322

> > Any PPC/Coldfire TOS clone = a slow, expensive, buggy and hardly available
> > hardware + Aranym-like OS on the top.
> > My choice is a fast, cheap and widely available hardware (PC) + Aranym.
>
> TOS Clones are not emulators.

Yes and no. For example Milan is a PC style hardware which has nothing to do with any real Atari machine. It has no Shifter/Videl, no Yamaha, no ACIA/IKBD, no atari audio, etc.. All TOS compatibility is only in its TOS OS. With different ROM it could be an Amiga clone, 68k MAC, Linux box or even NeXt as well. With non 68k TOS machines (Coldfire/PPC) it is more complicated, because you need 68k compatibility = CPU emulation. It's exactly the same as Aranym does. It's also exactly the same as Apple did with powermacs, BTW.

Ctirad

167. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 17:38:41 UTC
From: rand@cd.chalmers.se
Message-ID: <adqr31$22t$1@nyheter.chalmers.se>
Source record: 34321

In article <Pine.SOL.4.10.10206071618090.10691-100000@kairos>,
Fredrik Egeberg <deez@algonet.se> wrote:
>On 6 Jun 2002, Johan Klockars wrote:
>
>> In article <3cfe5cdc.118959@powernews.infostrada.it>, Alberto <nospam> wrote:
>> >I'd like to by a Falcon 030 by a guy who is intioned to sell me
...
>> >Could you tell me its price?
>>
>> Well, I seen people mentioning that Falcons go for around 100 UKP.
>> Unfortunately, I've never seen one anywhere near that price myself,
>> or I would have bought two or three of them...
>>
>> When I bought an extra one (80 Mbyte disk, 14 Mbyte RAM) a couple of
>> months ago, I payed nearly 250 UKP. That was certainly more than I
...
>I offered a guy a falcon for 50ukp + p&p, he didnt have the money though

A pity you did ask me (or mentioned it in some place I'd see it).
I'd have paid 50 UKP in an instant.

>Also I've bought 5 falcons for less than 200 ukp each, you just have to
>look at the right places..

Could you, please, enlighten us (or is it just me?) as to where those
places are? I checked out all the places where I've previously bought
Ataris, VICs, Amigas, Sinclair machines, SGIs, Macs, SPARC and Alpha
stations etc at very decent prices and found next to no Falcons at all.
Definitely no cheap ones.

Actually, I've been on the lookout for an extra Falcon for a few years
and not seen a cheap one, although it was only for a couple of months
recently that I really searched for one (the CT60 was getting near
and I did not want to remove my AB040 and Eclipse).

I seriously would have bought two Falcons at 100 UKP each without
thinking two seconds about it. To me that suggests that it would be
a very cheap price, but I guess I might just be silly. ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

168. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 18:00:34 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <adqsbgank2@news.vol.cz>
Source record: 34323

> hardware like the upcoming Coldfire computer. Sure, it's a small
> production run and the hardware might be expensive relative to PC's,
> but it's not prohibitively expensive and it provides a very modern
> hardware platform for Atari users. Aranym takes a different approach
> by employing PC hardware and an 040 emulation layer.

I don't think it's so different. The main difference is that Aranym is based on hardware which already exists. The rest (TOS compatible OS with built-in 68k emulation) is pretty same for both.

> Personally, I've used XaAES on top of MiNT and I have to say that the
> commercial alternatives, N.AES (on top of MiNT) and Magic, are more
> mature poducts.

The XaAES is still a little bit less usable than N.AES (for me the MagiC is nothing more than a multitasking TOS with nice looking desktop), but it has one big advantage -> it's not dead.

> I'm sure XaAES will be great, but it's just not
> completely finished. A lot of people consider commercial software
> availability as a sign of the health of a market. I think that if
> there were no commercial products available for the Atari, I might
> leave the market. Open source is definitely a good thing, but many
> people don't feel it's the answer to everything.

Sure. However, the minor OS should be opensource, because in other case it will not survive (look at BeOS for example). Commercial apps are OK and welcome.

Ctirad

169. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 18:06:59 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <%C6M8.128$LA1.59727@newsfeed.slurp.net>
Source record: 34324

Ok, that kinda makes sense but I'm still very sceptic. The day I will go for ARAnyM is the day somebody hands me a BIOS chip for my motherboard that will allow me to boot straight into TOS with no need for Linux/Windows/DOS. If you can do that, I think I will join you.

Joshua.

"Ctirad Fertr" <phanatic@death_for_spammers_volny.cz> wrote in message news:adqsbfank1@news.vol.cz...
> > > Any PPC/Coldfire TOS clone = a slow, expensive, buggy and hardly
> available
> > > hardware + Aranym-like OS on the top.
> > > My choice is a fast, cheap and widely available hardware (PC) +
Aranym.
> >
> > TOS Clones are not emulators.
>
> Yes and no. For example Milan is a PC style hardware which has nothing to
do
> with any real Atari machine. It has no Shifter/Videl, no Yamaha, no
> ACIA/IKBD, no atari audio, etc.. All TOS compatibility is only in its TOS
> OS. With different ROM it could be an Amiga clone, 68k MAC, Linux box or
> even NeXt as well. With non 68k TOS machines (Coldfire/PPC) it is more
> complicated, because you need 68k compatibility = CPU emulation. It's
> exactly the same as Aranym does. It's also exactly the same as Apple did
> with powermacs, BTW.
>
> Ctirad
>
>
>
>
>
>
>
>
>
>

170. Re: Mythical ST4160 ????

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 18:12:05 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D00F7B5.CC7852D6@rogers.com>
Source record: 34327

Hi Christopher

Christopher Coxon wrote:

> I am collecting a private Museum of all the Atari XE Onward computers and
> their hardware accesories, I have been told by someone that supposedly owned
> one that there was an Atari ST 4160 they said theyd sold it to a German
> collector.
>
> If anyone can shed any light on this I would be very interested in this and
> any other T Items, working or non working Im not fussy,
>
> Has anyone on this newsgroup ever compiled a list of all variants? (Im
> talking official Atari not homebrews) I just got on E Bay an ST Mega4 I
> already Have Mega1 and Mega 2 and Mega STE, but I need a Falcon and a TT to
> complete the main models lineup.
>
> All help appreciated as I'm a bit of a beginner at this.
>
> I have a STFM socketed test motherboard and loads of 256k and 4Mb ram
> upgrade chipsets which I brought from a dealer closing down, If anyone wants
> any of these please feel free to get in touch direct. I hope to be able to
> offer eventually a diagnostic and repair service. If anyone also has any
> test equipment they dont need any more - specifically for Ataris I would be
> very keen to obtain it
>
> Cheers
> Chriss

From what I've seen and heard over the years Atari had planned a 4160STe which was pretty much a stock 1040STe with 4 1 meg simms (instead of the 256k simms) and the badge (you know that metallic label thing) which read "Atari 4160STe". From what I've been able to gather, many of the dealers at that time didnt like the idea of stocking 2 different versions of essentially the same machine for just a different memory configuration when they could get simms from their suppliers and easily do the upgrade themselves if customoers wanted it. Atari did produce the 4160STe badges and made them available to dealers. I'm not sure if many dealers actually used them though. These days you can get the badges from Best electronics and perhaps some other mail order places.

171. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 18:12:56 UTC
From: rand@cd.chalmers.se
Message-ID: <adqt38$24p$1@nyheter.chalmers.se>
Source record: 34326

In article <Pine.SOL.4.10.10206071552530.10691-100000@kairos>,
Fredrik Egeberg <deez@algonet.se> wrote:
>On Fri, 7 Jun 2002, Stanislav Opichal wrote:
...
>> IMHO people that are likely to move to a faster computer will continue
>> doing this as long as they have enough money. I'm a professional
>> programmer and I consider any computer to be slow. ;)
>
>what do you expect? the falcon is 10 years old!!

I think there must have been some kind of miscommunication here.
Standa did not say the _Falcon_ was slow. He said he considers _any_
computer slow.

I quite agree, as long as we are talking about computers a normal
person could actually use. There are some massively parallel machines
that already have more computing power than I would have any idea
what to do with, but they would not be terribly useful for the kind
of stuff I like to do, anyway (I don't plan on simulating nuclear
explosions any time soon ;-).

>> In fact I didn't move to an emulator. We, the ARAnyM authors, don't talk
>> about it as an emulator because it is not an emulator. It is just a
>> virtual machine that ensures any processor to have the m68k instruction
...
>it is an emulator, why else would you emulate the videl and stuff like
>that?

To be able to boot an existing OS?
ARAnyM generally only emulates as much as it absolutely needs to be
useful.

I doubt anyone actually uses ARAnyM with the Videl emulation active.
It would not surprise me if a future version of ARAnyM didn't have
the Videl code at all, or at least made it a compile time option.

>The difference between aranym and tempest is that even
>though the latter has to emulate it still sits in a falcon, using

Not necessarily. Take a look at recent Tempest news in various places.

>> I'm also very sad that people don't actually see the future of the TOS
>> or better FreeMiNT platform. As far as I can see 90% of you all are just
...
>> MagiC has something that FreeMiNT doesn't, but it is death just because
>> it is commercial and the comunity (the ASH market) is shrinking.
>> FreeMiNT and the open-source projects are live. There are developers who

...
>what are you on about!? is it sad that some ppl still use their
>atarihardware!?

That was not what was said.

>> I would say that if everybody moves to ARAnyM, EmuTOS, fVDI, FreeMiNT
>> and XaAES then we all would profit from that with having a great bunch
>> of new modern applications. All the missing features will be implemented
>> and everything you will get for free!
>
>thats bollocks! what makes you think we would see alot more applications
>just because we used aranym?

I think he is thinking along these lines:
Once the JIT starts working properly, ARAnyM will be way faster than
any Atari compatible machine (it should be close to or faster than an
'060 machine even now on fast x86 hardware).
That would finally make it possible to make real use of the masses of
open source software out there. Mozilla, StarOffice (well, the open
source version, whatever it is called) and The GIMP to name three.

>I think the reason we all still use our ataris is because they are slow,
>because the hardware has got flaws, because they have what aranym and all

Uhm...
Well, to each his own.

>emulators lack, its spelled SPIRIT.

Can't say I ever noticed any of that. Of course, I've almost always
used several types of computers in parallel (only recently PCs, though).

For that matter, I have personally never understood how people see
a difference between a 'real Atari' and a mostly perfect emulator,
as many of them are.

Note that ARAnyM is not in any way a 'perfect emulator' and is not
intended to be. It could still be considered more in the Atari spirit
than anything else out there.

Power without the price!

Remember?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

172. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 18:18:38 UTC
From: rand@cd.chalmers.se
Message-ID: <adqtdu$25e$1@nyheter.chalmers.se>
Source record: 34328

```
Replying to myself here to clear up something that might possibly
cause confusion...

In article <adqr31$22t$1@nyheter.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>In article <Pine.SOL.4.10.10206071618090.10691-100000@kairos>,
>Fredrik Egeberg <deez@algonet.se> wrote:
>>On 6 Jun 2002, Johan Klockars wrote:
>>
>>> In article <3cfe5cdc.118959@powernews.infostrada.it>, Alberto <nospam> wrote:
...
>>I offered a guy a falcon for 50ukp + p&p, he didnt have the money though
>
>A pity you did ask me (or mentioned it in some place I'd see it).

Obviously I meant to say:

A pity you didn't ask me (or mentioned it in some place I'd see it).
======
Sorry about that.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)
```

173. I'm back (with a question)

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 18:40:49 UTC
From: k@uia.net
Message-ID: <ug1vhh3ojnm368@corp.supernews.com>
Source record: 34329

After being off of the newsgroup due to the closure of Deja.com, I've finally decided to try Newsie (hope it works...I think I did something wrong a few minutes ago, so I'm trying again.)

I've spent part of today looking for a way to send money to European merchants who don't take credit cards of U.S. dollars. So far, the cheapest option for a money order has had a charge of $40. This is a bit extreme considering the money order itself will be for only $150.

Thus, my question is, "What dealers in Europe take U.S. dollars or Visa?" Unless I find one, my next option will have to be some well-wrapped bills obtained at the currency counter of the airport. This is not a real good option.

Galen

174. SLM 804 rebirth

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 18:43:50 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <adqut6arg1@reader1.panix.com>
Source record: 34330

This is a preliminary report. It is not fixed yet.

My SLM 804 started dropping a little toner into the paper path, making dirty edges on the copies. It ran out of toner, and so, being in a hurry, found some loose toner, and dumped it in. What a wonderful mess it made. It just poured through, and paper covered with fixed toner wrapped itself around the fuser drum, One can bleed quite a lot trying to work in that area. Never mix toners. It will make a mess somehow.

The problem was a bearing. It makes noise like gritty toner, but it is a bearing. They are available, in US stock, and cost about $32 USD each, for two of them. That is about half of the price of a new developer assembly.

A fine flat file can make the edge of the doctor blade look shiny again, and replacing the bearings for the magnet roller is the only cost.

So if yours starts dropping a little toner onto the paper path, the problem is a bearing, and it will only get worse. If you have basic tools and a little mechanical skill, it can be fixed cheaply, but not necessarily neatly, because that toner gets in everything.

And, the blade to magnet roller clearance will need to be set by eye, unless you can measure gaps less than 0.001 inches. That does not seem to be difficult.

I did not write down the bearing number, but from memory, it is a Continental SKS-678-ZZ. I will get two new ones Tuesday.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

175. Re: Mythical ST4160 ????

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 18:53:03 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnag1vth.bku.atari@core.preferuje.luzik.pl>
Source record: 34331

> From what I've seen and heard over the years Atari had planned a 4160STe which
> was pretty much a stock 1040STe with 4 1 meg simms (instead of the 256k simms)
> and the badge (you know that metallic label thing) which read "Atari 4160STe".
> From what I've been able to gather, many of the dealers at that time didnt like
> the idea of stocking 2 different versions of essentially the same machine for
> just a different memory configuration when they could get simms from their
> suppliers and easily do the upgrade themselves if customoers wanted it. Atari
> did produce the 4160STe badges and made them available to dealers. I'm not sure
> if many dealers actually used them though. These days you can get the badges
> from Best electronics and perhaps some other mail order places.

I heard that 4160 also had a 286 intel cpu builtin and some aditional
hardware working as PC (hardware) emulator.

Adam Klobukowski
atari@gabo.pl

176. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 20:32:58 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10206072225180.10379-100000@kairos>
Source record: 34333

On 7 Jun 2002, Johan Klockars wrote:

> In article <Pine.SOL.4.10.10206071618090.10691-100000@kairos>,
> Fredrik Egeberg <deez@algonet.se> wrote:
> >On 6 Jun 2002, Johan Klockars wrote:
> >
> >> In article <3cfe5cdc.118959@powernews.infostrada.it>, Alberto <nospam> wrote:
> >> >I'd like to by a Falcon 030 by a guy who is intioned to sell me
> ...
> >> >Could you tell me its price?
> >>
> >> Well, I seen people mentioning that Falcons go for around 100 UKP.
> >> Unfortunately, I've never seen one anywhere near that price myself,
> >> or I would have bought two or three of them...
> >>
> >> When I bought an extra one (80 Mbyte disk, 14 Mbyte RAM) a couple of
> >> months ago, I payed nearly 250 UKP. That was certainly more than I
> ...
> >I offered a guy a falcon for 50ukp + p&p, he didnt have the money though
> >
> A pity you did ask me (or mentioned it in some place I'd see it).
> I'd have paid 50 UKP in an instant.

I had plenty of ppl interested in buying it but I offered it to him for 50
quid cus its a bit dodgy but fully working. 50 quid cus he was (and still
is) a friend on mine.

>
> >Also I've bought 5 falcons for less than 200 ukp each, you just have to
> >look at the right places..
> >
> Could you, please, enlighten us (or is it just me?) as to where those
> places are? I checked out all the places where I've previously bought
> Ataris, VICs, Amigas, Sinclair machines, SGIs, Macs, SPARC and Alpha
> stations etc at very decent prices and found next to no Falcons at all.
> Definitely no cheap ones.

ok, I bought 1 ab040 with nemesis, novacard and all sorts of stuff for
150ukp after some guy posted on atari.org forum. 1 std falcon (brand
new) from indigo in denmark for 2000sek, 1 from a good friend of mine for
1000sek, another one from a guy who I knew since a couple of years for
100ukp, 1 falcon in a tower from ebay.de for 150ukp.. thats five..

and IRC is the place to get to get to know atariusers btw.

>
> Actually, I've been on the lookout for an extra Falcon for a few years
> and not seen a cheap one, although it was only for a couple of months
> recently that I really searched for one (the CT60 was getting near
> and I did not want to remove my AB040 and Eclipse).
>
> I seriously would have bought two Falcons at 100 UKP each without
> thinking two seconds about it. To me that suggests that it would be
> a very cheap price, but I guess I might just be silly. ;-)
>
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johank@omicron.se
> | so hard to do | WWW: http://217.215.149.49
> Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)
>
>

177. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 20:52:51 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10206072233200.10379-100000@kairos>
Source record: 34334

On 7 Jun 2002, Johan Klockars wrote:

> In article <Pine.SOL.4.10.10206071552530.10691-100000@kairos>,
> Fredrik Egeberg <deez@algonet.se> wrote:
> >On Fri, 7 Jun 2002, Stanislav Opichal wrote:
> ...
> >> IMHO people that are likely to move to a faster computer will continue
> >> doing this as long as they have enough money. I'm a professional
> >> programmer and I consider any computer to be slow. ;)
> >
> >what do you expect? the falcon is 10 years old!!
>
> I think there must have been some kind of miscommunication here.
> Standa did not say the _Falcon_ was slow. He said he considers _any_
> computer slow.

he was on about selling his falcon in an earlier post regarding the same
thing so I assumed thats what he meant.

>
> I quite agree, as long as we are talking about computers a normal
> person could actually use. There are some massively parallel machines
> that already have more computing power than I would have any idea
> what to do with, but they would not be terribly useful for the kind
> of stuff I like to do, anyway (I don't plan on simulating nuclear
> explosions any time soon ;-).
>
> >> In fact I didn't move to an emulator. We, the ARAnyM authors, don't talk
> >> about it as an emulator because it is not an emulator. It is just a
> >> virtual machine that ensures any processor to have the m68k instruction
> ...
> >it is an emulator, why else would you emulate the videl and stuff like
> >that?
>
> To be able to boot an existing OS?
> ARAnyM generally only emulates as much as it absolutely needs to be
> useful.

it doesnt have to emulate videl to boot.

>
> I doubt anyone actually uses ARAnyM with the Videl emulation active.
> It would not surprise me if a future version of ARAnyM didn't have
> the Videl code at all, or at least made it a compile time option.
>
> >The difference between aranym and tempest is that even

> >though the latter has to emulate it still sits in a falcon, using
>
> Not necessarily. Take a look at recent Tempest news in various places.
>
? if you mean it doesnt have to sit in a falcon then fair enough but still
it is (afaik) intended to be used with existing atarimachines.

> >> I'm also very sad that people don't actually see the future of the TOS
> >> or better FreeMiNT platform. As far as I can see 90% of you all are just
> ...
> >> MagiC has something that FreeMiNT doesn't, but it is death just because
> >> it is commercial and the comunity (the ASH market) is shrinking.
> >> FreeMiNT and the open-source projects are live. There are developers who
> ...
> >what are you on about!? is it sad that some ppl still use their
> >atarihardware!?
>
> That was not what was said.

if you read the rest of the post that is what its all about. "If everybody
moves to aranym then we would profit from having a great bunch of new
modern applications" since running aranym on an atariplatform is out of
the question (you can obviously but there is only so much point..), all
there is left is pcs, macs etc. Apparently we cant see the future of the
tos and freemint platform, since he is quite a bit biased towards aranym I
can only assume he means abandoning atarihardware to use aranym, which I
think its sad.

>
> >> I would say that if everybody moves to ARAnyM, EmuTOS, fVDI, FreeMiNT
> >> and XaAES then we all would profit from that with having a great bunch
> >> of new modern applications. All the missing features will be implemented
> >> and everything you will get for free!
> >
> >thats bollocks! what makes you think we would see alot more applications
> >just because we used aranym?
>
> I think he is thinking along these lines:
> Once the JIT starts working properly, ARAnyM will be way faster than
> any Atari compatible machine (it should be close to or faster than an
> '060 machine even now on fast x86 hardware).
> That would finally make it possible to make real use of the masses of
> open source software out there. Mozilla, StarOffice (well, the open
> source version, whatever it is called) and The GIMP to name three.

There is no reason to use atari if all you are looking for is speed.
And why would we bother trying to port mozilla, staroffice and everything
else and to get it to run on aranym in a win/linuxenvironment at all? its
avaible for those platforms anyway! I know you can use aranym on any
machine (hence the name..) but I cant see why you would want to run
mozilla in aranym on a pc which has got a native version of mozilla

anyway.
>
> >I think the reason we all still use our ataris is because they are slow,
> >because the hardware has got flaws, because they have what aranym and all
>
> Uhm...
> Well, to each his own.

then please give me a better reason

>
> >emulators lack, its spelled SPIRIT.
>
> Can't say I ever noticed any of that. Of course, I've almost always
> used several types of computers in parallel (only recently PCs, though).
>
> For that matter, I have personally never understood how people see
> a difference between a 'real Atari' and a mostly perfect emulator,
> as many of them are.

you just dont get it do you.. why do ppl perfer the real thing before a
mostly perfect emulator? I think you answered your own question.. there is
no such thing as a perfect emulator and I dont think there will ever be
one.

>
> Note that ARAnyM is not in any way a 'perfect emulator' and is not
> intended to be. It could still be considered more in the Atari spirit
> than anything else out there.
>
> Power without the price!
>
> Remember?
>
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johank@omicron.se
> | so hard to do | WWW: http://217.215.149.49
> Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)
>
>

178. Re: I'm back (with a question)

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 21:24:21 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <adr847$1ju$1@news7.svr.pol.co.uk>
Source record: 34335

Eric,

Atari Workshop (www.atari-workshop.co.uk) accept VISA but
I don't know what shipping to the US would be. ASH also have an
on-line shop so I guess they must take some type of credit card.

They also have English version of many programs.

Dave.

"Eric Kaljumagi" <k@uia.net> wrote in message
news:ug1vhh3ojnm368@corp.supernews.com...
> After being off of the newsgroup due to the closure of Deja.com, I've
> finally decided to try Newsie (hope it works...I think I did something
> wrong a few minutes ago, so I'm trying again.)
>
> I've spent part of today looking for a way to send money to European
> merchants who don't take credit cards of U.S. dollars. So far, the
> cheapest option for a money order has had a charge of $40. This is a
> bit extreme considering the money order itself will be for only $150.
>
> Thus, my question is, "What dealers in Europe take U.S. dollars or Visa?"
> Unless I find one, my next option will have to be some well-wrapped bills
> obtained at the currency counter of the airport. This is not a real good
> option.
>
> Galen

179. Re: I'm back (with a question)

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 21:26:24 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d0124ff$0$248$626a54ce@news.free.fr>
Source record: 34336

> I've spent part of today looking for a way to send money to European
> merchants who don't take credit cards of U.S. dollars. So far, the
> cheapest option for a money order has had a charge of $40. This is a
> bit extreme considering the money order itself will be for only $150.
> Thus, my question is, "What dealers in Europe take U.S. dollars or Visa?"
> Unless I find one, my next option will have to be some well-wrapped bills
> obtained at the currency counter of the airport. This is not a real good
> option.

Hi Galen,

My American friends and I uses Western Union (the company with brown trucks)
money transfer.

Regards

180. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 22:44:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023539941.4174.2@demeter.uk.clara.net>
Source record: 34249
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi Asshole

> Hi, I'm Ben Smith of Bravo Sierra Computers.

You are a brain damaged spam merchant!.

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

181. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-07 23:53:53 UTC
From: rand@cd.chalmers.se
Message-ID: <adrh2h$3mq$1@nyheter.chalmers.se>
Source record: 34337

In article <Pine.SOL.4.10.10206072233200.10379-100000@kairos>,
Fredrik Egeberg <deez@algonet.se> wrote:
>On 7 Jun 2002, Johan Klockars wrote:
>
>> In article <Pine.SOL.4.10.10206071552530.10691-100000@kairos>,
>> Fredrik Egeberg <deez@algonet.se> wrote:
>> >On Fri, 7 Jun 2002, Stanislav Opichal wrote:
...
>> Standa did not say the _Falcon_ was slow. He said he considers _any_
>> computer slow.
>
>he was on about selling his falcon in an earlier post regarding the same
>thing so I assumed thats what he meant.

I thought it was pretty obvious that he simply upgrades his computers
whenever he can, since they are always slow. I do the same, only I
never sell any of them.

>> >it is an emulator, why else would you emulate the videl and stuff like
>> >that?
>>
>> To be able to boot an existing OS?
>> ARAnyM generally only emulates as much as it absolutely needs to be
>> useful.
>
>it doesnt have to emulate videl to boot.

No, but some other things need to be emulated for that. The Videl was
necessary for it to be useful before there was an fVDI driver.

>> Not necessarily. Take a look at recent Tempest news in various places.
>>
>? if you mean it doesnt have to sit in a falcon then fair enough but still
>it is (afaik) intended to be used with existing atarimachines.

Note that the newsflash mentions adapters for Hades/Milan. Then consider
what those adapters must be.

>there is left is pcs, macs etc. Apparently we cant see the future of the
>tos and freemint platform, since he is quite a bit biased towards aranym I
>can only assume he means abandoning atarihardware to use aranym, which I
>think its sad.

Well, some of us have no emotional ties to the hardware itself.
As has been mentioned, the Milan has next to no hardware in common with
a 'real' Atari, anyway.

To get something modern and reasonably fast, at a reasonable price, the
hardware will by necessity have very little in common with the original.

>There is no reason to use atari if all you are looking for is speed.

That's of course quite right.

>And why would we bother trying to port mozilla, staroffice and everything
>else and to get it to run on aranym in a win/linuxenvironment at all? its
>avaible for those platforms anyway! I know you can use aranym on any
>machine (hence the name..) but I cant see why you would want to run
>mozilla in aranym on a pc which has got a native version of mozilla
>anyway.

No reason at all unless you do indeed want to keep the Atari environment,
which I thought was what we were talking about. Currently, anyone who
wants to do more than the Atari computers have the CPU power or software
for will have to keep another machine on the side (IIRC, all Atari users
I know have at least a PC too, for example).

Eventually, there is likely to be an ARAnyM distribution similar to the
Amithlon (an Amiga 'emulator'), if you've heard about that.
Just put a bootable CD in your PC, Mac, or whatever and start it.
Up comes something that will to all intents and purposes be a very fast
Atari compatible machine. There will of course be a Linux kernel (or
something like it) underneath, but you'll never see it.

>> >I think the reason we all still use our ataris is because they are slow,
>> >because the hardware has got flaws, because they have what aranym and all
>>
>> Uhm...
>> Well, to each his own.
>
>then please give me a better reason

I really hope there are not many people who use Ataris _because_ they are
slow and flawed. That does not seem like a very rational thing to do.

Rather, I think people are comfortable with the OS, desktop and
applications they use, for example. Those things would mostly behave
exactly the same, only much faster, under ARAnyM.

I don't really _use_ my Atari computers and almost never have, even
when they were the only ones I had (the same applies to the rest of
my computers for that matter, unless you count Web browsing and
connecting via telnet/ssh to external machine as 'use' (well, I do
play games occasionally)).
I do most of my programming for them, though. Mainly because I have so
far had interesting and reasonably meaningful things to write for them.
I've never really had any major preferences for one GUI over another,
and I've always found large parts of the TOS/GEM internals pretty much
appalling. The 680x0 processor is pretty nice, though (I came from
the Sinclair QL, which also used a 68k, to the Atari ST), and with

the Falcon there was finally an Atari machine with some interesting
hardware to play around with.
I don't think I'm a very typical Atari 'user', though, and for that
matter I might have have been happier with an Amiga (which has
a pretty decent OS, apart from the lack of memory protection). The
reason I didn't end up with an Amiga was actually partly your 'slow
and flawed' argument, which is a bit funny (I didn't want a decent
blitter chip, since I liked optimizing graphics routines ;-), but
the main reason was the monochrome Atari monitor (SM124).
It's somewhat telling that the first program I wrote for the ST was
an 'emulator' that made it possible to run the Sinclair QL OS on it.

>> For that matter, I have personally never understood how people see
>> a difference between a 'real Atari' and a mostly perfect emulator,
>> as many of them are.
>
>you just dont get it do you.. why do ppl perfer the real thing before a
>mostly perfect emulator? I think you answered your own question.. there is
>no such thing as a perfect emulator and I dont think there will ever be
>one.

What do you find imperfect about the emulators?

I would not consider lack of support for some esoteric game/demo code a
valid argument, since those things do not work on most real Atari
machines either. The ST emulators are definitely much more ST compatible
than a Falcon or TT, not to mention a Hades or Milan.
To some people the lack of MIDI support, or perhaps the Falcon's DSP,
is a problem, but those should be a small minority.

Even ARAnyM, which does not really attempt to emulate an Atari machine,
should run the vast majority of Atari applications.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

182. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 01:07:18 UTC
From: rand@cd.chalmers.se
Message-ID: <adrlc6$3qv$1@nyheter.chalmers.se>
Source record: 34338

In article <Pine.SOL.4.10.10206072225180.10379-100000@kairos>,
Fredrik Egeberg <deez@algonet.se> wrote:
>On 7 Jun 2002, Johan Klockars wrote:
>
>> In article <Pine.SOL.4.10.10206071618090.10691-100000@kairos>,
>> Fredrik Egeberg <deez@algonet.se> wrote:
>> >On 6 Jun 2002, Johan Klockars wrote:
...
>> >Also I've bought 5 falcons for less than 200 ukp each, you just have to
>> >look at the right places..
>>
>> Could you, please, enlighten us (or is it just me?) as to where those
...
>ok, I bought 1 ab040 with nemesis, novacard and all sorts of stuff for
>150ukp after some guy posted on atari.org forum. 1 std falcon (brand

Wow! That was incredibly cheap, to say the least!
He should easily have been able to get more than twice that.
Of course, some people are just kind (or don't know what they've got).

I just looked at some old messages there and noticed a 14/200 Falcon
(with two cheap monitors) going for over 200 UKP a year ago, so it's
not like they are all cheap.

>new) from indigo in denmark for 2000sek, 1 from a good friend of mine for

Very nice.

>1000sek, another one from a guy who I knew since a couple of years for

I think Standa is the first person I've known who has sold a Falcon. ;-)

Buying from friends is of course a good idea, when possible. My old
PCs tend to be on 'extended loan' until they are difficult to even
give away.

>100ukp, 1 falcon in a tower from ebay.de for 150ukp.. thats five..

OK. I see that it is indeed possible.
Among the things you mentioned, only eBay.de is really a viable
option in general, but I'll most certainly keep it in mind in the
future. When I've looked there earlier, the interesting things have
mostly been available to Germany only, though.

Well, at least I've gotten most of the rest of my machines cheap.
I might try to pick up yet another Falcon later if and when I see
one around 100 UKP.

>and IRC is the place to get to get to know atariusers btw.

I've tried IRC a couple of times (several years ago now) but couldn't
stand the horrible signal to noise ratio. Seemed like a couple of
orders of magnitude worse that Usenet.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

183. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 01:13:45 UTC
From: rand@cd.chalmers.se
Message-ID: <adrlo9$3ri$1@nyheter.chalmers.se>
Source record: 34339

In article <070620021823480846%nobody@nowhere.com.invalid>,
SwampHick <nobody@nowhere.com.invalid> wrote:
> What hardware is required to run ARAnyM? If it requires a PC, it has

Anything it has been ported to.

>little interest for me. I looked at the website and franky couldn't
>make much sense out of it. I got the impression it runs on top of
>Linux or Unix? Is that correct?

Not quite. It has been ported to run under Windows, using the Cygwin
Unix compatibility library.

>If so, does that mean it could be run on a Power Macintosh running
>Linux or maybe even OS10 which is loosely based on BSD?

I don't think anyone has ported it to that yet (I've been planning
to set up Linux on my old PPC Mac, but have not gotten around to it).
There's absolutely no reason why there should be a problem porting
it, however. I'm pretty sure Basilisk II, which uses the same CPU
engine, has been ported to those platforms.
At the moment, I don't think the JIT is available for anything
except x86, but that doesn't yet work under ARAnyM, anyway.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

184. Re: I'm back (with a question)

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 01:23:48 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3d023e75$0$29610$4c56ba96@master.news.zetnet.net>
Source record: 34257

```
| . . . .
| I've spent part of today looking for a way to send money to European
| merchants who don't take credit cards of U.S. dollars. So far, the
| cheapest option for a money order has had a charge of $40. This is a
| bit extreme considering the money order itself will be for only $150.
| . . . .

I don't see why they can't take credit cards. The amount in their
currancy is deducted from your card after conversion by your card
company. I have done this in reverse - buying goods in the States with a
UK card.
```

185. Re: Mythical ST4160 ????

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 04:46:45 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D018C76.ADEACB76@rogers.com>
Source record: 34341

Hi Adam,

Adam Klobukowski wrote:

> > From what I've seen and heard over the years Atari had planned a 4160STe which
> > was pretty much a stock 1040STe with 4 1 meg simms (instead of the 256k simms)
> > and the badge (you know that metallic label thing) which read "Atari 4160STe".
> > From what I've been able to gather, many of the dealers at that time didnt like
> > the idea of stocking 2 different versions of essentially the same machine for
> > just a different memory configuration when they could get simms from their
> > suppliers and easily do the upgrade themselves if customoers wanted it. Atari
> > did produce the 4160STe badges and made them available to dealers. I'm not sure
> > if many dealers actually used them though. These days you can get the badges
> > from Best electronics and perhaps some other mail order places.
>
> I heard that 4160 also had a 286 intel cpu builtin and some aditional
> hardware working as PC (hardware) emulator.
>
> Adam Klobukowski
> atari@gabo.pl

That was a slightly different version again. It was called the 1040STe+. A prototype was pictured in the Rev. 10 Best electronics catalogue. If there was more than one prototype perhaps someone else has one of those rare machines as well. It also had a small hard disk mounted internally as well.

186. Falcon and IDE hard drive!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 04:51:48 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1023486992-724950AEicMi@williams-net.com>
Source record: 34340

Anyone,
I bought a 40 GB 7200 RPM IDE MAXTOR model number D740X-6L. Ever since I installed this hard drive, I have always had to start my system up twice before being able to do a complete boot up the second time. I have the MAXTOR 40 GB hooked in second on my IDE chain, (the smaller 84 meg IDE is first for bootup files) and the power is supplied by my PC tower to the IDE MAXTOR hard drive. There is only 2 ways that I know of to get my MAXTOR to work.

1st way to bootup
BOOTUP to the XBOOT screen then shutdown and reboot and everything will be ok!!!! (This allows the MAXTOR hard drive to spin up on the first bootup so that all partitions will be recognized on the second bootup).

2nd way to bootup
Once I have the power turned on to my PC tower unplug the 40 pin IDE ribbon cable to the MAXTOR hard drive and the MAXTOR hard drive will begin to spin up and it can be booted with NO problems.

My problem with the 1st way is it is time consuming 20 to 30 seconds everytime I want to bootup. Not to mention wear and tear on my Falcon. The second way could really wear out my ribbon cable not mention my IDE MAXTOR hard drive.

Is there any solution that could resolve this problem???????

Thanks,
Carey Christenson

III
III The High Flying FALCON 030
/I\ "Soon to be CT60!!!"
/ I \
/\ /\
I

187. Re: Games for Atari ST - Free

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 06:19:59 UTC
From: Rick Sirocco <sensuari@redshift.com>
Message-ID: <ug38evkqh9ej5a@corp.supernews.com>
Source record: 34342

The games are shipped.

Rick

"Rick Sirocco" <sensuari@redshift.com> wrote in message
news:ufq9u9sm5gfu8a@corp.supernews.com...
> Hi Atari Group,
> I recently acquired a few Atari games in an all or nothing trade and
since
> I'm an IBM PC game trader only, I figured someone in this group might
want
> them. This is a single package deal and they are free for the cost of
> shipping. I figure USA shipping to be about $5.50 for Priority Mail
> w/Delivery Confirmation or about $3.50 for Media Mail w/Delivery
> Confirmation. I will of course get a firm shipping price for anyone who
is
> interested and I will ship outside the USA.
>
> Here's the games (All in like new condition) -
>
> Knight Orc - New/Sealed in Box
> Golden Path - Box, Game Manual, Disk, Registration Card
> Tracker - Box, Playguide, Disk, Short Story, Instructions, Poster,
> Registration Card
> Guild of Thieves - Box, Game Manual, Disk, Contract, "Bank of Kerovnia"
> Card, Adventure Guide, Registration Card
> Starglider - Box, Playguide, Novella, Disk, Keyguide, Poster, Registration
> Card
>
> I am a member of The Game Trading Zone. Here's a link to my GTZ webpage
so
> you can check my references.
>
> http://gametz.com/user/Sirocco.html
>
> Cheers,
> Rick
>
>

188. Re: Mythical ST4160 ????

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 07:50:52 UTC
From: Themis Papassilekas <sbstp8@cf.ac.uk>
Message-ID: <3D01B75C.1000606@cf.ac.uk>
Source record: 34344

I surely would like to have such a badge, just for the fun of it, but
can't find anything on Best's listings... any ideas?

Cheers
Themistocles

James Alexander wrote:

>
> From what I've seen and heard over the years Atari had planned a 4160STe which
> was pretty much a stock 1040STe with 4 1 meg simms (instead of the 256k simms)
> and the badge (you know that metallic label thing) which read "Atari 4160STe".
> From what I've been able to gather, many of the dealers at that time didnt like
> the idea of stocking 2 different versions of essentially the same machine for
> just a different memory configuration when they could get simms from their
> suppliers and easily do the upgrade themselves if customoers wanted it. Atari
> did produce the 4160STe badges and made them available to dealers. I'm not sure
> if many dealers actually used them though. These days you can get the badges
> from Best electronics and perhaps some other mail order places.
>

--
.:.
Reality is that, which when you stop believing in it, doesn't go away.
P.K.Dick

189. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 07:58:00 UTC
From: Franz_Iberl@ll.maus.de
Message-ID: <200206080958.a9695@ll.maus.de>
Source record: 34285

Hello STan,

s> I would say that if everybody moves to ARAnyM, EmuTOS, fVDI, FreeMiNT
s> and XaAES then we all would profit from that with having a great bunch
s> of new modern applications. All the missing features will be implemented

well, I'd like to use it on iBook 'on top of' OS X. How far? Can I reach
USB-Printers there?
Can I use PureC then? /Then/ I'd like to support a bit too ...

(ok, I did not search first ..)
I'm not used to Gnu C yet. Maybe someday I reach it. ;-)

Yes, I want to continue with multitasking Atari soft. But I expect
OS X eating it up.

BTW, I have ISA-Interfaces on my Atari-Hardware (Mega/PAK etc.) and some
ISA Ethernet-Cards, none of them with ready-to-run drivers. I've
looked at some driver sources already, hmpff. I guess soon I'm going to
ask for more support bringing up one of the cards for peer-to-peer
TCP/IP. I expect mixing C and assembly.

Servus
Franz

190. Re: ARAnyM!!! (was: Re: price of a Falc

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 10:00:44 UTC
From: vdjole@EUnet.yu
Message-ID: <adskk9$8e8$1@news.eunet.yu>
Source record: 34246

"Ctirad Fertr" <phanatic@death_for_spammers_volny.cz> wrote in message
news:adqsbfank1@news.vol.cz...
>> Any PPC/Coldfire TOS clone = a slow, expensive, buggy and hardly available
>> hardware + Aranym-like OS on the top.
>> My choice is a fast, cheap and widely available hardware (PC) +Aranym.

On 7 Jun 2002 09:31:14 -, "Joshua Kaijankoski" wrote:

>Ok, that kinda makes sense but I'm still very sceptic. The day I will go for
>ARAnyM is the day somebody hands me a BIOS chip for my motherboard that will
>allow me to boot straight into TOS with no need for Linux/Windows/DOS. If
>you can do that, I think I will join you.

By the way, Ctirad, what is the status of the preparation of a mentioned
mini-linux selection for starting ARAnyM practicaly from (0,0), as Joshua
would like? Ok, I know I could browse for the news at Aranym web page, but
it is easier to ask this way :)

As for BIOS chips, Joshua... AFAIK the routines in that same chip are used
to start booting -any- operating system on a PC (e.g. DOS, Windows, Linux,
QNX...), but this does not mean that those OSes are run on "emulator".
Once loaded, the OS can even use its own low-level routines and never address
the chip anymore. And if, e.g. the minimum set of linux or whatever else is
loaded just to start Aranym, I don't see any logical (psychological?) problems
with that. E.g. I work daily on a nice Alphaserver DS20E running OpenVMS 7.21
which is a very mature, reliable and secure operating system. The system is
booted from a "console" firmware which has a quite comprehensive command
language, can perform a number of operations and includes even some basic
network capabilities- practically an OS of its own. But that does not make
that machine an "emulator" for loading OpenVMS.

Hmm, I might one day try to compile Aranym on that Alpha :)
There are C++ and Decwindows (i.e. X-11) on it.

cu;

cu;

191. Re: price of a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 10:33:54 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10206081229390.20277-100000@kairos>
Source record: 34345

On 8 Jun 2002, Johan Klockars wrote:

> In article <Pine.SOL.4.10.10206072225180.10379-100000@kairos>,
> Fredrik Egeberg <deez@algonet.se> wrote:
> >On 7 Jun 2002, Johan Klockars wrote:
> >
> >> In article <Pine.SOL.4.10.10206071618090.10691-100000@kairos>,
> >> Fredrik Egeberg <deez@algonet.se> wrote:
> >> >On 6 Jun 2002, Johan Klockars wrote:
> ...
> >> >Also I've bought 5 falcons for less than 200 ukp each, you just have to
> >> >look at the right places..
> >>
> >> Could you, please, enlighten us (or is it just me?) as to where those
> ...
> >ok, I bought 1 ab040 with nemesis, novacard and all sorts of stuff for
> >150ukp after some guy posted on atari.org forum. 1 std falcon (brand
>
> Wow! That was incredibly cheap, to say the least!
> He should easily have been able to get more than twice that.
> Of course, some people are just kind (or don't know what they've got).
>
> I just looked at some old messages there and noticed a 14/200 Falcon
> (with two cheap monitors) going for over 200 UKP a year ago, so it's
> not like they are all cheap.
>
> >new) from indigo in denmark for 2000sek, 1 from a good friend of mine for
>
> Very nice.
>
> >1000sek, another one from a guy who I knew since a couple of years for
>
> I think Standa is the first person I've known who has sold a Falcon. ;-)
>
> Buying from friends is of course a good idea, when possible. My old
> PCs tend to be on 'extended loan' until they are difficult to even
> give away.
>
> >100ukp, 1 falcon in a tower from ebay.de for 150ukp.. thats five..
>
> OK. I see that it is indeed possible.
> Among the things you mentioned, only eBay.de is really a viable
> option in general, but I'll most certainly keep it in mind in the
> future. When I've looked there earlier, the interesting things have

> mostly been available to Germany only, though.

I've bought several items using ebay.de and even though they state they only
ship with germany they usually agree to send to UK (in my case) if you
send them an email asking.

>
> Well, at least I've gotten most of the rest of my machines cheap.
> I might try to pick up yet another Falcon later if and when I see
> one around 100 UKP.
>
> >and IRC is the place to get to get to know atariusers btw.
>
> I've tried IRC a couple of times (several years ago now) but couldn't
> stand the horrible signal to noise ratio. Seemed like a couple of
> orders of magnitude worse that Usenet.

I assume you mean the amount of craptalk you get and thats your opinion,
since I know pretty much all ppl on #atariscne in person I dont consider
this craptalk.

Usenet is a lot worse, its anarchy compared to irc.
>
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johank@omicron.se
> | so hard to do | WWW: http://217.215.149.49
> Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)
>
>

192. Re: Mythical ST4160 ????

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 10:55:06 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1023544256-251728AEicMi@xs4all.nl>
Source record: 34250

Great Chriss,

I hope that you can find what you're looking for:
I'll keep my (virtual) eyes open from this side of
the globe to pass something on when stumbled into
it....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

193. Re: I'm back (with a question)

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 11:27:09 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <adspcf$8gm$1@thorium.cix.co.uk>
Source record: 34247

16/32 Systems accept..... dollars, PayPal, Visa......

.... ohh by the way we also have a large Atari Web SHop priced in Sterling
and Dollars

Nick

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

194. Re: I'm back (with a question)

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 11:47:52 UTC
From: <>
Message-ID: <1023607908-100170AEicMi@ntlworld.com>
Source record: 34266

From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Date: Fri, 7 Jun 2002 22:24:21 +0100

>Atari Workshop (www.atari-workshop.co.uk) accept VISA but
>I don't know what shipping to the US would be. ASH also have an
>on-line shop so I guess they must take some type of credit card.
>
>They also have English version of many programs.

I'd always recommend the DDP section of my web site as the best place to download English translations of ASH software. I update them from time to time in the light of experience - although everything has been stable for some time now.

Cheers

Derryck

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

195. Re: Falcon and IDE hard drive!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 11:50:54 UTC
From: <>
Message-ID: <1023607910-100506AEicMi@ntlworld.com>
Source record: 34267

From: carey christenson <firest@williams-net.com>
Date: Fri, 07 Jun 2002 22:51:48 -0600

>1st way to bootup
>BOOTUP to the XBOOT screen then shutdown and reboot
>and everything will be ok!!!! (This allows the MAXTOR
> hard drive to spin up on the first bootup so that all
> partitions will be recognized on the second bootup).

Have you tried setting a bootup delay in the Falcon's NVRAM?

>III
> III The High Flying FALCON 030
> /I\ "Soon to be CT60!!!"

Are you certain that the drive you have will be fast enough for this? (I've
no reason to suspect that it isn't BTW).

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

196. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 12:32:49 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <adsu2g$1eft$1@news.vol.cz>
Source record: 34251

```
> if you read the rest of the post that is what its all about. "If everybody
> moves to aranym then we would profit from having a great bunch of new
> modern applications" since running aranym on an atariplatform is out of
> the question (you can obviously but there is only so much point..), all
> there is left is pcs, macs etc. Apparently we cant see the future of the
> tos and freemint platform, since he is quite a bit biased towards aranym I
> can only assume he means abandoning atarihardware to use aranym, which I
> think its sad.
```

The sad fact is, that Atari hardware is dead for a years (don't tell me about a new card called CT60 - there were 68060 TOS machines since 1995 or so) and most Atarians will move to PC+Windoze (many of them already did that) and then left the TOS/Atari platform completely. Aranym gives them the possibility to upgrade at a modern and fast hardware but without changing the platform.

```
> There is no reason to use atari if all you are looking for is speed.

Really ? So for what do you use your Atari ? Retrogaming ?
```

I would like to use my TOS machine for my everyday work, i.e. WEB browsing, DVD/DivX/MPEG replay, video editing, playing cool games under emulators of various machines, etc.. And the speed is the key !
There is thousands of opensource software that can be easily ported onto TOS platform. We have GCC with many important libraries and thanx it it's possible to port many applications without any modification (just type ./configure and make and viola, you have an TOS app :) and many other with only slight modification. Do you want to play Amiga (C64, ZX, 8bit Atari, Coin-up, ST, NES, SNES, Genesis, Lynx, gameboy...) games in the GEM window ? No problem ! But speed about 0-3fps on a 68040/68060 is not very funny :(Same for video codecs. When I found the libavcodec from ffmpeg package I told the author of Aniplayer about it and after couple of days I got a working betaversion of Aniplayer with DivX3/4/5/AC3 support. That is fantastic, though slow on a 68k machines. We can have a TOS version of a new program (or A/V codec) in the same day when it will be available on other platforms. This is the way the TOS platform should go. It has great possibilities, though, it can't fully profit from them because of slow 68k machines.

```
> And why would we bother trying to port mozilla, staroffice and everything
> else and to get it to run on aranym in a win/linuxenvironment at all? its
> avaible for those platforms anyway!

You are confused. Mozzila, Staroffice, wtc. are available for Windows/linux,
but not for TOS platform we talking about.
```

> I know you can use aranym on any
> machine (hence the name..) but I cant see why you would want to run
> mozilla in aranym on a pc which has got a native version of mozilla
> anyway.

You completely missed the point ! PC (or any other computer) itself is only a bunch of metal and plastic without any "soul". To get a complete platform you need to add a "soul" (=OS). Then you get a Windows box, Linux box, Solaris box, BeOS box or TOS box, which are completely different platforms with uncompatible apps, even when it runs on the exactly same hardware. It's same for, say, Falcon or TT. You can use built-in TOS or install Mint of MagiC (well, it's still the same platform) or to install a Linux or BSD which have nothing to do with the TOS OS and apps. But it's NOT an Linux or BSD *emulator*, it's simply an Linux (BSD) which runs on Atari hardware. And Aranym is the same, the goal is a portable TOS compatible operating system, which can be installed on a PC, MAC, SGI, Alpha, PSX2, pocket PC or your toaster. You understand ?

Ctirad

197. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 12:39:20 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <adsu2h$1eft$2@news.vol.cz>
Source record: 34252

```
> What hardware is required to run ARAnyM? If it requires a PC, it has
> little interest for me. I looked at the website and franky couldn't
> make much sense out of it. I got the impression it runs on top of
> Linux or Unix? Is that correct?
```

It's quite correct. Currently it runs on Linux, BSD, Solaris (AFAIK) ,
SGI/Irix, Windows and MacOS X. The Linux version is most important for
future, though, all other are "side products".

```
> If so, does that mean it could be run on a Power Macintosh running
> Linux or maybe even OS10 which is loosely based on BSD?

Aranym runs on MacOS X. Ask Didier Mequignon (author of Aniplayer) for the
details.

Ctirad
```

198. Re: Falcon and IDE hard drive!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 12:47:04 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-590E65.07470408062002@news.bellglobal.com>
Source record: 34248

In article <1023486992-724950AEicMi@williams-net.com>,
carey christenson <firest@williams-net.com> wrote:

> I bought a 40 GB 7200 RPM IDE MAXTOR model number
> D740X-6L. Ever since I installed this hard drive, I
> have always had to start my system up twice before
> being able to do a complete boot up the second time.
> I have the MAXTOR 40 GB hooked in second on my IDE
> chain, (the smaller 84 meg IDE is first for bootup
> files) and the power is supplied by my PC tower to the
> IDE MAXTOR hard drive. There is only 2 ways that I
> know of to get my MAXTOR to work.
>
> 1st way to bootup
> BOOTUP to the XBOOT screen then shutdown and reboot
> and everything will be ok!!!! (This allows the MAXTOR
> hard drive to spin up on the first bootup so that all
> partitions will be recognized on the second bootup).
>
> 2nd way to bootup
> Once I have the power turned on to my PC tower unplug
> the 40 pin IDE ribbon cable to the MAXTOR hard drive
> and the MAXTOR hard drive will begin to spin up and it
> can be booted with NO problems.
>
> My problem with the 1st way is it is time consuming
> 20 to 30 seconds everytime I want to bootup. Not to
> mention wear and tear on my Falcon. The second way
> could really wear out my ribbon cable not mention my
> IDE MAXTOR hard drive.
>
> Is there any solution that could resolve this
> problem???????

it sounds like your Maxtor is set up so that it's parked when it
shuts down, that's why it's not being recognized on the first boot. I
recently had a problem with a 4.3 gig Quantum drive I've installed
inside my UMAX Mac clone that is similar to yours, it was just a matter
of installing a jumper on the proper pins to defeat this feature. You
might want to check for any info on the drive or its documentation if it
has a "park" feature, and if it can be shut off.

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording.

Now On MP3.COM for your listening pleasure!

http://artists.mp3s.com/artists/338/dan_dreibelbis.html

Now available - song #4, "Crush All Boxes"

199. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 16:05:54 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <pja4guceql5qaan7f7jv99hr4p1b87lm86@4ax.com>
Source record: 34254
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

On Fri, 7 Jun 2002 23:44:48 +0100, "Steve Sweet"
<stevesweet@freeuk.com> wrote:

>Hi Asshole
>
>
>> Hi, I'm Ben Smith of Bravo Sierra Computers.
>
>You are a brain damaged spam merchant!.

I was just about to jump to Ben's defence and then I saw 6 groups..

Ben, sort that out.

His latest advert which I normally only see in the Atari8bit group has
offended by being X-posted AND annoys people who buy from auctions
(something of a norm for retro people).

Not your best work this month Ben !
--
Paul

200. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 20:28:58 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1fdh8qa.1rlnzr09f91bgN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 34255

Ctirad Fertr <phanatic@death_for_spammers_volny.cz> wrote:

> > If so, does that mean it could be run on a Power Macintosh running
> > Linux or maybe even OS10 which is loosely based on BSD?
>
> Aranym runs on MacOS X. Ask Didier Mequignon (author of Aniplayer) for the
> details.

There are lot of problems with SDL (keyboard, mouse, fullscreen). I'am
sorry but today I use always MagiCMac because without JIT Aranym is too
slow on my iMac (a PPC G3 500 MHz). For play divx MagiCMac is 12 times
faster than Aranym under MacOS X
And don't speak to me a PC solution, a PC is always a PC (I hate PCs, I
use this machines at my factory, it's enough).

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

201. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 20:29:24 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1fdh6ve.xdxf04e9eh8cN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 34256

Ctirad Fertr <phanatic@death_for_spammers_volny.cz> wrote:

> > if you read the rest of the post that is what its all about. "If everybody
> > moves to aranym then we would profit from having a great bunch of new
> > modern applications" since running aranym on an atariplatform is out of
> > the question (you can obviously but there is only so much point..), all
> > there is left is pcs, macs etc. Apparently we cant see the future of the
> > tos and freemint platform, since he is quite a bit biased towards aranym I
> > can only assume he means abandoning atarihardware to use aranym, which I
> > think its sad.
>
> The sad fact is, that Atari hardware is dead for a years (donï¿½t tell me
> about a new card called CT60 - there were 68060 TOS machines since 1995 or
> so) and most Atarians will move to PC+Windoze (many of them already did
> that) and then left the TOS/Atari platform completely. Aranym gives them the
> possibility to upgrade at a modern and fast hardware but without changing
> the platform.

For the CT60 it's was not possible because I'am not sure than you can
found SD-RAM in 1995.

> > There is no reason to use atari if all you are looking for is speed.
>
> Really ? So for what do you use your Atari ? Retrogaming ?
>
> I would like to use my TOS machine for my everyday work, i.e. WEB browsing,
> DVD/DivX/MPEG replay, video editing, playing cool games under emulators of
> various machines, etc.. And the speed is the key !
> There is thousands of opensource software that can be easily ported onto TOS
> platform. We have GCC with many important libraries and thanx it itï¿½s
> possible to port many applications without any modification (just type
> ./configure and make and viola, you have an TOS app :) and many other with
> only slight modification. Do you want to play Amiga (C64, ZX, 8bit Atari,
> Coin-up, ST, NES, SNES, Genesis, Lynx, gameboy...) games in the GEM window ?
> No problem ! But speed about 0-3fps on a 68040/68060 is not very funny

Hi Ctirad, you're crasy ???
I obtain 2 frames/s for play a divx movie in 352 x 288 on my Falcon/CT2
and the MP3 track played by the DSP.
I obtain just 1,6 f/S on my PPC G3 500 MHz with Aranym and _without_ MP3
track played.
Do you think than the CT60 is just 2 times faster than the CT2 ?
I'am not sure :-)))
The CT60 can use the DSP for play the MP3 track, it's not the case of
Aranym.

You must understand than the CT60 is faster than an Hades 060 or an
amiga 060 card because There are no SDRAM and DSP on this machines.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

202. EtherNE new revision 1.14 available

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 21:35:28 UTC
From: Thomas Redelberger <redetho@gmx.de>
Message-ID: <3d027748_1@news.arcor-ip.de>
Source record: 34258

Dear Atari users

A new revision of the EtherNE package is available on my web site:

http://home.arcor.de/thomas.redelberger/prj/atari/download/etherne.zip

New:

- Additional optimised STinG, MagiCNet, MINTNet drivers for Ether NEC ROM port solution (ENEC3.STX, ENEC3.MIF) for the Falcon and TT

- STinG, MagiCNet, MINTNet drivers to run an NE2000 card in a Milan (ENEM.STX, ENEM.MIF)

Best regards
Thomas

--
Dr. Thomas Redelberger
E-mail: redetho@gmx.de

203. Re: Mythical ST4160 ????

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 22:13:21 UTC
From: Christopher Coxon <Gusbucket@btopenworld.com>
Message-ID: <adtvi0$4vb$1@knossos.btinternet.com>
Source record: 34259

Thanks guys to all of you who replied, Im waiting on word from best computers whether they can scrape up one or two of the 4160 labels they certainly know of them from their listings - a real eye opener!

I guess the Mega STE 4/48 is the direct descendant of what they intended?

Anyway I never expected so many replies - thankx all for your time and trouble.

Chris C

204. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 22:36:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <adu0u0$qg2$1@thorium.cix.co.uk>
Source record: 34260

In message <200206062200.a53993@su2.maus.de>, Peter_Schneider@su2.maus.de said:

>JL>Syntex would sometimes mistake an e for a c say, and propagate the
>JL>error through the whole document.
>therefore I bought LIBEDIT afterwards, a program from the AUGUR
>package in order to manipulate the SYNTEX made fonts...>

IIRC, AUGUR/SYNTEX differed from other OCRs by recognizing the
shapes of the strokes and curves making up characters, rather than
matching bitmap masks, which needs different libraries for
different sizes as well as different fonts. In other words, the
reverse of the process used for scalable vector fonts by
SpeedoGDOS and NVDI. Did LIBEDIT just add extra characters, or
primitives?

Regards, /Peter/

205. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 23:31:15 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <692.925T750T314599optimus@canit.se>
Source record: 34262

Johan Klockars skrev:

>SwampHick <nobody@nowhere.com.invalid> wrote:

>>little interest for me. I looked at the website and franky couldn't
>>make much sense out of it. I got the impression it runs on top of
>>Linux or Unix? Is that correct?

>Not quite. It has been ported to run under Windows, using the Cygwin
>Unix compatibility library.

Does this mean that it could be ported to the Amiga? Basilisk 2 is available
for AmigaOS (the author has written another Mac emulator for the Amiga before,
too), and I wouldn't mind running MiNT from time to time on my A4000.

--
En ligne avec Thor 2.6a.

Was ist ein Erwachsener? Ein Kind, das vom Alter aufgepumpt ist.
--- Simone de Beauvoir

206. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 23:42:45 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3247.925T2250T426079optimus@canit.se>
Source record: 34263

Johan Klockars skrev:

>In article <Pine.SOL.4.10.10206072233200.10379-100000@kairos>,
>Fredrik Egeberg <deez@algonet.se> wrote:

>>there is left is pcs, macs etc. Apparently we cant see the future of the
>>tos and freemint platform, since he is quite a bit biased towards aranym I
>>can only assume he means abandoning atarihardware to use aranym, which I
>>think its sad.

>Well, some of us have no emotional ties to the hardware itself.
>As has been mentioned, the Milan has next to no hardware in common with
>a 'real' Atari, anyway.
>To get something modern and reasonably fast, at a reasonable price, the
>hardware will by necessity have very little in common with the original.

I agree. But at least it could be a unique piece of hardware instead of an
emulator running on top of a (n albeit trimmed down) host OS.

>>And why would we bother trying to port mozilla, staroffice and everything
>>else and to get it to run on aranym in a win/linuxenvironment at all? its
>>avaible for those platforms anyway! I know you can use aranym on any
>>machine (hence the name..) but I cant see why you would want to run
>>mozilla in aranym on a pc which has got a native version of mozilla
>>anyway.

>No reason at all unless you do indeed want to keep the Atari environment,
>which I thought was what we were talking about. Currently, anyone who
>wants to do more than the Atari computers have the CPU power or software
>for will have to keep another machine on the side (IIRC, all Atari users
>I know have at least a PC too, for example).

>Eventually, there is likely to be an ARAnyM distribution similar to the
>Amithlon (an Amiga 'emulator'), if you've heard about that.
>Just put a bootable CD in your PC, Mac, or whatever and start it.
>Up comes something that will to all intents and purposes be a very fast
>Atari compatible machine. There will of course be a Linux kernel (or
>something like it) underneath, but you'll never see it.

OTOH, Amithlon is a moot point today. There are new Amiga computers coming
out, and they run a native OS on their own hardware.
I personally couldn't cross over to Amithlon, since I'd just be bothered about
a processor running at over a gigahertz spending most of its time emulating a
68000. It's very fast in 68000 terms, but nowhere near a 1 GHz 68000, if there
were such a beast.
Ideally, ARAnyM should run native on some piece of hardware of choice, instead
of as an emulator.

Besides, running Mozilla or StarOffice is not a matter of hardware, or even emulated hardware. It's a matter of porting the damn things, and that's an entirely different mess. The only way in which ARAnyM would affect that would be to speed up the compilation process until it comes to a screeching halt because of incredibly tangled-up code and dependencies.

>What do you find imperfect about the emulators?

It's true, an emulator can never be perfect. There's a big difference between MAME and an Asteroids machine, for example. But that's no big deal.

--
En ligne avec Thor 2.6a.

- Lupin! Vart ska du?
- Tar v�gen �ver berget f�ljer gr�nsen s� kommer vi till havet.
- Det �r ju mer �n 100 km.
- Det �r v�l ingenting. Jag tillh�r v�rldseliten jag.
Lupin III den otrolige (Lupin III vs. fukusei ningen), TMS 1978

207. Re: HP Laser backwards compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-06-08 23:51:49 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1300.925T2450T515659optimus@canit.se>
Source record: 34261

Galen skrev:

>"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
>news:<3cfc29baf4b80@madasafish.com>...
>> So, if I had the network card on it as well, is there any way I
>> can print on the Atari via Ethernet?

>I have no knowledge regarding network printing. Sorry.

Dr. Thomas Redelberger (IIRC) has written an Atari client for the UNIX LPR network printing protocol. If the Brother printer has a network interface and supports LPR, that should work. Or if you place it on a printer server which speaks LPR (I can recommend Intel's printer servers, they speak every single protocol in existence, or you could set up some UNIX box to drive it), that should do it, too.

--
En ligne avec Thor 2.6a.

Every Horse has an Infinite Number of Legs (proof by intimidation):

Horses have an even number of legs. Behind they have two legs, and in front they have fore-legs. This makes six legs, which is certainly an odd number of legs for a horse. But the only number that is both even and odd is infinity. Therefore, horses have an infinite number of legs. Now to show this for the general case, suppose that somewhere, there is a horse that has a finite number of legs. But that is a horse of another color, and by the [above] lemma ["All horses are the same color"], that does not exist.

208. Re: Sting for LANs

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 00:15:18 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <423.925T900T754697optimus@canit.se>
Source record: 34264

Lyndon Amsdon skrev:

>I have put a step by step guide to installing Sting for an
>Ethernet peer to peer network between an Atari and Windows box.

FTP doesn't really strike me as a peer-to-peer solution. Rather on the
contrary, it's a client-server mechanism.

--
En ligne avec Thor 2.6a.

La perfection est atteinte non quand il ne reste rien ajouter, mais quand il
ne reste rien enlever. - Antoine de Saint-Exupery

209. Atari Times Update - 6-8-2002

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 00:29:58 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D02A18E.A50FF92C@ataritimes.com>
Source record: 34265
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.atari.lynx,comp.sys.atari.st

In case you don't check TAT very often, here is a list of articles that
have been posted since the last posted update (March 15!)

Updates to http://www.ataritimes.com since March 15, 2002 -

* 2600 Reviews:
SeaQuest
Xenophobe
Galaxian
Robot Tank
Empire Strikes Back

* Arcade Reviews:
Indiana Jones and the Temple of Doom
Pong

* Reveiw of Jaguar Zero-5
* Review of Lynx Paperboy

* TAT Editor in ST-Computer
* Dear Fruitman
* Atari & the Star Wars games
* 7800, A Magnet for Arcade Ports
* The Hot Spot by Bart Harrison

Check out the new look of the site, and don't forget to vote in the
polls!

Note: Many of the stories have scrolled off the main page. Be sure to
check the "MORE HEADLINES" link at the bottom!

--
Gregory D. George

=-=-=-

210. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 08:41:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200206091041.a54935@su2.maus.de>
Source record: 34291

Hallo Peter!

X>Did LIBEDIT just add extra characters, or primitives?
I think it adds characters, but I'm not sure.

Und TTschï¿½
ps

211. Re: Falcon and IDE hard drive!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 10:13:30 UTC
From: <>
Message-ID: <1023695374-62467AEicMi@ntlworld.com>
Source record: 34295

From: Daniel Dreibelbis <dreibel@sympatico.ca>
Date: Sat, 08 Jun 2002 07:47:04 -0500

> it sounds like your Maxtor is set up so that it's parked when it
>shuts down, that's why it's not being recognized on the first boot. I

I'd have thought that such a setting would be a very good idea, otherwise
you'd risk damage if the drive was moved!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

212. UK Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 10:52:26 UTC
From: Marcus <marcus_cooper@yahoo.com>
Message-ID: <advc1a$474$1@knossos.btinternet.com>
Source record: 34268

Hello Peeps

If any of you guys and girls are interested in buying an Atari Falcon. I have just put mine up for sale.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2030893770&ssPageName=ADME:B:LC:UK:1

213. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 11:02:40 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <advg58mua1@news.vol.cz>
Source record: 34273

> > only slight modification. Do you want to play Amiga (C64, ZX, 8bit
Atari,
> > Coin-up, ST, NES, SNES, Genesis, Lynx, gameboy...) games in the GEM
window ?
> > No problem ! But speed about 0-3fps on a 68040/68060 is not very funny
>
> Hi Ctirad, you're crasy ???

Yes, a bit ;)

> I obtain 2 frames/s for play a divx movie in 352 x 288 on my Falcon/CT2
> and the MP3 track played by the DSP.
> I obtain just 1,6 f/S on my PPC G3 500 MHz with Aranym and _without_ MP3
> track played.
> Do you think than the CT60 is just 2 times faster than the CT2 ?

I never said that. I spoked about speed of such appliacations (emulators,
video) in general.
For me it's not important if the movie runs at 2 or 5fps or even 10fps,
beacause the result is allways the same: unusable.

> The CT60 can use the DSP for play the MP3 track, it's not the case of
> Aranym.
> You must understand than the CT60 is faster than an Hades 060 or an
> amiga 060 card because There are no SDRAM and DSP on this machines.

It's perfectly clear for me. However, you can not expect a 10x faster CPU
power than from other 060 solutions. And this is a minimal power you would
need for tasks listed above.

Regards,
Ctirad

214. Ultimate Virus Killer (UVK) for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 11:35:14 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <raf6gu4kajv5kicbgudnbcg2g81ugftjjd@4ax.com>
Source record: 34269
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for about 14 years, and turned shareware a while ago. The latest version, 8.2, was released October 10 2001.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://www.uvk2000.com.
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me via the website and I will refrain from posting to the newgroup in the future.
Thanks for your time.

215. STNICCC / Atari 16-bit Scene Central site

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 11:37:16 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <1ef6gu8a613mp1ogqanp59epkic50u33l9@4ax.com>
Source record: 34270
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former 16-bit Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990? Or the reunion in December 2000? Or were you an otherwise active member of the aforementioned scene?

Then you should not wait a second longer and surf over to http://www.stniccc.com to discover that, in fact, there is a totally revamped site that covers these - and other - Atari scene events. It also contains Atari Scene Central, a repository of information on where all Atari 16-bit Scene people are now...

216. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 11:40:54 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <advg59mua2@news.vol.cz>
Source record: 34274

> Does this mean that it could be ported to the Amiga?

Sure.

> Basilisk 2 is available
> for AmigaOS (the author has written another Mac emulator for the Amiga
before,
> too), and I wouldn't mind running MiNT from time to time on my A4000.

On a A4000 it would be very, very, very, very slow, though.

Ctirad

217. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 11:57:47 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <advg59mua3@news.vol.cz>
Source record: 34272

> I agree. But at least it could be a unique piece of hardware instead of an

...which would be good only for several collectors.

> emulator running on top of a (n albeit trimmed down) host OS.

In this case the powermac is also only a crappy emulator.

> It's true, an emulator can never be perfect. There's a big difference
between
> MAME and an Asteroids machine, for example. But that's no big deal.

Sounds crazy. You can't compare an arcade emulator which precisely emulates
every bit of the original machine with the Aranym (or Amithlon) which
emulates mostly the 68k CPU. And in additon I belive in futere there will be
a possibility to run a native applications, so the 68k emulation will be
used only for "old" applications from the 68k Atari machines.

Ctirad

218. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 12:03:04 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <advg5amua4@news.vol.cz>
Source record: 34271

> And don't speak to me a PC solution, a PC is always a PC (I hate PCs, I
> use this machines at my factory, it's enough).

I understand that someone can hate Windoze, Linux or DOS. But to hate PC as
a
hardware ? Strange.
You speaking SDRAMs, that's PC technology. You have a PC harddisk in your
Falcon and PC SIMM in your Centurbo. You looking at a PC monitor connected
to your Falcon. Many users have its falcons in PC towers, other ones use a
PC graphics card, PC networking cards or even PC mouses and keyboards.

If you ask any Atarian what would the new TOS computer look like, he answer:
AGP, PCI, PS/2, SDRAM, USB, firewire, ethernet, etc. In fact everybody wants
a PC hardware as a new Atari machine, only with different name sign on the
box.

Ctirad

219. Re: I'm back (with a question)

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 12:05:35 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023659148.7803.1@eos.uk.clara.net>
Source record: 34287

Hi Derryck

> I'd always recommend the DDP section of my web site as the best place to
> download English translations of ASH software.

I use DDP on all my problem whites..

> I update them from time to time in the light of experience - although
everything has been stable for
> some time now.

I can vouch for this, if you find a problem report it!!

There's also mention on your Website about a club, could you please post
details?.

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

220. Re: I'm back

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 12:53:11 UTC
From: Rory Street <rory.street@RemoveThisSpamProtectorToReplyBTINTERNET.com>
Message-ID: <advj3n$n40$1@helle.btinternet.com>
Source record: 34275

Hia there,

Yeah I did try to get it back on the Internet. And its kind of running at
the moment but I don't think people are up for that kind of stuff anymore :(

Anyway have there been any new developments any new technology?

Rory

"Carby" <techsupport@spamnews.dsl.pipex.com> wrote in message
news:3ce7d27c$0$233$cc9e4d1f@news.dial.pipex.com...
>
> "Rory Street" <rory.street@RemoveThisSpamProtectorToReplyBTINTERNET.com>
> wrote in message news:ac8bg2dtr1@knossos.btinternet.com...
> > Hello All,
> >
> > Nice to be back again. What has been happening so far in the world of
> Atari
> > people? :)
> >
> > Rory
>
> Welcome back! Did you manage to get your BBS on the internet?
>
> Simon
>
>

221. Atari Online News, Etc. #04-23

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 13:21:25 UTC
From: danap8@aol.com
Message-ID: <20020609092125.18398.00001182@mb-mw.aol.com>
Source record: 34276

```
A-ONE #0423 06/07/02

~ AOL's IM Pie Dwindling ~ People Are Talking! ~ 50 Million Gamecubes?
~ Mozilla 1.0 Released! ~ FBI Wants More Powers! ~ JagFest 2K2 News!
~ eBay's Anti-fraud Plan ~ Hotmail Users Pay More ~ MacOffice Polished!
~ Xbox Ad Offends Brits! ~ Will Xbox Live Save It ~ Why Stay With AOL?

-* Napster Files For Bankruptcy *-
-* Feds Seek Better Microsoft Security *-
-* Red Hat Accuses Sun of Microsoft Tactics! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

222. STE 4160 Machine labels

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 13:51:56 UTC
From: Christopher Coxon <Gusbucket@btopenworld.com>
Message-ID: <advmhp$r0d$1@paris.btinternet.com>
Source record: 34277

I have found out that Best Computers still have these stick-on embossed metal labels at $5 each, just had to ask em. So anyone with a STE 1040 upgraded to 4 mb can at last put an official atari STE 4160 badge on it, cool or what!

Cheers
Chris C

223. Re: Papillon 3.04 English resource

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 16:24:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1023649280-62379AEicMi@gmx.net>
Source record: 34283

From: "Grzegorz Pawlik" <atarirulez@go2.pl>
Date: Mon, 03 Jun 2002 22:50:06 +0100 (BST)

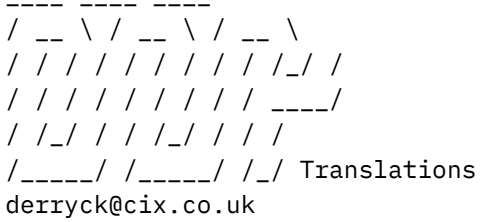
Hi Grzgegorz,

>So maybe the English RSC from D&D website works only with the latest
>Papillon?

Apparently so...
But isn't that normal? the last update of Papillon is three years old ,
people really should have updated their older version by now, we try to
provide translations for the latest versions.... as much as possible.
If we translated an earlier version of an app , that translation will
remain on the website (i.e Jinnee, Emailer, Magic etc...) but IIRC this
particular version of Papillon was the first one we've tackled.

Off topic:
I quite often receive mails from people asking if we intend to translate
Texel 2.2, we really would but we don't have it....
Unless the authors or softwarehouse mails us a beta to translate, we have
to buy the apps ourselves.
Neither Derryck, Peter or me can use this program, so bying Texel 2.2 just
for the sake of translating it, is somewhat over the top....
Unless someone out there who really wants to see this app translated
mails it over then I'm afraid it will never happen and the same applies
to other so far untranslated software. We're quite dedicated but there
is a limit ofcourse :-/

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

224. Re: Papillon 3.04 English resource

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 16:25:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1023649278-61655AEicMi@gmx.net>
Source record: 34282

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Mon, 3 Jun 2002 21:57:08 +0200

Hi Martin,

>Just installed an official full version of Papillon 3.04 (German).
>I tried to replace the RSC files with the translated english ones from
>D&D. But with these resources Papillon quits automatically right after the
>appearance of the opening screen. The strange thing is that these same RSC
>files worked perfectly with the Papillon 3.04 demo that I tried first.

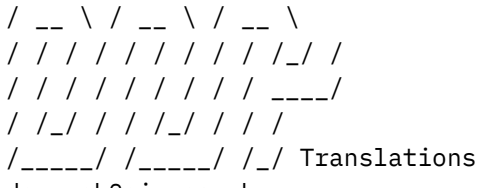
First, compare the size of the binary; PAPILLON.PRG should be 468.285 bytes
long and be from 09.03.1999....

Secondly, check out Derryck's website (see signature) and get the latest
version of the Papillon 3.04 translation, the package now contains a patch
which translates the German text strings in the binary also...

>What to do to make the English RSC files work with my full version
>Papillon 3.04 ?

Actualy, you're the very first who reports a problem with this translation,
AFAIK the translation is for version 3.04, I remember that back when we
translated it Oliver Buchman from ASH told us that this was the latest (and
last) version of Papillon....
Anyway, it's no big deal really, I'll contact you by email and we'll sort
this out in no time ;-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

225. Re: STE 4160 Machine labels

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 16:30:10 UTC
From: Boing <boing@boom.tschack.com>
Message-ID: <ppLM8.861$ca2.118468@newsfep1-win.server.ntli.net>
Source record: 34279

"Christopher Coxon" <Gusbucket@btopenworld.com> wrote in message
news:advmhp$r0d$1@paris.btinternet.com...
> I have found out that Best Computers still have these stick-on embossed
> metal labels at $5 each, just had to ask em. So anyone with a STE 1040
> upgraded to 4 mb can at last put an official atari STE 4160 badge on it,
> cool or what!
>
> Cheers
> Chris C
>
>

Have u got a URL for them?

Cheers.

226. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 16:42:42 UTC
From: rand@cd.chalmers.se
Message-ID: <ae00i2$89f$1@nyheter.chalmers.se>
Source record: 34278

In article <3247.925T2250T426079optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>Johan Klockars skrev:
>
>>In article <Pine.SOL.4.10.10206072233200.10379-100000@kairos>,
>>Fredrik Egeberg <deez@algonet.se> wrote:
...
>>Eventually, there is likely to be an ARAnyM distribution similar to the
>>Amithlon (an Amiga 'emulator'), if you've heard about that.
...
>OTOH, Amithlon is a moot point today. There are new Amiga computers coming
>out, and they run a native OS on their own hardware.

As always, I believe such things when the machines are actually
available. It's not like it's the first time there was to be a grand
new beginning for the Amiga.

In any case, those machines should be much more expensive than using
Amithlon on standard PC hardware. They may be faster, but by how much
remains to be seen.

>I personally couldn't cross over to Amithlon, since I'd just be bothered about
>a processor running at over a gigahertz spending most of its time emulating a

But it, arguably, isn't.
Amithlon is using a JIT 68k->x86 'compiler'.

>68000. It's very fast in 68000 terms, but nowhere near a 1 GHz 68000, if there
>were such a beast.

Actually, going by the benchmarks I have seen, it is a lot _faster_
than a hypothetical 1 GHz 68000.

If you take a look at http://www.amithlon.com/product-amithlon-e.html
you can see that for the benchmarks they run there, it is generally
running as quickly as a 400-800 MHz '060. And the '060 is of course a
lot faster than a 68000 clock for clock.

>Ideally, ARAnyM should run native on some piece of hardware of choice, instead
>of as an emulator.

I'm not clear on what you mean by that. Without some kind of m68k
emulation, it is obviously not going to be possible to run any current
Atari programs, which kind of defeats the entire idea. The emulation
of other hardware can approach nothing with proper support in EmuTOS.

As someone (Ctirad perhaps?) mentioned earlier, it is not outside the
realm of possibility that it might one day be possible to run native
mode (x86, PPC or whatever) programs inside ARAnyM, if that was what
you were referring to.

>Besides, running Mozilla or StarOffice is not a matter of hardware, or even

No, it is a matter of performance.

>emulated hardware. It's a matter of porting the damn things, and that's an

I doubt anyone will bother even trying until there is some way to
run these things at better than a snail's pace.

>entirely different mess. The only way in which ARAnyM would affect that would

We already have X running under MiNT, which is reasonably POSIX
compliant, AFAIK. MiNT itself might need to be updated a bit (real
threads might be needed), however.

There should be nothing terribly strange about these kinds of programs,
and they have after all been ported to all sorts of hardware and OSes
before.

>be to speed up the compilation process until it comes to a screeching halt
>because of incredibly tangled-up code and dependencies.

What makes you think these programs are that bad?
Star Office was written by professionals and ported to various different
systems, so I really doubt it can be too bad. The GIMP was pretty nice
when I last looked at it, and I really doubt a project like Mozilla
hasn't been very carefully handled.
I have never looked at Star Office or Mozilla myself, though, so it is
entirely possible that I am wrong.

>>What do you find imperfect about the emulators?
>
>It's true, an emulator can never be perfect. There's a big difference between

It can 'easily' be perfect at the OS level.
If you are talking about playing games and watching demos, that has
nothing to do in a discussion about the future of the system.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

227. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 16:51:03 UTC
From: rand@cd.chalmers.se
Message-ID: <ae011n$8ac$1@nyheter.chalmers.se>
Source record: 34280

In article <advg59mua2@news.vol.cz>,
Ctirad Fertr <phanatic@death_for_spammers_volny.cz> wrote:
>> Does this mean that it could be ported to the Amiga?
...
>> too), and I wouldn't mind running MiNT from time to time on my A4000.

I've always wondered why no one has ported MiNT to the Amiga. I can't
believe it would be very difficult, considering that it was ported to
the Mac.

Nowadays, with EmuTOS, fVDI and XaAES, it should be reasonably easy to
get an entire TOS/GEM working on the Amiga, without any slow-down
whatsoever.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

228. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 16:54:00 UTC
From: Franz_Iberl@ll.maus.de
Message-ID: <200206091854.a9704@ll.maus.de>
Source record: 34202

Hello,

p> You speaking SDRAMs, that's PC technology. You have a PC harddisk in your
p> Falcon and PC SIMM in your Centurbo. You looking at a PC monitor connected
p> to your Falcon. Many users have its falcons in PC towers, other ones use a
p> PC graphics card, PC networking cards or even PC mouses and keyboards.
p>
p> If you ask any Atarian what would the new TOS computer look like, he answer:
p> AGP, PCI, PS/2, SDRAM, USB, firewire, ethernet, etc. In fact everybody wants
p> a PC hardware as a new Atari machine, only with different name sign on the
p> box.

In my view - what is meant with "PC" is "Microsoft-driven architecture".

The components you are listing above are all used /on most platforms/
independent of architecture - they are without that "monopoly-taste",
which in my opinion is the problem of "mainstream architecture".

I think, with athlon the PC-hardware-problem has softened a bit (no
more Intel alone), and Linux and the other open soft operating systems
offer a lot of opportunity to leave the babylonian prisonship *) of
microsoft ...

(now, OS X has an open base on BSD-unix, nice).

But to talk ATARI: it is very difficult to go on with tuned hardware
(in low production numbers!) alone, so every base for future
atari-soft deserves support. Of course, interchangeability and
usability on all emerging TOS-derivatives should be pursued, and
I think at the moment we are not too comfortable about the
situation.

Servus
Franz

*) maybe its risky to use such expressions in foreign tongue?

229. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 17:03:56 UTC
From: rand@cd.chalmers.se
Message-ID: <ae01ps$8bp$1@nyheter.chalmers.se>
Source record: 34281

In article <advg5amua4@news.vol.cz>,
Ctirad Fertr <phanatic@death_for_spammers_volny.cz> wrote:
>> And don't speak to me a PC solution, a PC is always a PC (I hate PCs, I
>> use this machines at my factory, it's enough).
>
>I understand that someone can hate Windoze, Linux or DOS. But to hate PC as
>a
>hardware ? Strange.

I do hate the old x86 architecture (but x86-64 (Hammer) is looking good).
However, given the very large market share it has, Intel and AMD have
been able to do things with it that I think few believed possible.
Today I see very little reason to use any other architecture unless
you are in the high-end server market, doing embedded systems, or need
a low power chip.

The rest of the hardware in current PCs is mostly pretty good.
PCI, DDRRAM, HyperTransport, IDE, USB 2.0, etc.

There is some unfortunate legacy stuff in there (non-PCI IO and the
interrupt controller to name two), but at least it's mostly hidden
inside the chipset.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

230. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 17:49:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1023649284-62955AEicMi@gmx.net>
Source record: 34284

From: Stanislav Opichal <stop@systinet.com>
Date: Fri, 07 Jun 2002 10:08:43 +0200

Hi Stanislav,

>Please think about it at least for 10minutes before you reply.

I reflected three days over it....

>As far as I can say there are a very few people developing FreeMiNT or TOS
>software. I know MagiC has something that FreeMiNT doesn't, but it is death
>just because it is commercial and the comunity (the ASH market) is shrinking.
>

Come again?
Are you telling us MagiC is dead? Perhaps in your wildest dreams it's dead but let me assure you that it's not. Development of MagiC X is almost finished and the next thing on the "to do" list is the Atari version... Andreas Kromke has only two hands and MagiC is developed by him only, not a team of programmers. So MagiC being dead is just wishfull thinking on your behalf.

>FreeMiNT and the open-source projects are live. There are developers who
>dedicate nearly all thier spare-time for it.

FreeMinT is just an OS. Without apps written specificly to take advantage of its features one can just as well use MagiC. As for these brave souls that dedicate all their spare time... bravo!
But once again a OS needs apps to show off its capabilities. Without apps the best OS in the world will only have a small group of dedicated users.

>But you users... you are just continuing to use MagiC not seeing the future.

Yep, but if ever someone out there surprises me with a mind blowing MiNT only application I might give freeMiNT another chance. Until then I'll stick with MagiC with which I can run any multitasking capable application without having to come here nagging about it not working properly. I don't even have to come here asking about the betaversion of QED behaving "strangely".... since under that "dead" OS it works perfectly....

>I'm also very sad that people don't actually see the future of the TOS
>or better FreeMiNT platform. As far as I can see 90% of you all are just
>sitting and watching your MagiCPC or Gemulator screen paying for that a
>fortune and beeing limited to a specific host OS.

The future of Atari and automatically FreeMinT software is just fine. One only has to look at what's been released this year... And even if 90% of the people here would be watching a MagiCPC screen, at least they are watching an Atari app running... will what they watch look any different when it's running under

Aranym?

>I would say that if everybody moves to ARAnyM, EmuTOS, fVDI, FreeMiNT
>and XaAES then we all would profit from that with having a great bunch
>of new modern applications. All the missing features will be implemented
>and everything you will get for free!

Yes ofcourse you would say that....
What about implementing the missing features first and then come raving in
here about it? Also, what makes you think I would want it? I'm perfectly
happy with what I've got and so far an "expensive emulator" like MagiC-Mac
beats the shit out of Aranym if I read Didier Mequignon his posting correctly.

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

231. Re: STE 4160 Machine labels

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 21:08:32 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <ae0fu4$3j1$1@newsg3.svr.pol.co.uk>
Source record: 34286

"Boing" <boing@boom.tschack.com> wrote in message
news:ppLM8.861$ca2.118468@newsfep1-win.server.ntli.net...
>
> "Christopher Coxon" <Gusbucket@btopenworld.com> wrote in message
> news:advmhp$r0d$1@paris.btinternet.com...
> > I have found out that Best Computers still have these stick-on embossed
> > metal labels at $5 each, just had to ask em. So anyone with a STE 1040
> > upgraded to 4 mb can at last put an official atari STE 4160 badge on it,
> > cool or what!
> >
> > Cheers
> > Chris C
> >
> >
>
> Have u got a URL for them?

http://www.best-electronics-ca.com/

>
> Cheers.
>
>

232. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 21:56:03 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ae0itj$2p0$1@thorium.cix.co.uk>
Source record: 34288

In message <advg5amua4@news.vol.cz>, phanatic@death_for_spammers_volny.cz said:

>If you ask any Atarian what would the new TOS computer look like, he answer:
>AGP, PCI, PS/2, SDRAM, USB, firewire, ethernet, etc. In fact everybody wants
>a PC hardware as a new Atari machine, only with different name sign on the
>box.

Dobry den, Ctirad!

For my part I don't care *what* the name is - all I would be interested in buying is a faster machine that will run my *existing software*, of which I have 1000s of disks plus dozens of CDs. True, not all run on the Falcon either, but those I use constantly do. I would not want to get used to new ways of working, new shortcuts, desktops, what have you. I even don't use my son's 1.9 GHz PC that's in the same room - though I may use it in future for downloads from the net if I can get a USB -> SCSI adaptor to work so that I can transfer downloads to an EZ135 cart and hence to my Falcon.

I agree with your earlier remarks about modern Falcons and TTs being full of PC components and can't see either why anyone should hate them. Windows is another matter... it's so damn wasteful of resources!

Nazdar!

/Peter/

233. Re: STE 4160 Machine labels

Newsgroup: comp.sys.atari.st
Date: 2002-06-09 22:39:50 UTC
From: Boing <boing@boom.tschack.com>
Message-ID: <0QQM8.1609$ca2.162388@newsfep1-win.server.ntli.net>
Source record: 34290

```
"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:ae0fu4$3j1$1@newsg3.svr.pol.co.uk...
>
> "Boing" <boing@boom.tschack.com> wrote in message
> news:ppLM8.861$ca2.118468@newsfep1-win.server.ntli.net...
> >
> > "Christopher Coxon" <Gusbucket@btopenworld.com> wrote in message
> > news:advmhp$r0d$1@paris.btinternet.com...
> > > I have found out that Best Computers still have these stick-on
embossed
> > > metal labels at $5 each, just had to ask em. So anyone with a STE 1040
> > > upgraded to 4 mb can at last put an official atari STE 4160 badge on
it,
> > > cool or what!
> > >
> > > Cheers
> > > Chris C
> > >
> > >
> >
> > Have u got a URL for them?
>
> http://www.best-electronics-ca.com/
>
> >
> > Cheers.
> >
> >
>
>

Cheers mate.
```

234. How do you setup delay in NVRAM??

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 00:35:42 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1023644168-708249AEicMi@williams-net.com>
Source record: 34289

Derryck,
I have heard that setting up a delay may help with
this problem I am experiencing with my 40GB IDE Maxtor
hard drive!!!! How do you go about doing this??? I
will do some poking around and see if I can find the
item that I need!!!! Thanks for the information!!!

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

235. Re: Name calling is immature...Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 02:25:49 UTC
From: lp <gfa@basic.net>
Message-ID: <B929866D.73AB%gfa@basic.net>
Source record: 34292

in article 3cfe8f08539881@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 6/5/02 5:23 PM:

> On Wed 05-06-2002 16:05 (-0600) carey christenson wrote:
>
>> Newdarkling,
>> Seems the only person doing any real name calling
>
> I strongly suggest those who want to argue with our friend to do this in
> *email*. I suppose his Hotmail address is valid...
>
> It is rather boring to read all those complains that do not add anything
> worth reading in this group.

Indeed.
Or perhaps learn to setup a kill file or filter...

Lonny Pursell

236. Re: How do you setup delay in NVRAM??

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 06:21:34 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D04456E.2010907@seimet.de>
Source record: 34293

carey christenson wrote:

> I have heard that setting up a delay may help with
> this problem I am experiencing with my 40GB IDE Maxtor
> hard drive!!!! How do you go about doing this??? I
> will do some poking around and see if I can find the
> item that I need!!!! Thanks for the information!!!

You can use the BOOTCONF software for this:
http://www.seimet.de/atari_english.html

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

237. 4610 badges

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 06:58:40 UTC
From: Themis Papassilekas <sbstp8@cf.ac.uk>
Message-ID: <3D044E20.9010800@cf.ac.uk>
Source record: 34294

Anyone here in the UK would like to order a badge? Best Electronics has
a minimum of $20/order and I don't feel like spending $20 for one
(plus I dodn't need anything else at the mo), so give me a note and we
could do it together...

Cheers
Panzerjaeger
--
.:.
Reality is that, which when you stop believing in it, doesn't go away.
P.K.Dick

238. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 09:43:32 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <ae1sue$2tla$1@news.vol.cz>
Source record: 34196

> For my part I don't care *what* the name is - all I would be
> interested in buying is a faster machine that will run my
> *existing software*, of which I have 1000s of disks plus dozens of
> CDs. True, not all run on the Falcon either, but those I use
> constantly do. I would not want to get used to new ways of
> working, new shortcuts, desktops, what have you.

That's not true. When I set my Aranym for first time, I simply took harddrive from my Falcon and used it. There weren't many things to change. I removed only a few lowlevel drivers (nemesis, scc.xdd, videlity) and added Aranym related ones (fastram.prg, fvdi), then I changed my desktop resolution from 800x600x16 to 1024x768xTruecolor and that was all. I keeped all my desktop settings, shortcuts and favourite applications until now. Aranym is much more compatible than any real TOS clone and once I compile the Hatari under TOS/Mint I will be able to run all Falcon/TT unfriendly ST(E) appliactions under a GEM desktop. Then Aranym will be a most compatible TOS machine ever.

> in future for downloads from the net if I can get a USB -> SCSI
> adaptor to work so that I can transfer downloads to an EZ135
> cart and hence to my Falcon.

Try PARCP (http://joy.atari.org), it's probably the best solution if you want to copy data between Atari and PC.

> I agree with your earlier remarks about modern Falcons and TTs being
> full of PC components and can't see either why anyone should hate
> them. Windows is another matter... it's so damn wasteful of resources!
>
> Nazdar!

Zdar,

Ctirad

239. Re: ARAnyM!!! (was: Re: price of a Falc

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 09:54:43 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <ae1suf$2tla$2@news.vol.cz>
Source record: 34197

```
> By the way, Ctirad, what is the status of the preparation of a mentioned
> mini-linux selection for starting ARAnyM practicaly from (0,0), as Joshua
> would like?
```

Well, that's quite far future. Currently there are other more important
things to do:
1. replace copyrighted TOS4.04 by the opensource Emutos (it's almost done,
only the XHDI protocol is missing - In fact it replaces also a
Ahdi/Cecile/Hddriver)
2. finish and debug the JIT compiler
3. ethernet/network driver

```
Perhaps then will be a right time for thinking about a distribution.

Ctirad
```

240. ST software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 10:51:24 UTC
From: John <john@mevatele.freeserve.co.uk>
Message-ID: <ae20u4$7d9$1@news6.svr.pol.co.uk>
Source record: 34198

At last, I've updated my Atari ST software for sale list.

Check it out at http://www.mevagissey.net/ATARIADS.HTM

credit card orders taken !

500 ish boxed games for sale ....

If there's something you want, don't delay, I'm selling them 10 at a time on Ebay.

Cheers
Jammer

241. Re: Papillon 3.04 English resource

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 11:11:28 UTC
From: <>
Message-ID: <1023783056-130922AEicMi@ntlworld.com>
Source record: 34220

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Sun, 09 Jun 2002 17:24:36 +0100

>I quite often receive mails from people asking if we intend to translate
>Texel 2.2, we really would but we don't have it....

We have already done the translation of the text strings including the
BubbleGEM help and the resource file for the never-released and Beta-expired
Texel 2.30, so most if not all of this can be used.

The DDP package would be a diff-type patch to apply to the German binary and
a swop of the resource file.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

242. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 11:18:38 UTC
From: <>
Message-ID: <1023783058-131218AEicMi@ntlworld.com>
Source record: 34221

From: xlator@cix.compulink.co.uk
Date: Sun, 9 Jun 2002 21:56:03 +0000 (UTC)

>working, new shortcuts, desktops, what have you. I even don't use
>my son's 1.9 GHz PC that's in the same room - though I may use it
>in future for downloads from the net if I can get a USB -> SCSI
>adaptor to work so that I can transfer downloads to an EZ135
>cart and hence to my Falcon.

If you can organise an Ethernet adaptor for your Falcon (there are a couple around as you'll have seen) and one for the PC, then you can very easily fileshare with Vassilis' Samba port and MagxNet. You can even print to a printer on the PC as well as share an Internet connection. Makes a broadband connection worth thinking about maybe.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

243. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 11:35:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0206100433150.32044-100000@shell1.aracnet.com>
Source record: 34199
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm sorry you feel that way. But that's the same as using one issue as a litmus test to determine who you vote for in an election. Don't be caught up in such a narrow-minded way of thinking. Step back and look at the bigger picture. If you've bought from me before, maybe you have something to say? About how I did on your order?

==Thanx==
===Ben===

On Sat, 8 Jun 2002, Paul Irvine wrote:

> On Fri, 7 Jun 2002 23:44:48 +0100, "Steve Sweet"
> <stevesweet@freeuk.com> wrote:
>
> >Hi Asshole
> >
> >
> >> Hi, I'm Ben Smith of Bravo Sierra Computers.
> >
> >You are a brain damaged spam merchant!.
>
> I was just about to jump to Ben's defence and then I saw 6 groups..
>
> Ben, sort that out.
>
> His latest advert which I normally only see in the Atari8bit group has
> offended by being X-posted AND annoys people who buy from auctions
> (something of a norm for retro people).
>
> Not your best work this month Ben !
> --
> Paul
>

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

244. Re: TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 14:01:04 UTC
From: Christopher Coxon <Gusbucket@btopenworld.com>
Message-ID: <ae2bev$3gj$1@paris.btinternet.com>
Source record: 34200

Perhaps one of the proprietory bathroom cleaners that are rated safe for plastic bathtubs might do the trick, I found Jif or Cif cream as its now known to be quite good, reducing the yellowing but never quite getting rid of it.

Spray painting with a light grey paint - may not be quite as drastic as it sounds, it would require stripping out the workings, - a good excuse for a decent clean of the keys too! I would finish it off with a light coat of matt varnish spray just to flat the finish down, Im going to go experiment on a scrap case Ive got in the attic!

Cheers
Chris C

>
> I think that some time ago someone suggested here that strong kitchen-cleaning
> agents (perhaps slightly abrasive?- or maybe better not abrasive?) are good
> at removing that colouration.
>
> cu;
>

245. Re: 4610 badges

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 14:04:02 UTC
From: Christopher Coxon <Gusbucket@btopenworld.com>
Message-ID: <ae2bkh$66e$1@helle.btinternet.com>
Source record: 34201

I'm ordering 3 and a copy of their bible catalogue but I can up the order if
you like and yes I'm in the UK. Nr Hastings E Sussex.
Cheers
Chris C

"Themis Papassilekas" <sbstp8@cf.ac.uk> wrote in message
news:3D044E20.9010800@cf.ac.uk...
> Anyone here in the UK would like to order a badge? Best Electronics has
> a minimum of $20/order and I don't feel like spending $20 for one
> (plus I dodn't need anything else at the mo), so give me a note and we
> could do it together...
>
> Cheers
> Panzerjaeger
> --
> .:.
> Reality is that, which when you stop believing in it, doesn't go away.
> P.K.Dick
>

246. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 16:49:06 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1fdknf6.u4z0knemm8sN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 34203

Ctirad Fertr <phanatic@death_for_spammers_volny.cz> wrote:

> > And don't speak to me a PC solution, a PC is always a PC (I hate PCs, I
> > use this machines at my factory, it's enough).
>
> I understand that someone can hate Windoze, Linux or DOS. But to hate PC as
> a
> hardware ? Strange.

No without Micro$oft & Intel (or AMD => X86), I think than the PC
technology can be used.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

247. Bad Mood

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 18:05:45 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D04EA88.229D0936@ataritimes.com>
Source record: 34204

Anyone know where to get this anymore? All of my searches have turned up
dead links!

--
Gregory D. George

=-=-=-

248. PRO32

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 18:20:02 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023741793.97435.0@demeter.uk.clara.net>
Source record: 34207

Hi Guy's

I've just dug out an old accelerator card i was given yonks ago and i need to find out some things about it. It has the name PRO32 and LOETS screen printed on it, its plugs into the 60000 DIL format socket and has 2 flying wires on it. Any info appreciated.

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

249. Re: I'm back

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 18:27:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023741794.97435.1@demeter.uk.clara.net>
Source record: 34208

Hi Rory

Oy!, what you doing here, this aint a gay bar!!.

> Yeah I did try to get it back on the Internet. And its kind of running at
> the moment but I don't think people are up for that kind of stuff anymore
:(

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

250. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 18:50:34 UTC
From: h_achilles@hotmail.com
Message-ID: <6831cf1f.0206101050.5ca5c08e@posting.google.com>
Source record: 34205

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1023649284-62955AEicMi@gmx.net>...
> Yep, but if ever someone out there surprises me with a mind blowing MiNT only
> application I might give freeMiNT another chance. Until then I'll stick with
> MagiC with which I can run any multitasking capable application without having
> to come here nagging about it not working properly. I don't even have to come
> here asking about the betaversion of QED behaving "strangely".... since under
> that "dead" OS it works perfectly....
Hey thats not fair ;-) The recent qed changes were developed on MagiC
PC, and for some time I didn't have the chance at all to test it under
MiNT/N.AES. It's absolutely sure that bugs will occur on an OS variety
which you can't test. It's exactly the same if you develop on NT and
can't test on 9x. (Or - god beware - vice versa). MagiC PC shutdown
still doesn't work under NT, because I haven't got the chance to test
it.

All in all I can't really understand what your'e all talking about.
Emus are great, hardware is great, MagiC is fun, MiNT is fun. So what?

ciao
Heiko
--
mail adress is only for spam. If you want to mail me please look for
my real address at
http://heinisoft.atari-users.net

251. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 19:01:26 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <ae2t2b$1h4n$1@ns.felk.cvut.cz>
Source record: 34206

On Mon, 10 Jun 2002 18:49:06 +0200, Didier MEQUIGNON wrote:

> Ctirad Fertr <phanatic@death_for_spammers_volny.cz> wrote:
>
>> > And don't speak to me a PC solution, a PC is always a PC (I hate PCs,
>> > I use this machines at my factory, it's enough).
>>
>> I understand that someone can hate Windoze, Linux or DOS. But to hate
>> PC as a
>> hardware ? Strange.
>
> No without Micro$oft & Intel (or AMD => X86), I think than the PC
> technology can be used.

That's what we suggest. We never said "go buy a Windows machine and run Atari emulator on it". We say "use current cheap hardware (whatever it is) for running your favorite Atari applications".

I myself built a
machine with AMD Thunderbird CPU in a ABIT motherboard with a nVIDIA graphics card, Seagate harddrive, Chicony keyboard, Genius mouse and some other bits and pieces. Is it a PC? There's no Intel inside, no Windows. And it runs TOS, MiNT and everything else since I copied over my whole Falcon harddrive. I think I even copied over the SPIRIT that was mentioned in other posts in this thread.

Would this make it clear?

Petr

252. Re: ST software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 19:17:40 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023741795.97435.2@demeter.uk.clara.net>
Source record: 34209

Piss off, this is spam!!.

"John" <john@mevatele.freeserve.co.uk> wrote in message
news:ae20u4$7d9$1@news6.svr.pol.co.uk...
> At last, I've updated my Atari ST software for sale list.
>
> Check it out at http://www.mevagissey.net/ATARIADS.HTM
>
> credit card orders taken !
>
> 500 ish boxed games for sale ....
>
> If there's something you want, don't delay, I'm selling them 10 at a time
on
> Ebay.
>
> Cheers
> Jammer
>
--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

253. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 19:19:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023741796.97435.3@demeter.uk.clara.net>
Source record: 34210
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

You are posting commercial advertising in a non-commerce base. This is a
breach of the rules, what other rules are you wiling to bend, not so squeaky
in appearance now eh!!.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0206100433150.32044-100000@shell1.aracnet.com...
> I'm sorry you feel that way. But that's the same as using one issue as a
> litmus test to determine who you vote for in an election. Don't be caught
> up in such a narrow-minded way of thinking. Step back and look at the
> bigger picture. If you've bought from me before, maybe you have something
> to say? About how I did on your order?

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

254. World record ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 21:31:11 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d051a9e$0$31722$626a54ce@news.free.fr>
Source record: 34211

Sad world record : comp.sys.atari.programmer -> 3 message in two weeks)-:

Bad

Regards

255. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 23:42:35 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3d0675b0$0$29605$4c56ba96@master.news.zetnet.net>
Source record: 34232

```
| JL>Syntex would sometimes mistake an e for a c say, and propagate the
| JL>error through the whole document.
| therefore I bought LIBEDIT afterwards, a program from the AUGUR
package in order to manipulate the SYNTEX made fonts...

Well, that's interesting. I had the demo version (i.e. no dongle) for
years and only bought the complete package (secondhand) a couple of
years ago. I wasn't aware that the facility for editing the fonts
existed.

JI Logan
```

256. Re: I'm back (with a question)

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 23:46:38 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206101546.196943e4@posting.google.com>
Source record: 34213

k@uia.net (Eric Kaljumagi) wrote in message news:<ug1vhh3ojnm368@corp.supernews.com>...
> After being off of the newsgroup due to the closure of Deja.com, I've
> finally decided to try Newsie (hope it works...I think I did something
> wrong a few minutes ago, so I'm trying again.)
Well, I was VERY surprised to see this post, seeing as how I wrote it
in 1999! What I think happened is that I wrote it and attempted to
post it with Newsie and then didn't use Newsie again until now. It
must have been sitting in the message buffer all this time!

Boy, I hope the CT60 arrives soon -- otherwise I'll have to start
using my other Falcon again.

Galen

257. Re: Atari 520STFM trouble FOR Tony Cianfaglione

Newsgroup: comp.sys.atari.st
Date: 2002-06-10 23:49:13 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3D05B95A.B442491D@libero.it>
Source record: 34214

Hi Tony.

I've received your emails, but when I've tried to send you an answer,
mail server tells me that:

These recipients of your message have been processed by the mail server:

xxx@chebucto.ns.ca(- I've put the xxx now -); Failed; 5.3.0 (other or
undefined mail system status)

Remote MTA chebucto.ns.ca: network error

- SMTP protocol diagnostic: 553-4.7.1 Policy analysis reported:\r\n553
4.7.1 You are not liked source for email

Anyway, thank you for the hints, I will try :-)

--
Tony
|||
|||
/ | \
Atari Maniac!

258. How do I transfer files from my PC to my Atari STE?

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 05:31:22 UTC
From: lalala@poohpooh.com
Message-ID: <3d058ae3.10150465@news.earthlink.net>
Source record: 34215

both my Atari and my PC have 3.5" disk drives, but they do not share
the same type of disk format. Are there any disk utilities available
for the PC that will format disks so that they can be read by my STE?

TIA,
c

259. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 05:32:19 UTC
From: rand@cd.chalmers.se
Message-ID: <ae4213fed1@nyheter.chalmers.se>
Source record: 34216

In article <3D04EA88.229D0936@ataritimes.com>,
Gregory D. George <greg@ataritimes.com> wrote:
>Anyone know where to get this anymore? All of my searches have turned up
>dead links!

If you have trouble with dead links, try out www.archive.org.
I don't know how much of the Web they have archived, but at least they
had 30+ versions of my old Web pages, the original Bad Mood pages
among them (http://rand.thn.htu.se).

Not everything from my old ftp archive is available from that site,
unfortunately. It looks like only the stuff that had direct links
from the Web pages is stored. That does include the latest version of
the Bad Mood binary (but not the sources for it), though, v3.07alpha.

I've copied most of the stuff from those old pages to my new server
at http://217.215.149.49, but the Bad Mood archives are not yet up
there. They will be soon, though.
(If someone happens to have the BM v3.07 sources, please get in touch
with me. I'm pretty sure I must have them somewhere, but I can't
find them.)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

260. Re: ST software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 05:49:32 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3D058F6B.977AFB68@siemens.at>
Source record: 34217

Steve Sweet wrote:
>
> Piss off, this is spam!!.
>

I'm definitely more interested in Johns information than in your
'answer'. I bought software from him before and I think there's
quite some interesting items to be found in his new list too.

Gerhard

261. Re: World record ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 07:01:59 UTC
From: Mickael Pointier <mpointie@eden-studios.fr>
Message-ID: <ae46j2$mk9$1@reader1.imaginet.fr>
Source record: 34218

> Sad world record : comp.sys.atari.programmer -> 3 message in two weeks)-:

I do not even know that this group exists :)

Dbug

262. Re: How do I transfer files from my PC to my Atari STE?

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 08:08:20 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <3d05af9e$0$893$79c14f64@nan-newsreader-03.noos.net>
Source record: 34219

Hello :-)

> both my Atari and my PC have 3.5" disk drives, but they do not share
> the same type of disk format. Are there any disk utilities available
> for the PC that will format disks so that they can be read by my STE?

You can format a 720K 2DD floppy disk in MS-DOS format :
under MS-DOS, type this command:
format a: /f:720

regards

Paul.

263. Re: ST software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 08:34:11 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <VhZXxgBDYbB9Ew0Q@atari.org.uk>
Source record: 34222

On Tue, 11 Jun 2002 at 16:23:22 a message from Graham was created on the
subject of ST software for sale.
>"Steve Sweet" <stevesweet@freeuk.com> wrote in message
>news:1023741795.97435.2@demeter.uk.clara.net...
>>
>>
>> Piss off, this is spam!!.
>
>how can this be SPAM when he selling Atari software in an Atari NG ??
>
>gra

Hi all

Firstly must say hi to John, nice to see you still supporting the
Atari:))

Will I be called a spammer when I start posting lists and stuff in the
newsgroups????

As far as I'm concerned 'spamming' is posting excessively to a group OR
posting articles that are irrelevant to the group.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

264. Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 09:04:18 UTC
From: dickdaz <dickdaz@xtra.co.nz>
Message-ID: <F1jN8.2404$iR2.280754@news.xtra.co.nz>
Source record: 34223

Hi there,

I'm looking at putting a large pile of MP3's onto
my Falcon, but need to find a way to do this. They
will be created on a Win98 PC, but I cannot network
to this machine (or fit the files on floppies).

Is it possible (and safe) to grab the PC's hard disk
(IDE unit) and plug it onto my Falcons IDE controller
as a slave unit? If I could do that I could simply copy
the MP'3s directly onto the Ataris existing IDE drive or
SCSI drive (saving massive amounts of time!)

I'm using HDDriver 4.52. I have heard it is simple to
do since HDDriver will happily access the MS-DOS file-
system on PC drives, without nuking the drive. I state
I CANNOT AFFORD TO NUKE THE PC DRIVE SINCE IT IS NOT
MINE! Therefore any advice MUST be 100% accurate and
clear to read!! ;-/

Kind regards,

Chris Wilkinson, Middle Earth, New Zealand.
/|\ ATARI and (soon to be) SGI Owner.

265. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 09:41:04 UTC
From: opichals@seznam.cz
Message-ID: <ad950bae.0206110141.7cf903ce@posting.google.com>
Source record: 34224

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1023649284-62955AEicMi@gmx.net>...
> From: Stanislav Opichal <stop@systinet.com>
> Date: Fri, 07 Jun 2002 10:08:43 +0200
Hi Dennis!

> >As far as I can say there are a very few people developing FreeMiNT or TOS
> >software. I know MagiC has something that FreeMiNT doesn't, but it is death
> >just because it is commercial and the comunity (the ASH market) is shrinking.
>
> Come again?
> Are you telling us MagiC is dead? Perhaps in your wildest dreams it's dead but
> let me assure you that it's not. Development of MagiC X is almost finished and
> the next thing on the "to do" list is the Atari version... Andreas Kromke has
> only two hands and MagiC is developed by him only, not a team of programmers.
> So MagiC being dead is just wishfull thinking on your behalf.

What do you mean by MagiC X? MagicMac for OS X? OK. If this is true
(and it obviously is as I can see from the ASH update) then OK. One
person working on OS used by many people and close-source. Do you
think he never give it up? What would you do then? Move to your native
Mac OS X. This is what ARAnyM is trying to stop. People are moving
away and not giving their work to anyone else.

> But once again a OS needs apps to show off its capabilities. Without apps the
> best OS in the world will only have a small group of dedicated users.

Yes, this is completely true IMHO.

> Yep, but if ever someone out there surprises me with a mind blowing MiNT only
> application I might give freeMiNT another chance. Until then I'll stick with
> MagiC with which I can run any multitasking capable application without having
> to come here nagging about it not working properly.

There are problems with writing apps for such different OSes as MagiC
and MiNT. It is possible, but you know for sure that if you want to
make use of an OS specific feature than it is problem.

> I don't even have to come here asking about the betaversion of QED behaving
> "strangely".... since under that "dead" OS it works perfectly....

Bad example... as said by Heiko in some followup..

> >I'm also very sad that people don't actually see the future of the TOS
> >or better FreeMiNT platform. As far as I can see 90% of you all are just
> >sitting and watching your MagiCPC or Gemulator screen paying for that a
> >fortune and beeing limited to a specific host OS.

>
> The future of Atari and automatically FreeMinT software is just fine. One only
> has to look at what's been released this year... And even if 90% of the people
> here would be watching a MagiCPC screen, at least they are watching an Atari
> app running... will what they watch look any different when it's running under
> Aranym?

This seems to be also true. You say MagiCPC. Others are saying I hate
emulators. Hmm. I see this: Programmers moved to emulators to be able
to develop fastly and users do not like them for doing this. But
everyone like QED even when the 5.0 version were built on MagiCPC. So
think about what you really want.

> >I would say that if everybody moves to ARAnyM, EmuTOS, fVDI, FreeMiNT
> >and XaAES then we all would profit from that with having a great bunch
> >of new modern applications. All the missing features will be implemented
> >and everything you will get for free!
>
> Yes ofcourse you would say that....
> What about implementing the missing features first and then come raving in
> here about it? Also, what makes you think I would want it? I'm perfectly

Hmm, maybe mr. Andreas Kromke is working on his MagiC as a full time
job. But MagiC would not feed his children once....
ARAnyM is open-source. The developers are fulltime professional
programmers that do not have that much time to develop TOS platform. I
personally work for a company that do open-source and perfectly know
that people can make improvements and send patches. With MagiC it is
not possible at all. Yes, XaAES, FreeMiNT and others needs some things
to be more MagiC/TOS compatible. But with no users there is no need to
implement them. It is just like a circle isn't it?

> happy with what I've got and so far an "expensive emulator" like MagiC-Mac
> beats the shit out of Aranym if I read Didier Mequignon his posting correctly.

Slow. Yes. The only emulates 040 (possibly with MMU), VIDEL and other
things. The only can use e.g. falcon HDD just taken from your F040
tower.
JIT will beat MagicMac. Just stay tuned and possibly help.

BTW: Dennis, I chose you to reply first because the three days were
really good. You were the only person who responded with a good
points.

best regards

STan

266. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 09:47:12 UTC
From: opichals@seznam.cz
Message-ID: <ad950bae.0206110147.4118feeb@posting.google.com>
Source record: 34225

Hi Franz!

> s> I would say that if everybody moves to ARAnyM, EmuTOS, fVDI, FreeMiNT
> s> and XaAES then we all would profit from that with having a great bunch
> s> of new modern applications. All the missing features will be implemented
>
> well, I'd like to use it on iBook 'on top of' OS X. How far?

OS X.. You need to ask Didier about the building process. Or maybe for
a binary.

> Can I reach USB-Printers there?

AFAICS no ATM. This is the work to be done. Write the fVDI GDOS
printing possibilities. Or just to write NVDI module for ARAnyM to be
able to print.
It is on the TODO list.

> Can I use PureC then? /Then/ I'd like to support a bit too ...

Yes, you can use PureC. There is a patch for it to let it work over
the MetaDOS filesystem developed as a side effect of the ARAnyM
production.

> Yes, I want to continue with multitasking Atari soft. But I expect
> OS X eating it up.

OS X? Just another person to leave TOS? This is the worse thing we can
hear: ARAnyM is slow. MagiC is expensive so I go to OS X/Win or
whatever else....

> looked at some driver sources already, hmpff. I guess soon I'm going to
> ask for more support bringing up one of the cards for peer-to-peer
> TCP/IP. I expect mixing C and assembly.

There is a Enternet card emulation and/or the socket.xdd on the TODO
list. The ethernet emulation was already taken from Basilisk II, but
not working yet.

regards

STan

267. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 09:59:20 UTC
From: opichals@seznam.cz
Message-ID: <ad950bae.0206110159.32009a49@posting.google.com>
Source record: 34226

Hi!

> there is left is pcs, macs etc. Apparently we cant see the future of the
> tos and freemint platform, since he is quite a bit biased towards aranym I
> can only assume he means abandoning atarihardware to use aranym, which I
> think its sad.

No, I would not force you to move from your Atari to ARAnyM. I'm just
trying to convince people that there _is_ a new TOS compatible that is
faster than others and is for free and open-source. People are moving
to other OSes just because they have no decent WEB browser or other
application they need. This is bad.
ARAnyM, EmuTOS, FreeMiNT, fVDI, XaAES gives an insurrence that it
would never happen to lose the sources to be improved. We are too
little to rely on a closed-source OS IMHO. You don't have to agree
with me in all points. ;)

> > I think he is thinking along these lines:
> > Once the JIT starts working properly, ARAnyM will be way faster than
> > any Atari compatible machine (it should be close to or faster than an
> > '060 machine even now on fast x86 hardware).

This is exactly what I mean. I already have faster TOS compatible than
ever.
What I want more? I'm of a quite the same type of "user" as Johan. I
don't really use my Atari (I still have 2 of them at home). I like to
program for it. But if there is no comunity to write programs for...
people are leaving.

> > That would finally make it possible to make real use of the masses of
> > open source software out there. Mozilla, StarOffice (well, the open
> > source version, whatever it is called) and The GIMP to name three.
>
> There is no reason to use atari if all you are looking for is speed.
> And why would we bother trying to port mozilla, staroffice and everything
> else and to get it to run on aranym in a win/linuxenvironment at all? its
> avaible for those platforms anyway! I know you can use aranym on any
> machine (hence the name..) but I cant see why you would want to run
> mozilla in aranym on a pc which has got a native version of mozilla
> anyway.

Hmm, we don't want to use another OS. I just want to have my
TOS/FreeMiNT and browse the net with mozilla. With ARAnyM you would
just have PC hardware using your favourite OS - TOS/FreeMiNT or even
MagiC if you want.

> you just dont get it do you.. why do ppl perfer the real thing before a
> mostly perfect emulator? I think you answered your own question.. there is
> no such thing as a perfect emulator and I dont think there will ever be
> one.

ARAnyM is not intended to be an emulator. Yes, in fact it needs to
emulate some things. But there have to be emulated even in your Milan
e.g..

> > Power without the price!
> >
> > Remember?

This is the real SPIRIT!

regards

STan

268. Re: ST software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 10:05:17 UTC
From: Mike Kerslake <usenet@kerslake.plus.com>
Message-ID: <ae4i2g$3tqhg$1@ID-10749.news.dfncis.de>
Source record: 34227

Janka Gerhard charmingly scribbled:

>I'm definitely more interested in Johns information than in your
>'answer'. I bought software from him before and I think there's
>quite some interesting items to be found in his new list too.

Steve S's answer was more than a bit harsh.

John actually made the effort to support one of the Atari Computing shows we organised (unlike many so-called Atari dealers!) and drove all the way from deepest Cornwall to the midlands. He seemed a very nice chap, and he paid all the invoices for advertising with us unlike two well-known Atari dealers.

John's message was so small and pointed you at the full details if you wanted them, I'd hardly call it spamming!

Sorry Steve S, you were unfair in this instance, although I share your views on spamming generally.

Best wishes
Mike Kerslake

--

EML: mike@kerslake.plus.com
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - SCOOTERS - KERSLAKE FAMILY - RADIO

269. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 12:58:18 UTC
From: lp <gfa@basic.net>
Message-ID: <B92B6C2A.73EF%gfa@basic.net>
Source record: 34228

Someone said:

>> there is left is pcs, macs etc. Apparently we cant see the future of the
>> tos and freemint platform, since he is quite a bit biased towards aranym I
>> can only assume he means abandoning atarihardware to use aranym, which I
>> think its sad.

Been reading this thread a while. It's worth noting that over the years
I've seen many users leave the scene completely. It's a fact users leave
for whatever reason. To me it seems aranym offers a path that is far more
flexible than magicmac/pc. At least with aranym one can choose an atari OS,
mint, magic, geneva, whatever floats your boat. At least in the end some
user might stay active, produce some software or the like.

Magicmac/pc on the other hand are limited solutions which force
one to use a specific OS, for that reason I never really liked it.
I hope to see aranym out perform magicmac in the end.

If one does not like any of these solutions, one should avoid them.
At least try to see that it might stop some users from leaving entirely.
For that reason it is a good thing.

Lonny Pursell

270. TOS copyright ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 16:48:14 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <hRpN8.1657$LCYk.82378884@news2.randori.com>
Source record: 34229

Hi all,

Does someone actually own the rights to TOS these days since the crash of Atari ?

thanks.

271. Re: TOS copyright ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 18:34:46 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <QorN8.128$%V2.66001@newsfeed.slurp.net>
Source record: 34230

Milan computers in Germany own the rights to TOS.

Joshua.

"exxos" <exxos@home.co.uk> wrote in message
news:hRpN8.1657$LCYk.82378884@news2.randori.com...
> Hi all,
>
> Does someone actually own the rights to TOS these days since the crash of
> Atari ?
>
> thanks.
>
>
>

272. Re: TOS copyright ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 19:29:03 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <ResN8.4803$xU5.473632@wards>
Source record: 34231

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote

> Milan computers in Germany own the rights to TOS.
>

Do they own just TOS or other Atari stuff as well ?

Steve M

273. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 21:51:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1023903812-30959AEicMi@gmx.net>
Source record: 34153

From: h_achilles@hotmail.com (phoenix64)
Date: 10 Jun 2002 11:50:34 -0700

Hi Heiko,

>>I don't even have to come here asking about the betaversion of QED behaving
>>"strangely".... since under that "dead" OS it works perfectly....

>Hey thats not fair ;-) The recent qed changes were developed on MagiC
>PC, and for some time I didn't have the chance at all to test it under
>MiNT/N.AES.

Well I think it is.... just like the other 90% of the programmers you develop your programs under a MagiC environment. Which automatically means that in the event that there are bugs in the code these wiil be weeded out and/or catched first running under that particular OS. MiNT users don't really like to hear this but the facts are there... the majority of the programmers use MagiC and so do the majority of the users, not bad for a "dead' OS if you ask me...

>All in all I can't really understand what your'e all talking about.
>Emus are great, hardware is great, MagiC is fun, MiNT is fun. So what?

Coming from someone who prefers MagiC-PC over the real thing I find it quite normal that you don't understand my point of view :-)
I agree that the hardware, MagiC en MiNT are fun, but I totally disagree about the emulators... There might be circumstamces in which using an emulator is justified, but to replace the Atari hardware completely in favour for an emulator is IMO ridiculous.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

274. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 22:26:13 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206111426.12011e2a@posting.google.com>
Source record: 34233

opichals@seznam.cz (Standa Opichal) wrote in message
news:<ad950bae.0206110147.4118feeb@posting.google.com>...
> > Can I reach USB-Printers there?
>
> AFAICS no ATM. This is the work to be done. Write the fVDI GDOS
> printing possibilities. Or just to write NVDI module for ARAnyM to be
> able to print.
> It is on the TODO list.
>
> > Can I use PureC then? /Then/ I'd like to support a bit too ...
>
> Yes, you can use PureC. There is a patch for it to let it work over
> the MetaDOS filesystem developed as a side effect of the ARAnyM
> production.
> ...

With many of the recent posters being somewhat demanding (to say the least), I thought it might be wise to offer a few words of encouragement. Anyone actively working to improve Atari computing (and by this, I mean the ability to use existing TOS programs and the writing/porting of new ones) deserves our support and thanks.

I foolishly installed RH7.2 without including the compiling options, and since my wife uses the computer for her work I don't dare play with it without very good reason. Thus, I have not yet tried Aranym. Nonetheless, I'm still glad it's there.

Galen

275. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 23:08:54 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0206111508.75b94ace@posting.google.com>
Source record: 34234

Hi Stanislav,

> It would be good to have a great HW, but there is no market and
> therefore it would cost a fortune, if there is any new produced in the
> future at all, and the producer of such a hardware would quit it in a
> year or so (my guess).

Well, that's your opinion - but there must be a reason why there will
be a new Amiga, C64, CPC and ST soon.

> We came as the first ones and I personally don't
> believe in any further HW to be created on m68k processor.

In fact, TOS2WIN was a virtual machine, too.

> If you want
> to speak about coldfire project or any other falcon speeder like the
> rumorous Tempest then you have to know that this is in fact the same as
> ARAnyM, but only with a different host CPU type.

... there is not a complete CPU emulation neccessary on the Coldfire.
Let's not forget that the Coldfire clone will be unique in many ways
but I don't want to a start a system bashing ;-)

>
> I'm also very sad that people don't actually see the future of the TOS
> or better FreeMiNT platform.

The main reason why I didn't use MiNT/NAES on my Falcon was speed.

> As far as I can see 90% of you all are just
> sitting and watching your MagiCPC or Gemulator screen paying for that a
> fortune and beeing limited to a specific host OS.

MagiCPC delivered exactly what I needed: speed and compatibility. And
there are many programs developed under MagiCPC/Mac.

> As far as I can say
> there are a very few people developing FreeMiNT or TOS software.

I don't develop for MiNT - for N.AES, XaAES maybe.

> I know
> MagiC has something that FreeMiNT doesn't, but it is death just because
> it is commercial and the comunity (the ASH market) is shrinking.

I am not a member of the FreeMiNT project but I don't see that much
development there either (ok, I heard about 1.16).

> FreeMiNT and the open-source projects are live. There are developers who
> dedicate nearly all thier spare-time for it. But you users... you are
> just continuing to use MagiC not seeing the future.

If you want users to move you have to give them something they want.
There are many nice apps available which run best under MagiC or are
MagiC compatible. The freeMiNT world on the other hand has bash,
irc-II and rpm archives. That's fine but just not something that
appeals to the average users.

> I would say that if everybody moves to ARAnyM, EmuTOS, fVDI, FreeMiNT
> and XaAES then we all would profit from that with having a great bunch
> of new modern applications. All the missing features will be implemented
> and everything you will get for free!

I don't think that this will work.

BTW, what I would really like would be a HD image for Aranym which
contains everything to compile programs with gcc.

Greetings,
Matthias

276. NAES

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 23:17:58 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0206111517.258576f7@posting.google.com>
Source record: 34235

>
> > Personally, I've used XaAES on top of MiNT and I have to say that the
> > commercial alternatives, N.AES (on top of MiNT) and Magic, are more
> > mature poducts.
>
> The XaAES is still a little bit less usable than N.AES (for me the MagiC is
> nothing more than a multitasking TOS with nice looking desktop), but it has
> one big advantage -> itï¿½s not dead.
>

N.AES is not dead. Being the more mature product means that N.AES has
just less bugs and therefore don't need that many bug fix releases.
But development is still continuing.

Greetings,
Matthias

277. Re: ST software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 23:39:04 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023842537.5980.5@eos.uk.clara.net>
Source record: 34239

Hi Graham

> > Piss off, this is spam!!.
>
> how can this be SPAM when he selling Atari software in an Atari NG ??

Because this is a non-commerce base, even if he's known and respected.

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

278. Re: ST software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 23:39:55 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023842538.5980.6@eos.uk.clara.net>
Source record: 34236

Hi Steve

> >> Piss off, this is spam!!.
> >
> >how can this be SPAM when he selling Atari software in an Atari NG ??
> >
> >gra
>
>
> Hi all
>
> Firstly must say hi to John, nice to see you still supporting the
> Atari:))
>
> Will I be called a spammer when I start posting lists and stuff in the
> newsgroups????
>
> As far as I'm concerned 'spamming' is posting excessively to a group OR
> posting articles that are irrelevant to the group.

Don't rules against commercial sales count??.

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

279. Re: World record ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 23:41:09 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023842539.5980.7@eos.uk.clara.net>
Source record: 34237

Hi M&#65533;gamodeste

Hopefully any programmers are working without needing advise. 8-\

> Sad world record : comp.sys.atari.programmer -> 3 message in two weeks)-:

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

280. Re: TOS copyright ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-11 23:49:25 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023842540.5980.8@eos.uk.clara.net>
Source record: 34238

Hi exxos

> Does someone actually own the rights to TOS these days since the crash of
Atari ?

"Infogrammes/Hasbro" i believe.

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

281. Re: How do I transfer files from my PC to my Atari STE?

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 01:40:33 UTC
From: lalala@poohpooh.com
Message-ID: <3d06a660.3019611@news.earthlink.net>
Source record: 34240

Do I have to use a Double-Density diskette, or can I use a
high-density diskette? I've tried the command below on high-density
diskettes and I get an error message...

-c

On Tue, 11 Jun 2002 10:08:20 +0200, "Paul CAILLET"
<atarinews@alussinan.org> wrote:

>Hello :-)
>
>> both my Atari and my PC have 3.5" disk drives, but they do not share
>> the same type of disk format. Are there any disk utilities available
>> for the PC that will format disks so that they can be read by my STE?
>
>You can format a 720K 2DD floppy disk in MS-DOS format :
>under MS-DOS, type this command:
>format a: /f:720
>
>regards
>
>Paul.
>
>

282. Re: Atari 520STFM trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 02:25:03 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020611232129.1456B-100000@halifax.chebucto.ns.ca>
Source record: 34241

The only thing I can think of is some users of your ISP may have been
spamming our server and tech guys have locked out your ISP. I'll ask
them about it.

On Mon, 10 Jun 2002, T.J. wrote:

> Hi Tony.
>
> I've received your emails, but when I've tried to send you an answer,
> mail server tells me that:
>
> These recipients of your message have been processed by the mail server:
>
> xxx@chebucto.ns.ca(- I've put the xxx now -); Failed; 5.3.0 (other or
> undefined mail system status)
>
> Remote MTA chebucto.ns.ca: network error
>
>
> - SMTP protocol diagnostic: 553-4.7.1 Policy analysis reported:\r\n553
> 4.7.1 You are not liked source for email
>
> Anyway, thank you for the hints, I will try :-)
>
>
>
> --
> Tony
> |||
> |||
> / | \
> Atari Maniac!
>
>
>
>

283. Re: TOS copyright ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 03:40:18 UTC
From: mark <mark@computercom.com.au>
Message-ID: <ae6feoakd1@lust.ihug.co.nz>
Source record: 34242

I think Milan, Ge-soft, and Hades etc, have license to use it not ownership,
as Steve said Infogrames now own all of Atari's rights.

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
news:QorN8.128$%V2.66001@newsfeed.slurp.net...
> Milan computers in Germany own the rights to TOS.
>
> Joshua.
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:hRpN8.1657$LCYk.82378884@news2.randori.com...
> > Hi all,
> >
> > Does someone actually own the rights to TOS these days since the crash
of
> > Atari ?
> >
> > thanks.
> >
> >
> >
>
>

284. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 06:33:38 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D06EB42.4040907@seimet.de>
Source record: 34243

dickdaz wrote:

> Is it possible (and safe) to grab the PC's hard disk
> (IDE unit) and plug it onto my Falcons IDE controller
> as a slave unit? If I could do that I could simply copy
> the MP'3s directly onto the Ataris existing IDE drive or
> SCSI drive (saving massive amounts of time!)

This is basically possible, but your version of HDDRIVER is most likely
too old for that. (It's so old that I don't know anymore whether it's
sufficient.) If the PC's drive has partitions larger than 32 MByte you
need MagiC or MiNT in order to access them. Plain TOS cannot access
large PC compatible partitions.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

285. Re: World record ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 06:41:21 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3d06ed11$0$10483$626a54ce@news.free.fr>
Source record: 34244

Hi Steve,

Hopefully any programmers are working without needing advise. 8-\
> Sad world record : comp.sys.atari.programmer -> 3 message in two weeks)-:

If no reply at my question on that undergroung ng I will end by asking my question here (-;

Regards

286. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 06:43:55 UTC
From: opichals@seznam.cz
Message-ID: <ad950bae.0206112243.25732111@posting.google.com>
Source record: 34245

Hi Matthias!

> > I'm also very sad that people don't actually see the future of the TOS
> > or better FreeMiNT platform.
>
> The main reason why I didn't use MiNT/NAES on my Falcon was speed.

Yes, now you can use it without worying about the speed. Just have a
fast PC and the faster PC the fast FreeMiNT you have.

> I am not a member of the FreeMiNT project but I don't see that much
> development there either (ok, I heard about 1.16).

Will be better if more people help. There are not many in the world
that are able to design and write OS!

> If you want users to move you have to give them something they want.
> There are many nice apps available which run best under MagiC or are
> MagiC compatible. The freeMiNT world on the other hand has bash,
> irc-II and rpm archives. That's fine but just not something that
> appeals to the average users.

Yes, lets improve the AES abilities and you'll have more later.

> > I would say that if everybody moves to ARAnyM, EmuTOS, fVDI, FreeMiNT
> > and XaAES then we all would profit from that with having a great bunch
> > of new modern applications. All the missing features will be implemented
> > and everything you will get for free!
>
> I don't think that this will work.

This is the thing I'm speaking about all the time. Users stay using
their good old MagiC and it will die in some point in the future. As
fast as Mr. Kromke would not get enough money from it. :(

> BTW, what I would really like would be a HD image for Aranym which
> contains everything to compile programs with gcc.

Hmm, I've uploaded my MiNT image to some people already. It is just
that simple to create this. You just get the EasyMiNT and tick some
checkboxes. After some while you got it. Just try. :)

best regards

STan

287. Re: NAES

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 06:56:18 UTC
From: opichals@seznam.cz
Message-ID: <ad950bae.0206112256.5490bf2a@posting.google.com>
Source record: 34146

mjaap@atariuptodate.de (Matthias Jaap) wrote in message
news:<f9b49853.0206111517.258576f7@posting.google.com>...
> >
> > > Personally, I've used XaAES on top of MiNT and I have to say that the
> > > commercial alternatives, N.AES (on top of MiNT) and Magic, are more
> > > mature poducts.
> >
> > The XaAES is still a little bit less usable than N.AES (for me the MagiC is
> > nothing more than a multitasking TOS with nice looking desktop), but it has
> > one big advantage -> itï¿½s not dead.
>
> N.AES is not dead. Being the more mature product means that N.AES has
> just less bugs and therefore don't need that many bug fix releases.
> But development is still continuing.

Hmm, ok, but no new bindings for new peripherals and other design
changes/additions needed nowadays. Well. I've forgot that you don't
have a hardware for this. I do. ;)

regards

STan

288. Re: How do I transfer files from my PC to my Atari STE?

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 10:13:28 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <ae76kr$4bc$1@newsg3.svr.pol.co.uk>
Source record: 34147

You can sometime use an HD disk if you cover the extra hole
that tells the drive its HD. And if you have an STE disks formatted
in that, using the normal desktop formatter to 80 tracks should read find on
a Windows PC.

"Jah Jah" <lalala@poohpooh.com> wrote in message
news:3d06a660.3019611@news.earthlink.net...
> Do I have to use a Double-Density diskette, or can I use a
> high-density diskette? I've tried the command below on high-density
> diskettes and I get an error message...
>
> -c
>
>
> On Tue, 11 Jun 2002 10:08:20 +0200, "Paul CAILLET"
> <atarinews@alussinan.org> wrote:
>
> >Hello :-)
> >
> >> both my Atari and my PC have 3.5" disk drives, but they do not share
> >> the same type of disk format. Are there any disk utilities available
> >> for the PC that will format disks so that they can be read by my STE?
> >>
> >You can format a 720K 2DD floppy disk in MS-DOS format :
> >under MS-DOS, type this command:
> >format a: /f:720
> >>
> >regards
> >>
> >Paul.
> >>
> >>
>

289. ST Emulator for PC which runs Spacola, Bolo, Oxyd,...

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 11:17:15 UTC
From: J&#65533;rg Hagemann <joerg.hagemann@jhnet.de>
Message-ID: <3d072dc3$0$193$4d4ebb8e@read.news.de.uu.net>
Source record: 34148

Hi there,

does anybody know a ST-Emulator for Windows-PC which runs Spacola, Oxyd,
Bolo, without errors ?

Regards
J

290. Re: ST Emulator for PC which runs Spacola, Bolo, Oxyd,...

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 11:38:40 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrnagecpo.2fs.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 34149

On Wed, 12 Jun 2002 12:17:15 +0100, Jï¿œrg Hagemann <joerg.hagemann@jhnet.de> wrote:
>Hi there,
>
>does anybody know a ST-Emulator for Windows-PC which runs Spacola, Oxyd,
>Bolo, without errors ?
>
>Regards
>J

STEEM - http://steem.atari.org/

Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321 PGP-Key: http://home.tu-clausthal.de/~ifmar/pubkey.asc

291. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 12:41:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1023903818-32335AEicMi@gmx.net>
Source record: 34154

From: opichals@seznam.cz (Standa Opichal)
Date: 11 Jun 2002 02:41:04 -0700

Hi Standa,

>What do you mean by MagiC X? MagicMac for OS X? OK. If this is true
>(and it obviously is as I can see from the ASH update) then OK. One
>person working on OS used by many people and close-source. Do you
>think he never give it up? What would you do then? Move to your native
>Mac OS X.

Well, I don't give a damn about OS X, and I couldn't care less if there will be a MagiC X or not... but some people obviously do.
Far more important is that development of the Atari MagiC continues, the fact that MagiC is closed source doesn't bother me at all. If tomorrow Andreas pulls the plug on MagiC that doesn't automatically means the end of the OS. It will take many years before it really will be outdated and superseded.
Just like there are a lot of people still using older versions of MiNT, there's also quite a big bunch of MagiC users out there that haven't even upgraded to version 6.0, these people are using an OS that clearly has been superseded but obviously that doesn't bother them. As for MiNT, I know a couple of guys who still use MultiTOS...
As a developer you probably assume that everyone out there is waiting inpatiently to get the very latest version of an application, but the majority of the users seem to think differently. Pronouncing an OS dead is ridiculous... as long as there are people out there using it, it is alive, even TOS is still alive.... ;-)

>This seems to be also true. You say MagiCPC. Others are saying I hate
>emulators. Hmm. I see this: Programmers moved to emulators to be able
>to develop fastly and users do not like them for doing this.

Jinnee, ASH Emailer, Artworx and numerous other apps have been developed under MagiCMac. But that doesn't mean that they only run properly under an emulator.
The programmer of Emailer for example moved to a Mac back in 1995, in those days for someone wanting pure speed that was the only option, in the meantime we've seen things like the CT-2, Hades, Milan etc come and go. Someone moving to another platform only for speed-wise reasons these days is talking nonsense... I've got a Mac here which I use to browse on Internet, burn CD's at high speed, and to use applications which are not available on this platform. And yes... when running MagiCMac it emulates a lightning fast Atari, so what?
That kind of speed is only usefull for certain apps, I'm typing this post on a TT right now, if I would do it on the Mac... it would take exactly

the same amount of time, the speed of typing is something which (so far)
a processor has no control over ;-)

>But everyone likes QED even when the 5.0 version were built on MagiCPC.
>So think about what you really want.

Well like usual I'm the odd one out.... I don't like QED, I prefer Luna
which IMO is far more advanced and has lots more features.

On what kind of platform and OS, QED has been developed doesn't matter,
it's ment to run on a Atari TOS compatible OS, if Heiko wouldn't have
told us that it's developed under magiCPC we never would have known. It's
not really important IMO.

>>Yes ofcourse you would say that....
>>What about implementing the missing features first and then come raving
>>in here about it? Also, what makes you think I would want it?
>
>Hmm, maybe mr. Andreas Kromke is working on his MagiC as a full time
>job. But MagiC would not feed his children once....

AFAIK Mr. Kromke has a daytime job, I don't know how and what he feeds
his children but if its from the revenues of MagiC, I feel very sorry for
these children... let's organise something, so that these children get at
least one decent meal a day :-)

>ARAnyM is open-source. The developers are fulltime professional
>programmers that do not have that much time to develop TOS platform. I
>personally work for a company that do open-source and perfectly know
>that people can make improvements and send patches. With MagiC it is
>not possible at all.

Yes and no...
Because MagiC is closed source and controlled by one person only its
indeed not possible to implement improvements or patches, but one can
still suggest improvements to the author. If he thinks it's a worthwhile
addition he'll implement them... Suppose, you write an improvement for
MiNT, but the maintainer(s) think it's crap and refuse to implement it?
what are your options?

Open source has advantages, but nobody ever mentions the disadvantages,
what about the people who made "improvements" which were rejected by the
group? In the worst scenario, some of them have turned their back to this
platform... another thing with open-source is that it tends to grow into
a resource & memory eating monster, all these little improvements in the
end make it impossible for someone with only a 4MB computer to keep on
using it... and there are a lot of people with that kind of setup around.
Look at what a monster Linux is right now, and it's still growing!! if no
one has the sense to say STOP... it will become even more sluggish in a
couple of years then the Windows and Mac OS put together.

>Yes, XaAES, FreeMiNT and others needs some things to be more MagiC/TOS
>compatible. But with no users there is no need to implement them. It is

>just like a circle isn't it?

Not really, the way I see it is like this:
Whenever something new is developed and released, it is being compared to what's available, which is a normal human reaction. So, Highwire simply will *have* to be better then CAB, XaAES wil need to be better then N.AES, fVDI will have to be better then NVDI etc....
When these new developed apps don't offer anything new and/or are not as good as the app they compete with then it's quite normal IMO that there won't be many people using it. The only way to break that vicious circle is to produce an app which truly is a replacement.
Let's face it: fVDI is a nice app, but I still need NVDI to print, NVDI also supports my NOVA card, and a lot of apps support the Nova card, so unless fVDI offers me the same features as NVDI, I don't consider using it. Not because it's no good but simply because the "original' is better.
So the developers of new applications are facing a hard time, I realise that it's not easy to produce something which blows the competition away, but that's exactly what needs to happen if you want to see more people using the new apps.

To stay on topic:
IMO ARAnym is an emulator, you may call it differently but in the end it's an application with which it's possible to run a TOS compatible OS on a non-TOS compatible platform. That's exactly what an emulator does. ARAnym may have a different way to achieve its goal, but the end result is not really different then with for example MagiC-PC or Gemulator. So comparing ARAnym directly with MagiCPC and /or Gemulator is humanly understandable.

>JIT will beat MagicMac.

It might beat it speedwise but that is not really an important factor anymore, on a recent PPC, MagiCMac emulates at speeds of 200X a TT, once we're talking about these kind of speeds, it's unimportant if JIT is even twice as fast. Much more important is that just like MagiCMac it's able to address the Mac hardware and use it to its full advantage. Oh, and it must be just as stable ofcourse ;-)

>Just stay tuned and possibly help.

I'll stay tuned... I always do.

Cheers from belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net

xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

292. Re: Papillon 3.04 English resource

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 13:01:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1023903808-30291AEicMi@gmx.net>
Source record: 34152

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Mon, 3 Jun 2002 21:57:08 +0200

Hi Mark,

>Anyway, it's no big deal really, I'll contact you by email and we'll
>sort this out in no time ;-)

I didn't notice that your email address was a spam blocker, so you
better get in touch with me...

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

293. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 13:01:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1023903824-33459AEicMi@gmx.net>
Source record: 34155

From: lp <gfa@basic.net>
Date: Tue, 11 Jun 2002 08:58:18 -0400

>Magicmac/pc on the other hand are limited solutions which force
>one to use a specific OS, for that reason I never really liked it.

MagiCPC can run *any* TOS version you care to throw at it. One only
has to replace the MAGIC_PC.OS file with a TOS IMG file and rename
it to MAGIC_PC.OS... I thought that this was common knowledge, but it
obviously isn't.

So there goes your argument against using a specific OS, using TOS
you loose the multitasking ability of course...

Cheers from Belgium
Dennis
--

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```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

294. Re: ST software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 13:03:47 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <7O1s6TDza0B9EwCK@atari.org.uk>
Source record: 34150

On Wed, 12 Jun 2002 at 00:39:55 a message from Steve Sweet was created
on the subject of ST software for sale.
>Don't rules against commercial sales count??.
>
>
>--
>Regards, Steve S.

Ah the words commercial, I don't think i come into that category yet.

I'm not sure if John does either with Atari stuff. I can remember a few
years ago that he was clearing out his Atari stock! Maybe that's why he
said he is sticking them on ebay in bundles of 10!!!

I wasn't aware that the group had rules, as such, I know about the
attached file rule as it isn't a binary group. Where can I find the
rules for the group?

Also, out of interest, where would a commercial person advertise to the
Atari community their wares?

I'm also curious why some people get moaned at and some dont!!! I've
seen adverts for several commercial biz over the years; eg. Barry at the
keyexchange etc... but they didnt get any stick. Notice i didnt mention
bravo sierra (cause his adverts are the same over and over....).

I'm not particularly moaning at anyone, I just want to know what to
avoid and prevent people moaning.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

295. Re: TOS copyright ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 15:00:15 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ae7nlv$7lm$1@nets3.rz.RWTH-Aachen.DE>
Source record: 34151

In article <ae6feoakd1@lust.ihug.co.nz>,
mark <mark@computercom.com.au> wrote:
>I think Milan, Ge-soft, and Hades etc, have license to use it not ownership,
>as Steve said Infogrames now own all of Atari's rights.

AFAIK, that is correct. Milan does not have the copyright (except for our
own extensions), but only a license for TOS.

cu
Michael

296. Re: ST software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 17:41:32 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023903694.4543.0@doris.uk.clara.net>
Source record: 34156

Hi Steve

> I'm also curious why some people get moaned at and some dont!!! I've
> seen adverts for several commercial biz over the years; eg. Barry at the
> keyexchange etc... but they didnt get any stick. Notice i didnt mention
> bravo sierra (cause his adverts are the same over and over....).

Where have you been. 8-)

--
Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

297. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 18:24:31 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <3D0791DF.7010103@systinet.com>
Source record: 34157

Dennis Vermeire wrote:
> From: opichals@seznam.cz (Standa Opichal)
> Date: 11 Jun 2002 02:41:04 -0700
Hi!

> Well, I don't give a damn about OS X, and I couldn't care less if there
> will be a MagiC X or not... but some people obviously do.
> Far more important is that development of the Atari MagiC continues, the
> fact that MagiC is closed source doesn't bother me at all. If tomorrow
> Andreas pulls the plug on MagiC that doesn't automatically means the end
> of the OS. It will take many years before it really will be outdated and
> superseded.
> Just like there are a lot of people still using older versions of MiNT,
> there's also quite a big bunch of MagiC users out there that haven't even
> upgraded to version 6.0, these people are using an OS that clearly has
> been superseded but obviously that doesn't bother them. As for MiNT, I
> know a couple of guys who still use MultiTOS...
> As a developer you probably assume that everyone out there is waiting
> inpatiently to get the very latest version of an application, but the

I agree with you in this...

> majority of the users seem to think differently. Pronouncing an OS dead
> is ridiculous...

It depends on the open-source opinion you have.

> as long as there are people out there using it, it is alive, even TOS is
> still alive.... ;-)

Yes, ARAnyM can drive them all. ;)

> go. Someone moving to another platform only for speed-wise reasons these
> days is talking nonsense...

Well, maybe nowadays. But in the future there will be no TOS, MagiC, but
only ARAnyM+FreeMinT. Don't count my words it is just the idea of that
the close-source will never be published when the developer moves away.

> I've got a Mac here which I use to browse on
> Internet, burn CD's at high speed, and to use applications which are not
> available on this platform.

Yes, this is what the _real_ atari only user would never do. He would
like just to have his TOS compatible and have the applications for this
all under TOS. But these times are gone it seems to me... :(

> That kind of speed is only usefull for certain apps, I'm typing this post
> on a TT right now, if I would do it on the Mac... it would take exactly
> the same amount of time, the speed of typing is something which (so far)
> a processor has no control over ;-)

Maybe you, but many others do not have/or like Mac, Windows, but only
TOS, MagiC or FreeMiNT. They don't want to see any other OS on their
computer. This is the intention of ARAnyM in the future.

The thing I'm trying to say is that it is important to choose the TOS
compatible platform that has it future as free. And make it as much
compatible to TOS and also MagiC as possible.

> Well like usual I'm the odd one out.... I don't like QED, I prefer Luna
> which IMO is far more advanced and has lots more features.

Yes. I really like Luna too. But as long it takes ages for it to start I
prefer to use QED as an editor. Moreover it is open-source and I can
implement what I need. Maybe Luna will be open-source too sometime in
the future... The other thing is that it is in GFA. Which is not very
comfortable IMO to develop in.... I had an idea to write the GFA
compatible language sometime ago, but it went away as the sparetime is
shorter....

> told us that it's developed under magiCPC we never would have known. It's
> not really important IMO.

Sure. This was just an example that using an emulator is also good for
the platform...

> AFAIK Mr. Kromke has a daytime job, I don't know how and what he feeds
> his children but if its from the revenues of MagiC, I feel very sorry for
> these children...

I would feel the same.

> let's organise something, so that these children get at least one decent
> meal a day :-)

Well, I thought you've paid for you MagiC copy. ;) I would rather pay
for open-source MagiC... this is not a reality so I'll try to improve
FreeMiNT.

> Yes and no...
> Because MagiC is closed source and controlled by one person only its
> indeed not possible to implement improvements or patches, but one can
> still suggest improvements to the author. If he thinks it's a worthwhile
> addition he'll implement them... Suppose, you write an improvement for
> MiNT, but the maintainer(s) think it's crap and refuse to implement it?
> what are your options?

The same as using MagiC and trying to do the same. Actuall there are
more bacause you can use your own version and spread it over people who
like it.

> Open source has advantages, but nobody ever mentions the disadvantages,
> what about the people who made "improvements" which were rejected by the
> group? In the worst scenario, some of them have turned their back to this
> platform... another thing with open-source is that it tends to grow into
> a resource & memory eating monster, all these little improvements in the
> end make it impossible for someone with only a 4MB computer to keep on
> using it... and there are a lot of people with that kind of setup around.
> Look at what a monster Linux is right now, and it's still growing!! if no
> one has the sense to say STOP... it will become even more sluggish in a
> couple of years then the Windows and Mac OS put together.

This is just complete rubbish.... Yes, the rejections might happen. But
if there are these rejections also in MagiC then you would be stucked
the same way. And the rejections are there. You'll send an improvement
and the other person would say it his idea and would get paid for that.
I don't like closed-source commercial software for this. I don't want to
judge Andreas here. These are just an examples.

> Not really, the way I see it is like this:
> Whenever something new is developed and released, it is being compared to
> what's available, which is a normal human reaction. So, Highwire simply
> will *have* to be better then CAB, XaAES wil need to be better then N.AES,
> fVDI will have to be better then NVDI etc....

Yes, this is true, but only for the platforms where the app does work
properly and gives you more possibilities than the other more widespread
one.

> When these new developed apps don't offer anything new and/or are not as
> good as the app they compete with then it's quite normal IMO that there
> won't be many people using it. The only way to break that vicious circle
> is to produce an app which truly is a replacement.

Not really. As I've said you have to do this only for apps that really
supports all you need. But e.g. in the NVDI case there will be no more
drivers AFAIK except a possible MagiCMacX ones. No native ARAnyM drivers
etc. Why? Just because of the lack of time and no money effect IMO. :(
I know I can write the NVDI driver for it. But I did not jsut because I
want to have free platform a I already have it. No copyrights, jsut
(L)GPL. Many users just don't care, but I do because I work as a
programmer and I really know the price for the sotfware.

> Let's face it: fVDI is a nice app, but I still need NVDI to print

Just not implemented yet. Yes, if you'll be interested you can design
and programm a print driver for sure.

> NVDI also supports my NOVA card, and a lot of apps support the Nova card,

Yes, this is a matter of the drivers. If you use the real hardware
you'll need the drivers. For ARAnyM there is only one which is quite
functional at the moment.

> so unless fVDI offers me the same features as NVDI, I don't consider using
> it.

Understood. With ARAnyM you would not have any other chance simple
because of me. ;) I don't want to bother to support a death NVDI. But
nothing is going to stop you if you implement a native ARAnyM NVDI
driver. Behne brothers gave quite a good feedback about how to do it,
but I just don't want to. It would be happily accepted to the CVS if it
works.

> Not because it's no good but simply because the "original' is better.
> So the developers of new applications are facing a hard time, I realise
> that it's not easy to produce something which blows the competition away,
> but that's exactly what needs to happen if you want to see more people
> using the new apps.

Yes.

> To stay on topic:
> IMO ARAnym is an emulator, you may call it differently but in the end it's
> an application with which it's possible to run a TOS compatible OS on a
> non-TOS compatible platform. That's exactly what an emulator does. ARAnym
> may have a different way to achieve its goal, but the end result is not
> really different then with for example MagiC-PC or Gemulator. So comparing
> ARAnym directly with MagiCPC and /or Gemulator is humanly understandable.

Yes, sure. In fact it is emulator. But it is considered to run as a
fullfeatured OS that really boots just like your Windows or whatever do
you use. You may have only ARAnyM on you PC and this is the intention to
provide TOS compatible HW for the rest of the comunity instead of
creating new hardware and writing new drivers for it again and again.

>>JIT will beat MagicMac.
>
> It might beat it speedwise but that is not really an important factor
> anymore, on a recent PPC, MagiCMac emulates at speeds of 200X a TT, once
> we're talking about these kind of speeds, it's unimportant if JIT is
> even twice as fast.

Someone did complaing about the speed. And if noone then I would always ;)

> Much more important is that just like MagiCMac it's able to
> address the Mac hardware and use it to its full advantage.

Yes, the ARAnyM's uderlying host OS does provide this quite well and so
it is only a matter of the TOS/MagiC/MiNT drivers to propagate this further.

> Oh, and it must be just as stable ofcourse ;-)

Sure. ARAnyM is still in an early stage, but for sure more stable than
MagiC on my Falcon I had. Maybe MagiCMac is different, but I don't care.
Now I have more compatible, faster and FreeMiNT capable machine here
which is the thing I always wanted.

>>Just stay tuned and possibly help.
>
> I'll stay tuned... I always do.

I would like to encouriage developers to think about the future of TOS compatible apps and join us with the open-source platform creation. We have only 5 or 6 joined this thread which is really not very much having in mind the names of active developers...

best regards

STan

298. Re: ST software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 18:43:58 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d07756cc10f04@tripnet.se>
Source record: 34158

On Wed 12-06-2002 14:03 (+0100) Steve Stupple wrote:

>On Wed, 12 Jun 2002 at 00:39:55 a message from Steve Sweet was created
>on the subject of ST software for sale.
>>Don't rules against commercial sales count??.

>I wasn't aware that the group had rules, as such, I know about the
>attached file rule as it isn't a binary group. Where can I find the
>rules for the group?

AfaIk there are now formal rules for this particular group at all. At
least there is no published charter that I am aware of. I guess it has
been there too long.

Anyone?
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

299. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 18:43:59 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d07756cc10f05@tripnet.se>
Source record: 34159

On Tue 11-06-2002 21:04 (+1200) dickdaz wrote:

>Hi there,
>
>I'm looking at putting a large pile of MP3's onto
>my Falcon, but need to find a way to do this. They
>will be created on a Win98 PC, but I cannot network
>to this machine (or fit the files on floppies).

Either serial or parallel "direct" transfer would do. the simpliest solution is to get a nullmodem cable and connect it to the Falcon and pc. Then start a terminal program with Zmodem capabilities on both pc and Falcon. The now free Connect on the Atari side is perfect for this.

I have only used the built in terminal on my Win-95 setup and it is only capable of sending one file and no complete folders etc. so on the the pc you will perhaps need a more functional tool.

This will take a long time to transfer the files but as long as you are not in a hurry, who cares...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

300. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 19:02:52 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <ae865e$2eit$1@news.vol.cz>
Source record: 34161

```
> IMO ARAnym is an emulator, you may call it differently but in the end it's
> an application with which it's possible to run a TOS compatible OS on a
> non-TOS compatible platform.
```

Oh god... Please, what do you mean by an "TOS compatible platform" ? Is it a machine which can run unmodified ST TOS ? Sure not. Falcon, TT or Milan can't run ST TOS, but they are sure the TOS (compatible) machines.

```
So the right definitions are:

TOS compatible OS = an OS which can run *umodified* TOS applications.
TOS compatible platform = a whatever machine + TOS compatible OS
```

The MAC is a good example. Nowday MAC has nothing to do with any old 68k machines. It's a completely different (uncompatible !) hardware with completely different (uncompatible !) CPU. However, it's still a MAC and you can run umodified applications from the old MAC on it, because there is a backward compatibility in OS API and built-in 68k emulation. But it doesn't mean taht it's an emulator. Got it ?

```
> That's exactly what an emulator does.
```

No, it doesn't. An emulator emulates a hardware, not an OS API. Another good example: There are Linuxes for almost any existing machine. there are Linux for PC, Linux for MAC, Linux for Amiga, Linux for Atari, Linux for PDA or Linux for Playstation2, etc. Linux was originally developed for and on x86 based PC, though. Does it mean that the x86/PC Linux is only the true one and all others are only a Linux emulators ? No ! They are Linuxes as well. Also the TOS OS is still the true one if it runs on ST, TT, Falcon, Milan, xTOS, RISC workstation, x86 PC or some kind of newly developed PPC machine.

```
Ctirad
```

301. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 19:20:45 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnagf7dc.r1o.atari@core.preferuje.luzik.pl>
Source record: 34160

> Yes and no...
> Because MagiC is closed source and controlled by one person only its
> indeed not possible to implement improvements or patches, but one can
> still suggest improvements to the author. If he thinks it's a worthwhile
> addition he'll implement them... Suppose, you write an improvement for
> MiNT, but the maintainer(s) think it's crap and refuse to implement it?
> what are your options?
>
> Open source has advantages, but nobody ever mentions the disadvantages,
> what about the people who made "improvements" which were rejected by the
> group? In the worst scenario, some of them have turned their back to this
> platform... another thing with open-source is that it tends to grow into
> a resource & memory eating monster, all these little improvements in the
> end make it impossible for someone with only a 4MB computer to keep on
> using it... and there are a lot of people with that kind of setup around.
> Look at what a monster Linux is right now, and it's still growing!! if no
> one has the sense to say STOP... it will become even more sluggish in a
> couple of years then the Windows and Mac OS put together.

Then you start your own source-tree and users decide which program to use -
an "original" one, or yours.

Or you can just maintain it as a patch.

Adam Klobukowski
atari@gabo.pl

302. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 20:07:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200206122207.a58830@su2.maus.de>
Source record: 34103

Hi JI,

JL>I had the demo version (i.e. no dongle) for years and only bought the
JL>complete package (secondhand) a couple of years ago.
a demo used a dongle being present is a full version.

A SYNTEX demo was published by the former Atari monthly /TOS/. That
demo performed exactly as my full version on my 1040.

JL>I wasn't aware that the facility for editing the fonts existed.
That had been advertised by the German distributor and I bought it for
about 130 DM (~60 $ US), I think.

Und TTschï¿½
ps

303. cookie jar ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 21:59:36 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <avPN8.2438$LCYk.90505339@news2.randori.com>
Source record: 34162

Hi all,

One thing which I still dont get is what the Atari cookie jar is all about ?? Only thing I know is that it wasn't used until latter versions of TOS, I think.

Thanks,
Chris

304. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-12 22:10:28 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <ae8gl3qdj1@news6.svr.pol.co.uk>
Source record: 34163

Why can't you network ? The interface at hardware.atari.org seems to work
well.
If that does not cut it try parcp http://joy.sophics.cz/parcp/ which is what
I used to use before I got my Etheret. Nice interface for copying. I hacked
a
printer cable for the lead.

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3d07756cc10f05@tripnet.se...
> On Tue 11-06-2002 21:04 (+1200) dickdaz wrote:
>
> >Hi there,
> >
> >I'm looking at putting a large pile of MP3's onto
> >my Falcon, but need to find a way to do this. They
> >will be created on a Win98 PC, but I cannot network
> >to this machine (or fit the files on floppies).
>
> Either serial or parallel "direct" transfer would do. the simpliest
> solution is to get a nullmodem cable and connect it to the Falcon and pc.
> Then start a terminal program with Zmodem capabilities on both pc and
> Falcon. The now free Connect on the Atari side is perfect for this.
>
> I have only used the built in terminal on my Win-95 setup and it is only
> capable of sending one file and no complete folders etc. so on the the pc
> you will perhaps need a more functional tool.
>
> This will take a long time to transfer the files but as long as you are
> not in a hurry, who cares...
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

305. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 03:17:39 UTC
From: dlormand@aztec.asu.edu
Message-ID: <ae92sjhoc1@news.asu.edu>
Source record: 34164

>I understand that someone can hate Windoze, Linux or DOS. But to hate PC as
>a hardware ? Strange.

"Hate" is perhaps too strong a word. "Prefer an alternative to the Intel architecture" would be better. To my mind (admittedly shaped in the processor wars of the '80s), a unique CPU is part of the charm of having a non-mainstream computer. I am glad to see PowerPC still surviving on the desktop with Apple. I am glad to see Sparc and MIPS still surviving (somewhat). It will be a sad day when all the alternatives die out and the world is entirely a single architecture - even with different flavors of OS. Hence my interest in the development (on however small of a scale) of unique TOS clones.
--

306. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 08:48:18 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <ae9ncd$18um$1@news.comnet.co.nz>
Source record: 34167
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

"Bravo Sierra Computers" <atari@aracnet.com> om...
> Andreas Magenheimer wrote:
> > Hmm,
> > "Bravo Sierra`s Death..." does not sound very good in my eyes...
Someone
> > might think that he has died. -Andreas.
>
> Hello Andreas,
>
> Don't worry, I'm not dead yet. There is a saying, I don't remember
how it
> goes but It says something like their is nothing surer than Death &
Taxes.
> In my case, I added Moving, because no matter how hard I tried to
stay
> with my old Internet Service Provider, it wouldn't work. This after
I
> spent over 360 Dollars over 2 Months Calling a Long Distance number
that
> was still compatible with my Atari. Over that 2 Months I was trying
to Get
> Cab and get it set up so I could still use my old ISP. I was about
to get
> CAB up and working so I could call Pacifier locally again, but then
> Pacifier finally told me about a Protocol that My Atari and CAB
doesn't
> support. In other words, I wasted 360 Dollars and 2 Month's when
what I
> should of done is move to another Internet Service Provider. In
other
> words, nothing's surer than Death, Taxes and Moving sale. By the
way,
> Andreas. I haven't heard from you in a while. I hope everythings
going
> well.

Perhaps it would have been better to title the thread

Bravo Sierra's "Death, Taxes & Moving" Sale!

That would have avoided the (unintentional) misinterpretation

--

Quote for the month

"I sure hope I shot the right one of me"
(Maxwell Smart, "Get Smart", 1967)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

307. Re: I'm back (with a question)

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 08:52:44 UTC
From: Adrian Haigh-Hutchinson <kadu.flyer@zetnet.co.uk>
Message-ID: <20020613095244468577@zetnet.co.uk>
Source record: 34165

The message <926a9946.0206101546.196943e4@posting.google.com>
from ekaljuma@mtsac.edu (Galen) contains these words:

> k@uia.net (Eric Kaljumagi) wrote in message
> news:<ug1vhh3ojnm368@corp.supernews.com>...
> > After being off of the newsgroup due to the closure of Deja.com, I've
> > finally decided to try Newsie (hope it works...I think I did something
> > wrong a few minutes ago, so I'm trying again.)
> Well, I was VERY surprised to see this post, seeing as how I wrote it
> in 1999! What I think happened is that I wrote it and attempted to
> post it with Newsie and then didn't use Newsie again until now. It
> must have been sitting in the message buffer all this time!

Well - just shows how Atari software is persistent - if that had been on
a P**C** then it would have lost it on the way to the sent mail folder
:)))

Adrian tssf

--
==========
Technical Support, BlackFlag Associates
Tertiary, Society of St. Francis, Church of England.
Grandfather & Civil Servant

308. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 10:02:49 UTC
From: dickdaz <dickdaz@xtra.co.nz>
Message-ID: <q4_N8.3101$iR2.344877@news.xtra.co.nz>
Source record: 34166

Hi there,

"Uwe Seimet" <us@seimet.de> wrote in message
news:3D06EB42.4040907@seimet.de...
> dickdaz wrote:
>
> > Is it possible (and safe) to grab the PC's hard disk
> > (IDE unit) and plug it onto my Falcons IDE controller
> > as a slave unit? If I could do that I could simply copy
> > the MP'3s directly onto the Ataris existing IDE drive or
> > SCSI drive (saving massive amounts of time!)
>
> This is basically possible, but your version of HDDRIVER is most likely
> too old for that. (It's so old that I don't know anymore whether it's
> sufficient.) If the PC's drive has partitions larger than 32 MByte you
> need MagiC or MiNT in order to access them. Plain TOS cannot access
> large PC compatible partitions.

Thanks Uwe. The PC has a 4GB Quantum with FAT32 and 1 partition, so
I might be better off trying other means. After all its NOT my PC so
if I nuke the disk I'm in TROUBLE! ;)

I just wanted some music in my room (CD-ROM drive is dead), so thought
MP3 would be a interesting option! I cannot find any SCSI CD-ROM's for
sale here anymore (I have found a copy of CD-Tool, but an IDE CD-ROM
I tried didn't work).

Thanks again,

Chris Wilkinson, Middle Earth, New Zealand.
ATARI and (soon to be) SGI owner.

309. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 10:12:38 UTC
From: dickdaz <dickdaz@xtra.co.nz>
Message-ID: <Cd_N8.3105$iR2.345349@news.xtra.co.nz>
Source record: 34168

Hi there,

"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:ae8gl3qdj1@news6.svr.pol.co.uk...
> Why can't you network

It would be a veeeerrrry long cable..... ;^)

My Atari is now a hobby machine, and I'm not keen on spending ANY
money on it anymore, so buying stuff even to build a cable is not
an option...oh and I'd need to buy a soldering iron as well (dammit!)

When I get my SGI (r5000 O2 with 20" monitor and AV card) all my problems
will be solved, but until then my Falcon will have to do (sigh!) ;^)

Kind regards,

Chris Wilkinson, Middle Earth, New Zealand.
ATARI and (soon to be) SGI owner.

310. Re: ST software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 11:40:12 UTC
From: <>
Message-ID: <1024039908-101873AEicMi@ntlworld.com>
Source record: 34186

From: Steve Stupple <Steve@steverosie.demon.co.uk>
Date: Wed, 12 Jun 2002 14:03:47 +0100

>I'm also curious why some people get moaned at and some dont!!! I've
>seen adverts for several commercial biz over the years; eg. Barry at the
>keyexchange etc... but they didnt get any stick. Notice i didnt mention

We've already had a round or two actually Steve, just take a look on
Google's archives if you want the gory details.

I don't have a problem at all with any of the ads myself.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

311. Re: Trampa Radovan ??

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 14:11:02 UTC
From: donw@intergate.com
Message-ID: <aea95l$20d0$1@trip.net>
Source record: 34169

On 28 May 2002 15:02:24 , Diedrich Dirks wrote:
>Don wolfe:
>
>> Does anyone know the E-Mail address of "Trampa Radovan" ??
>
>Google: <trampa@sezampro.yu>
>
>Tsch&#65533;s,
> Diedrich

Thanks, Diedrich, that is the right address and Trampa responded :)

Later, Donner......

312. FS Magic/NVDI

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 14:34:49 UTC
From: mathman242000@yahoo.com
Message-ID: <59f561e5.0206130634.7715f40c@posting.google.com>
Source record: 34170

```
For sale

NVDI 4 (disks and manual) 12ukp
MagiC 5 (disks and manual) 15ukp
MagiC 6 (disks and manual) 19ukp

mathmanORANGE24200@yahoo.com
(remove the fruit)
```

313. SL2002 R3 some redraw problems under MagiC Mac

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 15:13:14 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3D08B68A.3020406@wanadoo.be>
Source record: 34171

I just want to know if some people here have the same problem I have to share this to Ulf Dunkel.
I'm the happy owner of SL and made a lot of updates without having solved a strange minor problem.

When I load a new set of color (CFT file) the file is perfectly loaded, but at this time I always have the color dialog box which refuses to redraw completely ..... so it becomes complicated to quit this box to continue to work. I have to guess where the "OK" button stays ..... only the "Load" button is left and also the little color display window inside the dialog box ....

I only succeeded to avoid this problem with the german demo of SL2000 Light !!!!

Ulf is trying to find out from where the problem comes. He asked me to take snapshots of this ....
And this leads to the second problem I met :)
I have installed JML-Snap which don't work for me because he crashes MagiC Mac and even Mac OS .....
When I reboot and go back to MagiC I succeed to open some snaps in the root directory but they are unusable; some are completely black and some have horizontal strips of colors .....

If you have any experience about this problem I would be happy to receive your feedback.
Thanks in advance.

Yours Jo

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

314. Re: SL2002 R3 some redraw problems under MagiC Mac

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 15:34:49 UTC
From: tos4ever@pandora.be
Message-ID: <1fdq8lk.vqnb7i10snzg8N%tos4ever@pandora.be>
Source record: 34172

Jo Vandeweghe <dipching@wanadoo.be> wrote:

>
> When I load a new set of color (CFT file) the file is perfectly loaded,
> but at this time I always have the color dialog box which refuses to
> redraw completely ..... so it becomes complicated to quit this box to
> continue to work. I have to guess where the "OK" button stays ....
> only the "Load" button is left and also the little color display window
> inside the dialog box ....

> Ulf is trying to find out from where the problem comes. He asked me to
> take snapshots of this ....
> And this leads to the second problem I met :)
> I have installed JML-Snap which don't work for me because he crashes
> MagiC Mac and even Mac OS .....

I should say, use MiNT and you won't have any troubles.:-)
Calamus SL2002-R3 works just great here on my Hades running
FreeMiNT/N_AES.

> When I reboot and go back to MagiC I succeed to open some snaps in the
> root directory but they are unusable; some are completely black and some
> have horizontal strips of colors .....
>
Do you save the snap in (X)IMG format? Don't do that. Use IFF instead.
This is the best solution.

CU,
Martin

315. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 16:30:44 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0206130830.4197345e@posting.google.com>
Source record: 34173

"dickdaz" <dickdaz@xtra.co.nz> wrote in message
news:<Cd_N8.3105$iR2.345349@news.xtra.co.nz>...
> Hi there,
>
> "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
> news:ae8gl3qdj1@news6.svr.pol.co.uk...
> > Why can't you network
>
> It would be a veeeerrrry long cable..... ;^)
>
> My Atari is now a hobby machine, and I'm not keen on spending ANY
> money on it anymore, so buying stuff even to build a cable is not
> an option...oh and I'd need to buy a soldering iron as well (dammit!)
>
> When I get my SGI (r5000 O2 with 20" monitor and AV card) all my problems
> will be solved, but until then my Falcon will have to do (sigh!) ;^)
>
> Kind regards,
>
> Chris Wilkinson, Middle Earth, New Zealand.
> ATARI and (soon to be) SGI owner.

An Atari owner without a soldering iron? That's like a Jedi without a
light saber.....
Any phone jacks in the house? Option 937, dial up to the pc where ever
it's at and and zmodem the files you want (unless it's a long distance
call). Surely you have a modem laying around for the old bird.

Sorry to hear about the SGI.....:)

Mike

316. Re: TOS copyright ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 16:47:52 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0206130847.4311a291@posting.google.com>
Source record: 34174

michaels@ccac.rwth-aachen.de (Michael Schwingen) wrote in message
news:<ae7nlv$7lm$1@nets3.rz.RWTH-Aachen.DE>...
> In article <ae6feoakd1@lust.ihug.co.nz>,
> mark <mark@computercom.com.au> wrote:
> >I think Milan, Ge-soft, and Hades etc, have license to use it not ownership,
> >as Steve said Infogrames now own all of Atari's rights.
>
> AFAIK, that is correct. Milan does not have the copyright (except for our
> own extensions), but only a license for TOS.
>
> cu
> Michael

Steve Cohen (Wizztronics) once told me that he and Brad (Best
Electronics) obtained the source code for TOS 4.04 during the closure
of the Sunnyvale Atari offices. He also stated that they now own the
rights to TOS 4.04. This was direct from Steve, but who knows. I've
never seen proof of ownership, claimed or unclaimed from any recent
acquisition of the Atari name. Most silently ignore the fact that
Atari actually produced computers.
Before some begin to fire bullets at Wizztronics rep, for many years
they reliably supported the Atari market with fantastic products. The
cannon shot will likely come from those who want to know what happened
to the Barracuda 040 project. There are working prototypes of the card
in existence. I personally saw one at the Sacramento Atari show in the
back of Steve's rental car..Maybe not powered up, but real hardware
nonetheless. It was a money loosing project.
Steve is a business guy all the way through. Hell of a nice guy to of
had working in the Atari market. However, everyone has to eat. I don't
think that he would be receptive to "freely releasing" what ever it is
he has, so that point is null. What does he have planned for it? Who
knows. He will only talk if you have the cash.
My 2 cents
Mike

317. Re: World record ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 16:49:09 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0206130849.4c850614@posting.google.com>
Source record: 34175

anti.spam@nullepart.gouv (M?gamodeste) wrote in message
news:<3d06ed11$0$10483$626a54ce@news.free.fr>...
> ï¿½Hopefully any programmers are working without needing advise. 8-\
> ï¿½> Sad world record : comp.sys.atari.programmer -> 3 message in two weeks)-:
>
> If no reply at my question on that undergroung ng I will end by asking my
> question here (-;

Well... watch once more and you will get the answer... by a French guy even!

We French break world records only during football world cups! ;-P

318. Coding for a Portfolio ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 17:06:51 UTC
From: St&#65533;phane Perez <Stephane.Perez@imag.fr>
Message-ID: <Xns922CC2761EE94StephanePerezimagfr@213.228.0.138>
Source record: 34176

```
Hello

I'm looking for a C compiler in order to make
my own programs for the Portfolio.
A free compiler if possible ;-)

Thanks for your help.
```

319. Find it...

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 18:19:46 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1024003904-729585AEicMi@xs4all.nl>
Source record: 34179

Just received the key for Eric Reboux' Find It program. Although the demoversion is already impressive and very well designed the use of a kay enhances a few other capacities of the program you don't want to miss. Just go to his site and try the demo or even pay the fee. The program deserves it!

It has the looks of how a program should look in our days.

I really recommend it and would like to ask you all to support the guy.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

320. Re: FS Magic/NVDI

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 18:42:59 UTC
From: Mark Phillips <moongravySPAM@TRAPntlworld.com>
Message-ID: <JI5O8.5403$GP6.145815@newsfep1-win.server.ntli.net>
Source record: 34177

"mathman" <mathman242000@yahoo.com> wrote in message
news:59f561e5.0206130634.7715f40c@posting.google.com...
> For sale
>
> NVDI 4 (disks and manual) 12ukp
> MagiC 5 (disks and manual) 15ukp
> MagiC 6 (disks and manual) 19ukp
>
> mathmanORANGE24200@yahoo.com
> (remove the fruit)

I'm interested in magic 6. Mail to above bounces.

Mark

321. Re: FS Magic/NVDI

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 19:48:16 UTC
From: mathman242000@yahoo.com
Message-ID: <59f561e5.0206131148.2d3c0921@posting.google.com>
Source record: 34178

Sorry that should be

mathman2420000RANGE@yahoo.com
(remove the fruit)

322. Re: How do I transfer files from my PC to my Atari STE?

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 22:34:27 UTC
From: Doc <doc@floppy.com>
Message-ID: <slrnagi7fl.ifo.doc@george.home.org>
Source record: 34180

On Wed, 12 Jun 2002 11:13:28 +0100, Dave Wade
<dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:
> You can sometime use an HD disk if you cover the extra hole
> that tells the drive its HD. And if you have an STE disks formatted
> in that, using the normal desktop formatter to 80 tracks should read find on
> a Windows PC.

This should be strictly a "get-by" measure. The physical magnetic
media differs between HD and DD floppies. I've used HD disks with the
hole taped over, and they'll usually last one write and a couple of
reads.
There are several places on the net that sell new & used DSDD and SSDD
floppies.

Doc

323. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 22:57:20 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206131754440.10047-100000@coazter.myip.org>
Source record: 34181

On Wed, 12 Jun 2002, Ctirad Fertr wrote:
>
> The MAC is a good example. Nowday MAC has nothing to do with any old 68k
> machines. It's a completely different (uncompatible !) hardware with
> completely different (uncompatible !) CPU. However, it's still a MAC and you
> can run umodified applications from the old MAC on it, because there is a
> backward compatibility in OS API and built-in 68k emulation. But it doesn't
> mean taht it's an emulator. Got it ?

correct until then.

>
> > That's exactly what an emulator does.
>
> No, it doesn't. An emulator emulates a hardware, not an OS API. Another good
> example: There are Linuxes for almost any existing machine. there are Linux
> for PC, Linux for MAC, Linux for Amiga, Linux for Atari, Linux for PDA or
> Linux for Playstation2, etc. Linux was originally developed for and on x86
> based PC, though. Does it mean that the x86/PC Linux is only the true one
> and all others are only a Linux emulators ? No ! They are Linuxes
> as well. Also the TOS OS is still the true one if it runs on ST, TT, Falcon,
> Milan, xTOS, RISC workstation, x86 PC or some kind of newly developed PPC
> machine.
>

yeah but here you are contradicting yourself.
Linux i86 can not run binaries from Linux Sparc, Linux MIPS, Linux Atari.
So, your point is not valid here.

324. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-13 23:12:49 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206131802480.10047-100000@coazter.myip.org>
Source record: 34182

On Wed, 12 Jun 2002, Dennis Vermeire wrote:

> Open source has advantages, but nobody ever mentions the disadvantages,
> what about the people who made "improvements" which were rejected by the
> group? In the worst scenario, some of them have turned their back to this
Those would become part of contributions, patches if they don't make it
into the main tree.
What's the deal? I thought it was common knowledge.

> platform... another thing with open-source is that it tends to grow into
> a resource & memory eating monster, all these little improvements in the
> end make it impossible for someone with only a 4MB computer to keep on
> using it... and there are a lot of people with that kind of setup around.
> Look at what a monster Linux is right now, and it's still growing!! if no
> one has the sense to say STOP... it will become even more sluggish in a
> couple of years then the Windows and Mac OS put together.

ok, here I think you go a little far.
Linux is certainly not big, 8 meg is far from microsoft or Mac
requirements.

PS: do not confuse Linux kernel and the packages/services that it comes
with. Nothing to do with the OS itself.

325. Re: Imagecopy, Cyrel Sunrise, and green ski

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 00:01:33 UTC
From: sidcelery@cix.co.uk
Message-ID: <aebbos$g5c$1@thorium.cix.co.uk>
Source record: 34183

On 18 Apr 2002 01:39:56 , John Perez wrote:
> I was testing a Cyrel Sunrise video card in 32-bit color mode, and
> whenever I load am image, the palette is skewed in on direction or
> the other depending upon the settings in Imagecopy. Generally, skin
> tones turn to green, or blue. I cannot seem to determine the
> correct settings to allow normal colors.
>
> Perhaps Imagecopy doesn't work in 32-bit color, or NVDI needs some
> setting that I am unaware of?

Sorry I'm a bit late on this B^)

What version of Imagecopy are you using? It might be the 4.1CD version
that has options in OPTIONS\SCREEN\DISPLAY\VIDEO for various grahics
cards. Trial and error with the options here should sort you out.

rgds
Harry

326. The Atari-MIDI archives!

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 01:19:11 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0206131719.648804fa@posting.google.com>
Source record: 34184

Hi All:

I would just like to bring to your attention for those that do not know of a great resource we have:

The Atari-MIDI Archives!

http://groups.yahoo.com/group/atari-midi-archives/files/

The 2o+Megs are just about up,but I was amazed at all the great apps that members have been collecting there. Worth checking out!

We have a Sound Section which deals with Sounds and sysex utilities for specific synths. Most are grouped according to manufactuer.

We also have APPS, which also have a folder for sequencers and algo-comp apps. Nice stuff in there.

We also have a utility folder which has general stuff for Atari computers: Mouse acc's and serial mouse drivers, disc utilities and more.

Please make use of this resource! you never know what you might find!

TimC

327. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 04:22:44 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D096F94.4080409@seimet.de>
Source record: 34185

dickdaz wrote:

> Thanks Uwe. The PC has a 4GB Quantum with FAT32 and 1 partition, so
> I might be better off trying other means. After all its NOT my PC so
> if I nuke the disk I'm in TROUBLE! ;)

With MagiC or MiNT you can access FAT32 partitions of any size.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

328. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 08:48:41 UTC
From: dickdaz <dickdaz@xtra.co.nz>
Message-ID: <U4iO8.3511$iR2.371287@news.xtra.co.nz>
Source record: 34187

Hi there,

"rustynutt" <rustynutt@hotmail.com> wrote
> > When I get my SGI (r5000 O2 with 20" monitor and AV card) all my
problems
> > will be solved, but until then my Falcon will have to do (sigh!) ;^)
> >
> > Kind regards,
> >
> > Chris Wilkinson, Middle Earth, New Zealand.
> > ATARI and (soon to be) SGI owner.
>
>
> An Atari owner without a soldering iron? That's like a Jedi without a
> light saber........
> Any phone jacks in the house? Option 937, dial up to the pc where ever
> it's at and and zmodem the files you want (unless it's a long distance
> call). Surely you have a modem laying around for the old bird.
>
> Sorry to hear about the SGI.......:)

I have got a soldering iron, just a broken one! :(

The PC and Atari are in the same house, just at opposite ends. A cable
would be a nuisance to others living here, and too slow for my liking.

Whadya mean sorry about the SGI?! It'll be the best thing I've ever
done. I can run STonX on it if that would please you but I'm sure
the SGI apps will keep me happy enough for a while! :)

Kind regards,

Chris Wilkinson, Middle Earth, New Zealand.
ATARI and (soon to be) SGI owner.

329. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 12:01:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1024056756-46479AEicMi@gmx.net>
Source record: 34188

From: Stanislav Opichal <stop@systinet.com>
Date: Wed, 12 Jun 2002 20:24:31 +0200

Hi Standa,

>> Well like usual I'm the odd one out.... I don't like QED, I prefer Luna
>> which IMO is far more advanced and has lots more features.
>
>Yes. I really like Luna too. But as long it takes ages for it to start I
>prefer to use QED as an editor.

Download a recent version... from http://www.rgfsoft.com .
Luna 2.xx starts up lightning fast, and it's a lot faster in loading files
as well, i.e: a 2MB file will be loaded & displayed at least twice as fast
as what QED can manage.
If you have lots of memory try loading a 50Mb file into QED and see for
yourself what happens, then load the same thing into Luna...

>Moreover it is open-source and I can implement what I need.

Well, then you better start implementing right away... there is an awfull
lot to implement in QED before it will even remotely come close to Luna.
And the gap is getting wider all the time, Richard Gordon Faika is a very
productive guy ;-)

>Maybe Luna will be open-source too sometime in the future...

Ever since this thread started you've dismissed almost anything mentioned
here on the basis that it's not open source...
It's not open-source software that made Atari great, and it's not open-
source that kept this platform going until this very day. Furthermore IMO
the future of this platform will come from closed-source, like it always
did, it's the quality of the software which will make the difference, so
far (except for MiNT) I haven't seen anything come from the open-source
corner that should make me change my mind.

Despite the fact that something is free and developed by a multitude of
dedicated people, doesn't affect me, the end-user. Like most people I'll
go for the best, if that means closed-source and having to pay for it, so
be it... I'm almost 100% certain that you don't understand this kind of
behaviour... but take my word for it, I'm not the odd one out regarding
this, most users feel and act the same way.

>The other thing is that it is in GFA. Which is not very comfortable IMO to
>develop in....

Here's the developer talking again.... me as the end-user don't really care
in what language the app is written, it works for me, so I couldn't care
less in what programming language it's created.

>> Suppose, you write an improvement for MiNT, but the maintainer(s) think
>>it's crap and refuse to implement it? what are your options?
>
>The same as using MagiC and trying to do the same. Actuall there are
>more bacause you can use your own version and spread it over people who
>like it.

But that's the last thing we need!!
If this would happen then it means that we'll be flooded with different
versions of the OS, which at a certain level are incompatible...

>This is just complete rubbish.... Yes, the rejections might happen. But
>if there are these rejections also in MagiC then you would be stucked
>the same way. And the rejections are there. You'll send an improvement
>and the other person would say it his idea and would get paid for that.
>I don't like closed-source commercial software for this. I don't want to
>judge Andreas here. These are just an examples.

Hm... let's assume I would have a brilliant idea and suggest it to Andreas,
he likes it and implements it... why do you assume that I need to be payed
for it? he's the one coding it, my reward would be that MagiC would have
one more feature added to the long features list, and its a feature which I
could use to my advantage, that's good enough as a reward...

>Not really. As I've said you have to do this only for apps that really
>supports all you need. But e.g. in the NVDI case there will be no more
>drivers AFAIK except a possible MagiCMacX ones. No native ARAnyM drivers
>etc. Why? Just because of the lack of time and no money effect IMO. :(

Why would the brothers Behne support ARAnym? from what I've been reading in
this thread so far, I had the impression that under ARAnym everything runs,
and now your telling me that NVDI needs native drivers?

>I know I can write the NVDI driver for it. But I did not jsut because I
>want to have free platform a I already have it. No copyrights, jsut
>(L)GPL. Many users just don't care, but I do because I work as a
>programmer and I really know the price for the sotfware.

Besides this being a very extremistic view you should realise that with
this attitude your hopes of everyone using ARANym, emuTOS etc...someday,
are practically reduced to zero...

>> Let's face it: fVDI is a nice app, but I still need NVDI to print
>
>Just not implemented yet.

Well Standa, as long as this isn't implemented I don't even consider giving
fVDI a second look. I'm not prepared to throw out all my apps that need
GDOS to print just for the sake of using something that is free.

>if you'll be interested you can design and programm a print driver for
>sure.

Even if I was capable of writing printerdrivers for fVDI, why would I? My printer works perfectly with NVDI... once again, if you want people to use the alternative, the programmers have to make sure that the alternative is just as good as the original...
Someone codes an according to some people much better app then NVDI, but then it turns out that the users have to write their own printer-drivers and other missing little bits and pieces.... are you serious?

>I don't want to bother to support a death NVDI. But
>nothing is going to stop you if you implement a native ARAnyM NVDI
>driver. Behne brothers gave quite a good feedback about how to do it,
>but I just don't want to. It would be happily accepted to the CVS if it
>works.

Well, as far as I'm concerned this is the end of a (quite) interesting thread, with the kind of attitude displayed above, the chances of ARAnym ever becoming a success are nil, don't blame us... you're the one killing your own baby.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

330. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 12:34:35 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <3D09E2DB.5010202@systinet.com>
Source record: 34189

Hi!

> Download a recent version... from http://www.rgfsoft.com .
> Luna 2.xx starts up lightning fast,

:))) I wish this is true, but maybe I've tried some other version (the freeware one). Was not lightning at all... actually I would say really slow. :(

> go for the best, if that means closed-source and having to pay for it, so
> be it... I'm almost 100% certain that you don't understand this kind of
> behaviour... but take my word for it, I'm not the odd one out regarding

I understand this quite well, you can be sure about it.

>>The other thing is that it is in GFA. Which is not very comfortable IMO to
>>develop in....
>
> Here's the developer talking again.... me as the end-user don't really care
> in what language the app is written, it works for me, so I couldn't care
> less in what programming language it's created.

Sure, I was talking about the development and not about the users...

>>>Suppose, you write an improvement for MiNT, but the maintainer(s) think
>>>it's crap and refuse to implement it? what are your options?
>>
>>The same as using MagiC and trying to do the same. Actuall there are
>>more bacause you can use your own version and spread it over people who
>>like it.
>
> But that's the last thing we need!!
> If this would happen then it means that we'll be flooded with different
> versions of the OS, which at a certain level are incompatible...

Sure, but it is unlikely if you do a relly good thing that it is going to be rejected.

>>Not really. As I've said you have to do this only for apps that really
>>supports all you need. But e.g. in the NVDI case there will be no more
>>drivers AFAIK except a possible MagiCMacX ones. No native ARAnyM drivers
>>etc. Why? Just because of the lack of time and no money effect IMO. :(
>
> Why would the brothers Behne support ARAnym? from what I've been reading in
> this thread so far, I had the impression that under ARAnym everything runs,
> and now your telling me that NVDI needs native drivers?

Nope. I'm trying to tell you that it is better to have native driver for
the graphics. You can use ARAnyM with the NVDI original driver as well.
but it would not take the advantage of the host os graphics power.

> Besides this being a very extremistic view you should realise that with
> this attitude your hopes of everyone using ARANym, emuTOS etc...someday,
> are practically reduced to zero...

The hopes to force all use open-source platform are zero until the time
when it will have better features ;). Anyway just try to use ARAnyM on
its own. No open-source, no freeware nothing... just only a fast machine
on top of any hardware.

>>>Let's face it: fVDI is a nice app, but I still need NVDI to print
>>
>>Just not implemented yet.
>
> Well Standa, as long as this isn't implemented I don't even consider giving
> fVDI a second look. I'm not prepared to throw out all my apps that need
> GDOS to print just for the sake of using something that is free.

Sure, you don't have to use it. It just me who is trying to finish it
and make it usable to others for several reasons: there is no other
choice for the future enhancements and because it is really good shaped
piece software AFAICS.

>>I don't want to bother to support a death NVDI. But
>>nothing is going to stop you if you implement a native ARAnyM NVDI
>>driver. Behne brothers gave quite a good feedback about how to do it,
>>but I just don't want to. It would be happily accepted to the CVS if it
>>works.
>
> Well, as far as I'm concerned this is the end of a (quite) interesting
> thread, with the kind of attitude displayed above, the chances of ARAnym
> ever becoming a success are nil, don't blame us... you're the one killing
> your own baby.

You don't understand what really ARAnyM is. As I've said I've mixed two
problems here: 1. What is ARAnyM for? and 2. What I think people should
do. The latter is _only_ my opinion which do _not_ stop anyone to use
ARAnyM. ARAnyM is not about NVDI, FreeMiNT, EmuTOS! You can use whatever
you want to use. It works pretty well. Please do not mix theses two
problems more.

best regards

STan

331. ATARIS AND MONITORS ETC FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 13:02:56 UTC
From: Mark <saleitemREMOVEME@hotmail.com>
Message-ID: <sRIO8.899$x96.66199@newsfep1-win.server.ntli.net>
Source record: 34190

1 X ATARI 1040STE 4 MEG
1 X ATARI 520STFM 4 MEG
1 X ATARI 520STFM 2.5 MEG
1 X ATARI 520ST
TATUNG HI RES BLACK AND WHITE MONITOR
PHILIPS CM8833 MONITOR
PHILIPS CM8833 MKII MONITOR
SYSTEM SOLUTIONS MINIS HARD DISK
SCSI HARD DISK
SCSI CD ROM DRIVE
1 X ICD LINK 2 CONNECTOR
1 X ICD LINK 1 CONNECTOR
HAND SCANNER, TABLET, TRACKBALL
ATARI MICE, AND OTHER
FAX/MODEM 14400 BPS
MANY BOXES OF SOFTWARE DISK, ST FORMAT DISKS ETC
ST FORMAT MAGAZINE
LOADS OF BOOKS
EXTRA MIDI PORT
MANY CABLES CONNECTIONS AND OTHER ODDS AND ENDS

Looking to sell as complete package.
Open to offers. Thanks.
I am based in Cheshunt, South Hertfordshire.

saleitemREMOVEME@hotmail.com

332. Mighty Sonic 32 Installation Doc?

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 15:18:35 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <iurO8.3052$t4.6757@nntpserver.swip.net>
Source record: 34096

Hi,

I recently got myself a second falcon, very cheap. (130 eur, tons of stuff uncluded)
It uncluded a 32mhz Mighty Sonic accellerator with fastram. However it is not fitted, and I have no fitting instructions. I recall something about 10 wires needed to be soldered to various circuts, and bending a couple of component legs.

Can anyone help me? Where should the wires go? What pins should be bent?

Regards

/Peter

333. Re: ATARIS AND MONITORS ETC FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 15:20:14 UTC
From: Mark <saleitemREMOVEME@hotmail.com>
Message-ID: <aSnO8.31384$sC4.3781413@news6-win.server.ntlworld.com>
Source record: 34191

P.S. ALSO 2 X EXTERNAL CUMANA FLOPPY DRIVES

334. Re: Trampa Radovan ??

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 15:37:10 UTC
From: donw@intergate.com
Message-ID: <aed2j5$440$1@trip.net>
Source record: 34192

On 28 May 2002 15:02:24 , Diedrich Dirks wrote:
>Don wolfe:
>
>> Does anyone know the E-Mail address of "Trampa Radovan" ??
>
>Google: <trampa@sezampro.yu>
>
>Tsch&#65533;s,
> Diedrich

Thanks, Diedrich, that is the right address and Trampa responded :)

Later, Donner......

335. Re: ATARIS AND MONITORS ETC FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 15:46:12 UTC
From: Mark <saleitemREMOVEME@hotmail.com>
Message-ID: <veoO8.31495$sC4.3802366@news6-win.server.ntlworld.com>
Source record: 34193

P.P.S.
Also REPLAY 16 bit audio sampler
PRINTERS
(Sorry list wasn't complete 1st time, but just come across another box)

336. Exclusively to Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 16:05:57 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3D0A1465.7080705@wanadoo.be>
Source record: 34194

```
Dennis you don't seem to answer to my mails ........
Why again ?

Jo

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *
```

337. Re: cookie jar ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 17:38:39 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3d0a2686$0$3576$6d5eecc5@news.eurekanet.com>
Source record: 34195

exxos wrote in message ...
>Hi all,
>
>One thing which I still dont get is what the Atari cookie jar is all about
>?? Only thing I know is that it wasn't used until latter versions of TOS,
I
>think.
>
>Thanks,
>Chris

The short story is that it's a method for publishing system extensions
to
a common area. If you have an Auto folder program like GDOS that a
programmer
can use, it publishes a cookie to the cookie jar stating it's existance.
The program
checks the cookie jar when it starts (usually) to find if features it wants
to have
available are available. If we find a GDOS cookie present with an
acceptable
value, then we know that certain routines are available for use in the
program.
The cookie jar also contains a pointer for the program to find routines or
functionality
provided by the auto folder program.

If we didn't have a cookie jar, then we would probably have several
different methods
of individual applications reporting their existance to programs that might
want to use
them.

You can think of it in a way like an old fashioned bulletin board. When
a program
is successfully ran from the auto folder it puts it's card on the bulletin
board with it's
name and address. When you want to use that auto program, you go to the
bulletin
board and see if it's card is there and if it is you get it's address.

Dan
aka baldrick

338. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 19:25:28 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@NOSPAMpandora_dot.be.invalid>
Message-ID: <3d0a51448335d0@NOSPAMpandora_dot.beinvalid>
Source record: 34097
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/upx121a.zip
(190.979 bytes) UPX is an advanced executable file compressor.

**editors**
ftp://chapelie.rma.ac.be/atari/editors/qed.5.0.lzh
(191.728 bytes) Qed 5.0. Nice text editor. German version.

ftp://chapelie.rma.ac.be/atari/editors/qed.5.0-en.lzh
(20.954 bytes) English rsc of Qed 5.0. You need the full German package aswell.

ftp://chapelie.rma.ac.be/atari/editors/qed.5.0-fr.lzh
(22.457 bytes) Le rsc franï¿½ais de Qed 5.0

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka206.zip
(829.482 bytes) 2D Graph Describer, 3D Modeller

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-702.zip
(251.753 bytes) Music Edit is a notation prg with MIDI in-/output.
Runs on all Atari's and Atari-cloon. Runs under plain-TOS, N_AES, Magic>4, Geneva.
At this moment German only.

**network**
ftp://chapelie.rma.ac.be/atari/network/ethernet/ne2000/etherne.zip
(247.141 bytes) To link your Atari (Mega) ST/TT/STE/Falcon to an ethernet networks
using an ISA NE2000 Network card.

ftp://chapelie.rma.ac.be/atari/network/other/parcp390.zip
(681.059 bytes) fast PARallel CoPier. Transfers files between two computers thru
```

their printer ports. Supported are Atari and PC compatible machines and seven
different operating systems (including MiNT, Linux and Windows).

utilities
ftp://chapelie.rma.ac.be/atari/utilities/accman24.zip
(221.934 bytes) ACCount-MANager V2.4 is a account managing program that's
able to use under-accounts, it calculates in Euro or country-specific value.
German language

ftp://chapelie.rma.ac.be/atari/utilities/pastlife.zip
(20.753 bytes) This little program will tell you who you were in the past.
It's enough to enter the day, month and year you were born in your present
life and press the Return key.

ftp://chapelie.rma.ac.be/atari/utilities/disktools/diskus39_demo.zip
(77.963 bytes) Universal harddisk and floppy tool
(disk monitor, defragmentation, data check, data recovery).
German language.

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

339. Re: cookie jar ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 21:32:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <OhtO8.298$nZYq.33357987@news2.randori.com>
Source record: 34098

Hi Dan,

Thanks for the reply, Its a bit more clear now. Do you know if theres any guides to cookies at all ? There info for just about everything else I can think of so I assume there must be some articles about it somewhere ?

Chris

"baldrick" <baldricknospam@netset.com> wrote in message news:3d0a2686$0$3576$6d5eecc5@news.eurekanet.com...
>
> exxos wrote in message ...
> >Hi all,
> >
> >One thing which I still dont get is what the Atari cookie jar is all about
> >?? Only thing I know is that it wasn't used until latter versions of TOS,
> I
> >think.
> >
> >Thanks,
> >Chris
>
>
> The short story is that it's a method for publishing system extensions
> to
> a common area. If you have an Auto folder program like GDOS that a
> programmer
> can use, it publishes a cookie to the cookie jar stating it's existance.
> The program
> checks the cookie jar when it starts (usually) to find if features it wants
> to have
> available are available. If we find a GDOS cookie present with an
> acceptable
> value, then we know that certain routines are available for use in the
> program.
> The cookie jar also contains a pointer for the program to find routines or
> functionality
> provided by the auto folder program.
>
> If we didn't have a cookie jar, then we would probably have several
> different methods
> of individual applications reporting their existance to programs that

might
> want to use
> them.
>
> You can think of it in a way like an old fashioned bulletin board.
When
> a program
> is successfully ran from the auto folder it puts it's card on the bulletin
> board with it's
> name and address. When you want to use that auto program, you go to the
> bulletin
> board and see if it's card is there and if it is you get it's address.
>
> Dan
> aka baldrick
>
>

340. Re: ARAnyM!!! (was: Re: price of a Falc

Newsgroup: comp.sys.atari.st
Date: 2002-06-14 21:40:04 UTC
From: vdjole@EUnet.yu
Message-ID: <aednri$8e9$1@news.eunet.yu>
Source record: 34099

On 10 Jun 2002 11:54:43 , "Ctirad Fertr" wrote:
>> By the way, Ctirad, what is the status of the preparation of a mentioned
>> mini-linux selection for starting ARAnyM practicaly from (0,0), as Joshua
>> would like?
>
>Well, that's quite far future. Currently there are other more important
>things to do:

I can understand that, but I thought that maybe for, let's say, propaganda reasons, it would be good to have an easy-to-launch setup even now. More people would be inclined to try it, and perhaps someone might come up with an worthy suggestion or an important bug report. I suppose that preparation of such a (linux or whatever) setup would not be very much entangled with the inner workings of the ARAnyM, so perhaps someone might be willing to join your team in order to make it, thus not interrupting the activities of others?

Regards;

341. Re: Exclusively to Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 04:24:54 UTC
From: lp <gfa@basic.net>
Message-ID: <B93039D6.7498%gfa@basic.net>
Source record: 34100

in article 3D0A1465.7080705@wanadoo.be, Jo Vandeweghe at dipching@wanadoo.be wrote on 6/14/02 12:05 PM:

> Dennis you don't seem to answer to my mails ....
> Why again ?

Consider yourself lucky.

Lonny Pursell

342. Re: Mighty Sonic 32 Installation Doc?

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 07:59:45 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0206142359.423b697c@posting.google.com>
Source record: 34101

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<iurO8.3052$t4.6757@nntpserver.swip.net>...
> Hi,
>
> I recently got myself a second falcon, very cheap. (130 eur, tons of stuff
> uncluded)
> It uncluded a 32mhz Mighty Sonic accellerator with fastram. However it is
> not fitted, and I have no fitting instructions. I recall something about 10
> wires needed to be soldered to various circuts, and bending a couple of
> component legs.
>
> Can anyone help me? Where should the wires go? What pins should be bent?
>
> Regards
>
> /Peter

Hi Peter,
Download and get DoitF030 registered. There are several pictures of
the installation, and a copy of the installation instructions from my
setup.
Two of the pins on the CPU must be lifted, and one a wire soldered to.
This is EXTREAMLY difficult to do without the proper equipment. A
microscope, very thin soldering iron, and a very steady hand are
required. The other wires solder to the GALS in the front of the
board. You'll want to be sure to use the latest DMA buffer
modification as well or you'll have SCSI problems. Pretty sure most
everything is documented in the DoitF030 HTML manual.
Mike

343. Re: Mighty Sonic 32 Installation Doc?

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 09:51:15 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <aef2mjolk1@tyfon.itea.ntnu.no>
Source record: 34102

rustynutt <rustynutt@hotmail.com> wrote:

> Two of the pins on the CPU must be lifted, and one a wire soldered to.
> This is EXTREAMLY difficult to do without the proper equipment. A
> microscope, very thin soldering iron, and a very steady hand are
> required. The other wires solder to the GALS in the front of the

I did this with a 40W soldering iron and a couple of cans of beer ;-) It's not really difficult, the trick is to wedge a very thin screwdriver behind the pin, heat up the pin until the solder melts and then lift it a couple of mm with the screwdriver. Repeat this with the second pin. IIRC the pins are at the corner of the CPU, so they're easy to access.

Then you'll have to solder wires to these pins, this can be a little more difficult. Wedge a small piece of paper between the pins and the PCB first, this prevents you from solder the pins to the PCB again.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

344. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 10:59:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1024142816-27495AEicMi@gmx.net>
Source record: 34104

From: "Ctirad Fertr" <phanatic@death_for_spammers_volny.cz>
Date: Wed, 12 Jun 2002 21:02:52 +0200

HI Ctirad,

>Oh god... Please, what do you mean by an "TOS compatible platform" ?

"TOS compatible platform" is hardware which contains TOS, all the user
has to do is to flick the ON switch and get cracking.

>is it a machine which can run unmodified ST TOS ? Sure not. Falcon, TT
>or Milan can`t run ST TOS, but they are sure the TOS (compatible)
>machines.

Now I'm the one having to ask what you mean.
Over the years I used quite a lot of different TOS versions, but I never
seen one labeled as ST-TOS. AFAIK, every TOS version carries the label
"ATARI-TOS".
And what on earth is an unmodified ST TOS? It can only be TOS 1.0, since
from version 1.02 onwards modifications were made...

>So the right definitions are:
>
>TOS compatible OS = an OS which can run *umodified* TOS applications.
>TOS compatible platform = a whatever machine + TOS compatible OS

I my book these two definitions are the same thing. I don't consider a
TT, Falcon, Hades, Milan etc... to be a "whatever machine".

>>That's exactly what an emulator does.
>
>No, it doesn`t. An emulator emulates a hardware, not an OS API.

MagiCMac doesn't emulate hardware....

>Also the TOS OS is still the true one if it runs on ST, TT, Falcon,
>Milan, xTOS, RISC workstation, x86 PC or some kind of newly developed
>PPC machine.

That's your perception...
The TOS inside a TT, Falcon, Milan and Hades has been modified so that it
can recognise new hardware which wasn't present in the ST. But that's it,
you'll need a lot more then just a "modified" TOS to ever see the Memory
test appearing on a xTOS, RISC, Mac, PPC or x86 PC.

BTW: xTOS is vapourware....

Cheers from Belgium
Dennis
--

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/ / / / / / / / / /_/ /
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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

345. Re: SL2002 R3 some redraw problems under MagiC Mac

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 11:41:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1024142820-28179AEicMi@gmx.net>
Source record: 34105

From: Jo Vandeweghe <dipching@wanadoo.be>
Date: Thu, 13 Jun 2002 17:13:14 +0200

Hi Jo,

>Ulf is trying to find out from where the problem comes. He asked me to
>take snapshots of this ....
>And this leads to the second problem I met :)
>I have installed JML-Snap which don't work for me because he crashes
>MagiC Mac and even Mac OS .....

Use IMAGECOPY instead, this app works without any problems under MagiCMac.

>When I reboot and go back to MagiC I succeed to open some snaps in the
>root directory but they are unusable; some are completely black and some
>have horizontal strips of colors .....

With Imagecopy I usally make the screenshots in GIF or JPEG, never had a
problem so far...

>If you have any experience about this problem I would be happy to
>receive your feedback.

I never experienced anything like this with Calamus, I managed to crash
MagicMac many times, but it never took down the Mac OS. No problems either
with the CFT files in Calamus 98, 99, 2000 and 2002 light....
I suppose something in your setup doesn't agree with Calamus...
In my experience MagiCMac works a lot better when the Mac OS virtual memory
is turned off, also make sure that the virtual memory setting in Calamus is
off.... that's about all I can offer to help.

PS: There's a mail to you on it's way :-)

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

346. Re: How do I transfer files from my PC to my Atari STE?

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 12:01:53 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3D0B2CB1.13E6CE91@madasafish.com>
Source record: 34106

```
Doc wrote:
>
> On Wed, 12 Jun 2002 11:13:28 +0100, Dave Wade
> <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:
> > You can sometime use an HD disk if you cover the extra hole
> > that tells the drive its HD. And if you have an STE disks formatted
> > in that, using the normal desktop formatter to 80 tracks should read find on
> > a Windows PC.
>
> This should be strictly a "get-by" measure. The physical magnetic
> media differs between HD and DD floppies. I've used HD disks with the
> hole taped over, and they'll usually last one write and a couple of
> reads.
> There are several places on the net that sell new & used DSDD and SSDD
> floppies.
>
> Doc
Or find them at car boot/yard sales! Look for disk boxes full of disks;
doesn't matter what computer they were for, you can always reformat
them. Just don't use any with damaged flaps.
--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/
```

347. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 12:57:53 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aefdkhhhl1@thorium.cix.co.uk>
Source record: 34108

In message <ae1sue$2tla$1@news.vol.cz>, phanatic@death_for_spammers_volny.cz said:

>> For my part I don't care *what* the name is - all I would be
>> interested in buying is a faster machine that will run my
>> *existing software*, of which I have 1000s of disks plus dozens of
>> CDs. True, not all run on the Falcon either, but those I use
>> constantly do. I would not want to get used to new ways of
>> working, new shortcuts, desktops, what have you.
>
>That's not true. When I set my Aranym for first time, I simply took
>harddrive from my Falcon and used it. There weren't many things to change. I
>removed only a few lowlevel drivers (nemesis, scc.xdd, videlity) and added
>Aranym related ones (fastram.prg, fvdi), then I changed my desktop
>resolution from 800x600x16 to 1024x768xTruecolor and that was all. I keeped
>all my desktop settings, shortcuts and favourite applications until now.
>Aranym is much more compatible than any real TOS clone and once I compile
>the Hatari under TOS/Mint I will be able to run all Falcon/TT unfriendly
>ST(E) appliactions under a GEM desktop. Then Aranym will be a most
>compatible TOS machine ever.

Interesting. Hope you complete it all and that it works.

>> in future for downloads from the net if I can get a USB -> SCSI
>> adaptor to work so that I can transfer downloads to an EZ135
>> cart and hence to my Falcon.
>
>Try PARCP (http://joy.atari.org), it's probably the best solution if you
>want to copy data between Atari and PC.

I have a PARCP cable, but I think it would be too slow for the
large downloads I have in mind - also I am not sure how to handle
it at the PC end. Since I have a spare EZ135, my solution should
be easier/quicker. I have now purchased an Adaptec USBXchange but
haven't installed the driver or tried it out yet. One problem is
that there is no driver for XP, only 98 and 2000. May have to try
their support pages to see if there is an update downloadable.

Dobry den!

/Peter/

348. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 12:57:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aefdkihhm1@thorium.cix.co.uk>
Source record: 34107

In message <1023783058-131218AEicMi@ntlworld.com>, derryck@.NOT~THIS~cix.co.uk said:

>If you can organise an Ethernet adaptor for your Falcon (there are a couple
>around as you'll have seen) and one for the PC, then you can very easily
>fileshare with Vassilis' Samba port and MagxNet. You can even print to a
>printer on the PC as well as share an Internet connection. Makes a broadband
>connection worth thinking about maybe.

Hi Derryck!

As I said in another reply about PARCP, this also may be too slow
and I don't know how to set up the PC side. The printer is shared
now - I have a switchbox so that either computer can connect to
either of my 2 printers - the 24-pin NEC and the Deskjet. In fact
they are cross-connected - when my Atari is switched to the
Deskjet the PC is connected to the NEC, and vice versa.

A shared internet connection is worth thinking about, but not sure
it offers much advantage. I might as well use the PC for browsing
(quicker, easier) and transfer any files I need to the Atari
- hopefully with the new Adaptec USBXchange.

Regards, /Peter/

349. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 16:49:48 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3d0b8a42202a540@europe-shareware.org>
Source record: 34113

Hello,

in article <1024142816-27495AEicMi@gmx.net> (comp.sys.atari.st)
Dennis Vermeire wrote on Sat 15-06-2002 11:59 (+0100):

> BTW: xTOS is vapourware....

Great to hear it is so cheap :-)

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

350. Re: Mighty Sonic 32 Installation Doc?

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 16:58:20 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0206150858.7ab9e8dc@posting.google.com>
Source record: 34109

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<aef2mjolk1@tyfon.itea.ntnu.no>...
> rustynutt <rustynutt@hotmail.com> wrote:
>
> > Two of the pins on the CPU must be lifted, and one a wire soldered to.
> > This is EXTREAMLY difficult to do without the proper equipment. A
> > microscope, very thin soldering iron, and a very steady hand are
> > required. The other wires solder to the GALS in the front of the
>
> I did this with a 40W soldering iron and a couple of cans of beer ;-) It's
> not really difficult, the trick is to wedge a very thin screwdriver behind
> the pin, heat up the pin until the solder melts and then lift it a couple
> of mm with the screwdriver. Repeat this with the second pin. IIRC the pins
> are at the corner of the CPU, so they're easy to access.
>
> Then you'll have to solder wires to these pins, this can be a little more
> difficult. Wedge a small piece of paper between the pins and the PCB
> first, this prevents you from solder the pins to the PCB again.

:)
If you can resolve visually the size of the pins, then it isn't to
hard. You forget to mention that you don't get to many chances moving
the pins around before the simply break off :)
He said he was a new Falcon owner, and didn't want to throw caution in
the wind concering the Mighty Sonic/Afterburner installation. Would
like to keep him and his Falcon around for a while maybe:)
Mike

351. web-based e-mail/cab

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 18:53:13 UTC
From: jdplace@prodigy.net
Message-ID: <3bc0d60.0206151053.49dee6f4@posting.google.com>
Source record: 34110

Is there a web-based e-mail provider available that will work with CAB? (I use CAB 2.7) Thanks, Joseph D. Place

352. The Nordic Atari Computer Show

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 20:13:59 UTC
From: atari@goteborg.utfors.se
Message-ID: <1024175694-268215AEicMi@goteborg.utfors.se>
Source record: 34111

The Swedish Atari Users Association (SAK) proudly present:

THE NORDIC ATARI COMPUTER SHOW 2002

Where: Oskarshamn, Sweden
The address is Ingengï¿½rsvï¿½gen 65.
NAS map: <http://www.sak.nu/nas/images/oskarsh.gif>
Interactive map <http://www.oskarshamn.se/Kartmapp/Kommun/>
When: Saturday 29 -- Sunday 30 of June 2002.
Opens 1900 on Friday 28 of June for installations. You are welcome aswell.
What: Exhibition and The Greatest Atari Computer event in Scandinavia,
Four Networks with 15 computers connected.
Cost: 100 SEK
Info: More updated info at <http://www.sak.nu> Link The Nordic Atari Show
E-mail: <mailto:nas-users@tripnet.se>
(You have to join this list, <mailto:mrfuture@home.se>)
<mailto:info@sak.nu> (Swedish Atari Users Association)
<mailto:mratari@telia.com> (Mikael Ljungberg, lives in Oskarshamn)
<mailto:atari@atari.goteborg.utfors.se> (Mille Babic)

IRC: #atarinas at IRCnet (Active June 10 - July 10) Now!
irc://irc.swipnet.se:6667/atarinas

Cell phone 1: Available soon (NAS Contact telephone number)

Accomodation: You are welcome to sleep at NAS. No showers available.
Here is info about more comfortable staying:
<http://www.oskarshamn.se/servlet/Show?path=Kommun|Kommunledningskontoret|
Oskarshamns%20Turistbyr%E5|Tourist%20information&name=Accommodation>

Online 1: <http://user.tninet.se/~gcc561r/athome/video/> (Mille Babic Homepage,
June 29-30)
Online 2: Erik Hï¿½ll (Not yet available)
Online 3: Martin Ljungberg (Not yet available)

Picture Gallery 1: Mille Babic (Not yet available)

Best Regards and see you at the show

The Swedish Atari Users Association (SAK)

353. Re: SL2002 R3 some redraw problems under MagiC Mac

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 21:43:41 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3D0BB50D.1040507@wanadoo.be>
Source record: 34112

Dennis Vermeire wrote:

>
>
>PS: There's a mail to you on it's way :-)
>
Sorry I did not received ANY mail from your since a very very very long
time ..... and there is nothing in my mail box :(
But Have you received mine I wrote a few days ago ??????????????????

Jo

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

354. ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-15 22:30:21 UTC
From: rorymcmahon@earthlink.net
Message-ID: <1ePO8.117$6a.112@newsread1.prod.itd.earthlink.net>
Source record: 34114

This post could have been far worse...

He could of listed all 500 games and prices and crossposted to several groups.

Since there isn't a comp.sys.atarist.forsale group (AFAIK) and it relates to Atari, where is there a better place to post it?

355. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 02:06:46 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0206151806.61f5c798@posting.google.com>
Source record: 34115

Hi Dennis,

> >>That's exactly what an emulator does.
> >
> >No, it doesn`t. An emulator emulates a hardware, not an OS API.
>
> MagiCMac doesn't emulate hardware....

Since MagiCMac for OSX it does. Even the old MagiCMac (PPC compatible)
relied on a processor emulation although it was not built inside
MagiCMac.

> >Also the TOS OS is still the true one if it runs on ST, TT, Falcon,
> >Milan, xTOS, RISC workstation, x86 PC or some kind of newly developed
> >PPC machine.
>
> That's your perception...
> The TOS inside a TT, Falcon, Milan and Hades has been modified so that it
> can recognise new hardware which wasn't present in the ST. But that's it,
> you'll need a lot more then just a "modified" TOS to ever see the Memory
> test appearing on a xTOS, RISC, Mac, PPC or x86 PC.

The TOS was heavily modified to run on Milan, Hades and some 030
cards. And the CF4e has certainly more in common with the 68k than
with PPC & x86.

>
> BTW: xTOS is vapourware....

Everything is vapourware until it's released.

Greetings,
Matthias

356. 520ST Power Supply

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 05:44:38 UTC
From: Wes Newell <w.newell@verizon.net>
Message-ID: <3D0C2575.9030404@verizon.net>
Source record: 34116

I've got a new 520ST power supply that's been laying around here for years. If anyone wants or needs it, it's yours for $10.00. basically to cover shipping it. I don't check here very often, so email a reply if you really want it. This is the original 520ST external brick PS, not the built in one for the STF/M.

357. Tims MP3's : Page Created

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 08:03:13 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0206160003.5b6b564a@posting.google.com>
Source record: 34118

Hi all:

Just created this:

http://tamw.atari-users.net/mp3tim.htm

Happy listening! Examples of lots of Atari-MIDI apps!

Tim Conrardy

****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

358. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 08:22:22 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d0c4b26901e00@go2.pl>
Source record: 34117

> >Yes. I really like Luna too. But as long it takes ages for it to start I
> >prefer to use QED as an editor.
>
> Download a recent version... from http://www.rgfsoft.com .
> Luna 2.xx starts up lightning fast, and it's a lot faster in loading files
> as well, i.e: a 2MB file will be loaded & displayed at least twice as fast
> as what QED can manage.
> If you have lots of memory try loading a 50Mb file into QED and see for
> yourself what happens, then load the same thing into Luna...

But there doesn't seem to be an English version of Luna 2.06
available... hence it is completely unusable ;-(Maybe it would be
good thing to add to the DDP "to-do" list? ;-)

--
Grzegorz Pawlik
http://marijuana.atari.org/

359. Re: The Nordic Atari Computer Show

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 09:50:15 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <aehmmghrh1@thorium.cix.co.uk>
Source record: 34119

Hmm sounds as if it's gonna be fun again...but I definitaley will be staying
where showers are available.....

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

360. Re: Mighty Sonic 32 Installation Doc?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 10:10:54 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <rwZO8.3141$t4.7165@nntpserver.swip.net>
Source record: 34120

Hi,

> Download and get DoitF030 registered. There are several pictures of
> the installation, and a copy of the installation instructions from my
> setup.

I've used these archives before, great stuff. I must download the latest
version. The version I have here only features one picture of the
MightySonic32.
Is there any difference between MightySonic32 and MightySonic? Or are they
the same thing? My german is not very good, I used to study female anatomy
instead of going to german class...

Cheers

/Peter

361. Re: Mighty Sonic 32 Installation Doc?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 10:23:51 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <AIZO8.3142$t4.7131@nntpserver.swip.net>
Source record: 34121

Hi,

> If you can resolve visually the size of the pins, then it isn't to
> hard. You forget to mention that you don't get to many chances moving
> the pins around before the simply break off :)
> He said he was a new Falcon owner, and didn't want to throw caution in
> the wind concering the Mighty Sonic/Afterburner installation. Would
> like to keep him and his Falcon around for a while maybe:)

Actually, It's my second falcon. I've got one with a CT2 which I fitted myself. I used to work with SMD prototyping with components a lot smaller than the ones in the falcon, so it should be no problem really.

However, I did a lot of hacks on my other falcon before I knew how. I am not sure how it survived really. I must have short circuted just about everything twice, but the only thing not working properly is the right soundchannel (not a problem as I use an external output expander)

On the CT2, I had to remove the CPU to make it stable. I know this problem is very rare. Does anyone know if this may be required on the Mighty too?

Cheers

/Peter

362. Re: PC Power Supply with a 1040?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 10:36:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d0c6a58283160@madasafish.com>
Source record: 34090

Hi

>I have no problems about the size of the PS, considering I want to mount the
>1040 in a 2U Rack.

I think you may need a low height PSU. A normal AT power supply
had to be trimmed to fit into my rack, and that was a 3U! Guess
it depends on the depth of your rack too, as my PSU is sitting
above the ST motherboard inside, just above the RAM in an STFM.
Where the old one used to sit, but mounted on the rear panal.

--
Lyndon Amsdon
http://hardware.atari.org

363. Re: Cable Mefafile

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 10:36:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d0c6a662b6f60@madasafish.com>
Source record: 34013

Hi Franï¿½ois,

>Hello !
>
>I have 1 Atari 1040 STF and 1 Atari Megafile without cable.
>
>What is the schematic of this cable ?

Pin to Pin. 19 pin low density D-type aren't that easy to get
IIRC so cut down a 25pin sort.
--
Lyndon Amsdon
http://hardware.atari.org

364. AT Speed installation

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 10:36:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d0c6a662b6f61@madasafish.com>
Source record: 34014

Hi

Anyone have instructions on setting it up, have the disk kicking about somewhere? I downloaded what I hoped was the right software but if I run it from the floppy disk (TOS 1.04 STFM) it says AT Speed night vorhandan which sounds like it can't find it if my translation was right. Any ideas? Maybe the AT Speed is just dead.
--
Lyndon Amsdon
http://hardware.atari.org

365. Re: Coding for a Portfolio ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 10:55:03 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d0c7c8a17f900@tripnet.se>
Source record: 34122

On Thu 13-06-2002 17:06 (GMT) Sti¿½phane Perez wrote:

>I'm looking for a C compiler in order to make
>my own programs for the Portfolio.
>A free compiler if possible ;-)

The Portfolio is a MS-DOS compatible PC with an Intel 8088 processor.
I suppose any C compiler for this setup will work.

You develop and test on a desktop IBM PC computer and when finished
transfer it to the Portfolio.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

366. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 11:17:39 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnagosiu.5ts.atari@core.preferuje.luzik.pl>
Source record: 34123

>>is it a machine which can run unmodified ST TOS ? Sure not. Falcon, TT
>>or Milan can`t run ST TOS, but they are sure the TOS (compatible)
>>machines.
>
> Now I'm the one having to ask what you mean.
> Over the years I used quite a lot of different TOS versions, but I never
> seen one labeled as ST-TOS. AFAIK, every TOS version carries the label
> "ATARI-TOS".
> And what on earth is an unmodified ST TOS? It can only be TOS 1.0, since
> from version 1.02 onwards modifications were made...

ST-TOS, ATARI-TOS, whats the difference? thats only pointing words.

As a unmodified TOS we should consider any TOS version for any machine that
does not need patching to run. All clones uses patched versions of original
TOS. Patches are usually for 040 and 060 support (no original version of TOS
will work on this processors IIRC)

> MagiCMac doesn't emulate hardware....

Yes it does. Harddisk images is emulation of harddisk. ANd, there is (lousy)
YM chip emulation.

Adam Klobukowski
atari@gabo.pl

367. Re: cookie jar ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 11:22:20 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnagosrn.5ts.atari@core.preferuje.luzik.pl>
Source record: 34124

> Thanks for the reply, Its a bit more clear now. Do you know if theres any
> guides to cookies at all ? There info for just about everything else I can
> think of so I assume there must be some articles about it somewhere ?

If you are developing any program that you want to create new cookie plese
try not to, especially if you want to pass any pointers to your program
memoryspace through cookies.

Please, avoid using cookie for anything other that passing information that
your program "exists" in memory (if possible).

Adam Klobukowski
atari@gabo.pl

368. Re: Mighty Sonic 32 Installation Doc?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 12:24:01 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <aei011$50e$1@tyfon.itea.ntnu.no>
Source record: 34125

Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:

> On the CT2, I had to remove the CPU to make it stable. I know this problem
> is very rare. Does anyone know if this may be required on the Mighty too?

If you do this your Falcon will probably not work... The Mighty Sonic is
very similar to the Afterburner, and atleast my Afterburner has been very
stable since I removed the Nemesis card. I don't think you need to apply
any other patches than perhaps a better DMA patch.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

369. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 12:33:54 UTC
From: <>
Message-ID: <1024299300-57614AEicMi@ntlworld.com>
Source record: 34145

From: xlator@cix.compulink.co.uk
Date: Sat, 15 Jun 2002 12:57:54 +0000 (UTC)

>>If you can organise an Ethernet adaptor for your Falcon

>As I said in another reply about PARCP, this also may be too slow

It's quite fast, and even if it isn't as fast as the sneakernet solution
you're suggesting, you can leave file transfer going on in the background
(at least, using Vassilis' Magxnet drivers, don't know about the StiK ones).

>and I don't know how to set up the PC side. The printer is shared

It wasn't hard :-)

>now - I have a switchbox so that either computer can connect to
>either of my 2 printers - the 24-pin NEC and the Deskjet. In fact

The big advantage of printer sharing is that you can use ANY printer. You
aren't locked into what is now legacy technology. The Epson Photo 895 I have
now is USB only, but I can print to it via my laptop from a printed-to-disk
file from my Falcon, although I can't work out how the various printing
options from NVDI interact with the similar options from the printer control
panel on the laptop. Any camera memory cards plugged into the printer become
drives to the laptop, and can thus be made shares and also available to the
Falcon. In fact, the only problem is that one has to use a command line
interface, AFAIK Vassilis is still working on integration of Samba into the
desktop.

For day-to-day use I still have my Kyocera laser hooked up to the Falcon :-)

>A shared internet connection is worth thinking about, but not sure
>it offers much advantage. I might as well use the PC for browsing

Yes, agreed. But then you could download files for your Falcon to it via
your shared connection which would negate the need for any other gear.

>- hopefully with the new Adaptec USBXchange.

It's always possible that XP might already have a driver for this kit - have
you plugged it in?

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

370. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 12:36:34 UTC
From: <>
Message-ID: <1024299300-57925AEicMi@ntlworld.com>
Source record: 34046

From: "Grzegorz Pawlik" <atarirulez@go2.pl>
Date: Sun, 16 Jun 2002 09:22:22 +0100 (BST)

>But there doesn't seem to be an English version of Luna 2.06
>available... hence it is completely unusable ;-(Maybe it would be
>good thing to add to the DDP "to-do" list? ;-)

Quite possibly - Peter was the translator for the earlier versions. I don't know if he's working on anything ATM. Perhaps he's taking a well-earned rest like me, after the last year's work on the Calamus 2002 manual.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

371. How to format ST disk on Linux?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 12:55:47 UTC
From: Jacek Popławski <jp@no.more.hosts>
Message-ID: <slrnagp30j.j9.jp@localhost.localdomain>
Source record: 34126

Hello.
I bought Atari 1040 STfm yesterday. I never used this computer, but when
I had only Atari 800XL - ST was something "big, new and powerfull". So I want
to try use it today.
I have only one disk with operating system. I downloaded few games for
emulators, for example I have:

Rick Dangerous 2.msa

How can I run this game on Atari?

How can I create ST disk on PC with Linux? Should I format standard DOS disk?
What about 720KB (I have only 1.44MB disks) ?

Where can I read about it?

372. CT60 NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 13:12:07 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3d0c8ea3$0$468$626a54ce@news.free.fr>
Source record: 34127

Hello,

I will get the CT60 with the corrections, next week end...

Last Friday I found a big bug on the SDRAM chip.
It is corrected and I will verify this this evening at 23:30 !.

I know that some people are now thinking that the time to deliver the CT60
is very long, but I spend a very short time on the CT60 because of my job
and my travels between France and Switzerland...Hopefully I get a PC
notebook to work in the TGV.

During this evening (in the TGV) and the week I will finish the CT60
External arbiter : the one that allows the falcon bus arbitration between
motherboard (Blitter/SDMA) and CT60.
The internal arbiter that arbitrates between 060 and CT60 slot is finished..

It still a bug on some DSP accesses, but we will work on it when Didier
Mequigon and Xavier Joubert will get their CT60, because the cause of the
bug (hard or soft or both) is not identified... Maybe the following week.

And as soon this last problem is solved, I start shipping CT60 to you !

I did some nice pictures 3 weeks ago of the new CT60, but no time to modify
the web site : I will install the pictures next week end !
It will allow you to positively wait for your CT60 ;-)

Regards

--
Rodolphe CZUBA
4, All&#65533;e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

373. Re: How to format ST disk on Linux?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 13:14:46 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrnagp3uc.m4.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 34128

On Sun, 16 Jun 2002 12:55:47 +0000 (UTC), Jacek Popï¿œawski <jp@no.more.hosts> wrote:
>Hello.
>I bought Atari 1040 STfm yesterday. I never used this computer, but when
>I had only Atari 800XL - ST was something "big, new and powerfull". So I want
>to try use it today.
>I have only one disk with operating system. I downloaded few games for
>emulators, for example I have:

1040STFM should not need the OS on disk as it is supoosed to have TOS ROMS.
Or do you refer to the Language Disc which conatins the crappy Basic and teh
control panel?

>
>Rick Dangerous 2.msa
>
>How can I run this game on Atari?

Put the disk image back on a real disk.

>
>How can I create ST disk on PC with Linux? Should I format standard DOS disk?
>What about 720KB (I have only 1.44MB disks) ?
>
>Where can I read about it?

http://home.tu-clausthal.de/~ifmar/makedisk/ for a tutorial.

Sorry, DOS or Windows only. Plain 720k .ST files could be written with the
dd command as well. There are currently no known tools for transfering other
disk images back to disk under Linux.

Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321 PGP-Key: http://home.tu-clausthal.de/~ifmar/pubkey.asc

374. Re: How to format ST disk on Linux?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 13:44:44 UTC
From: Jacek Popławski <jp@no.more.hosts>
Message-ID: <slrnagp5sc.ob.jp@localhost.localdomain>
Source record: 34129

my newsreader told me that Matthias Arndt wrote:
> http://home.tu-clausthal.de/~ifmar/makedisk/ for a tutorial.

I don't understand what should I do with MSA files. In example there is only
*.st. Is there a tool to convert *.msa to *.st ?

375. Re: How to format ST disk on Linux?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 13:47:18 UTC
From: Jacek Popławski <jp@no.more.hosts>
Message-ID: <slrnagp616.pk.jp@localhost.localdomain>
Source record: 34130

```
OK, I found it here:
http://members.lycos.co.uk/stappz/tools.html
Thanks for help!
```

376. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 13:55:07 UTC
From: lp <gfa@basic.net>
Message-ID: <B93210FB.74DD%gfa@basic.net>
Source record: 34131

in article slrnagosiu.5ts.atari@core.preferuje.luzik.pl, Adam Klobukowski at atari@gabo.pl wrote on 6/16/02 7:17 AM:

>> MagiCMac doesn't emulate hardware....
>
> Yes it does. Harddisk images is emulation of harddisk. ANd, there is (lousy)
> YM chip emulation.

It does not use disk images here. If you create a folder or whatever under magicmac it appears on the mac desktop as well.

Lonny Pursell

377. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 13:57:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1024339332-42895AEicMi@gmx.net>
Source record: 34052

From: "Grzegorz Pawlik" <atarirulez@go2.pl>
Date: Sun, 16 Jun 2002 09:22:22 +0100 (BST)

Hi Grzegorz,

>>Luna 2.xx starts up lightning fast, and it's a lot faster in loading
>>files as well, i.e: a 2MB file will be loaded & displayed at least twice
>>as fast as what QED can manage.
>
>But there doesn't seem to be an English version of Luna 2.06
>available... hence it is completely unusable ;-(Maybe it would be
>good thing to add to the DDP "to-do" list? ;-)

It is on the "to-do" list :-)
But since Luna 2.09 is still a beta, it's not really the right moment yet,
once that Luna is out of the beta stage.... we'll tackle it.
In the meantime you can download Luna 1.54 from the RGF website, that par-
ticular version was completely translated by Peter West, English RSC and
HYP file....

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

378. Re: How to format ST disk on Linux?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 15:23:37 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrnagpbfu.1ku.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 34133

On Sun, 16 Jun 2002 13:44:44 +0000 (UTC), Jacek Popï¿œawski <jp@no.more.hosts> wrote:
>my newsreader told me that Matthias Arndt wrote:
>> http://home.tu-clausthal.de/~ifmar/makedisk/ for a tutorial.
>
>I don't understand what should I do with MSA files. In example there is only
>*.st. Is there a tool to convert *.msa to *.st ?

As long as you use makedisk, you don not need an convert.
Makedisk handles *.MSA files as well.

http://pageperso.aol.fr/zorg63/index.html is a converter tool for Windows
for the case that you really want to convert *.MSA files.

Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321 PGP-Key: http://home.tu-clausthal.de/~ifmar/pubkey.asc

379. Trying to find....

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 15:24:16 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <aeia8pqmq1@thorium.cix.co.uk>
Source record: 34132

Hi

I am trying to find email address for Jeremy Huhes... Imagecopy fame and
Stephen Found ..Positive Image fame....

If anybody has them could they email me please.... I thought I had them but
seem to misplaced them..

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

380. Re: How to format ST disk on Linux?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 16:25:55 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D0CBBE2.930AA8BC@rogers.com>
Source record: 34134

Hi Jacek

Jacek Popï¿½awski wrote:

> Hello.
> I bought Atari 1040 STfm yesterday. I never used this computer, but when
> I had only Atari 800XL - ST was something "big, new and powerfull". So I want
> to try use it today.
> I have only one disk with operating system. I downloaded few games for
> emulators, for example I have:
>
> Rick Dangerous 2.msa
>
> How can I run this game on Atari?
>
> How can I create ST disk on PC with Linux? Should I format standard DOS disk?
> What about 720KB (I have only 1.44MB disks) ?
>
> Where can I read about it?

MSA is from magic shadow archiver, its original version ran on the atari st
itself for compressign entire floppies. The others you might find are for
emulators. I'm not to familiar with the emulator formats themselves since I've
got several real systems around.

381. Re: Mighty Sonic 32 Installation Doc?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 17:54:00 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0206160953.4b793c32@posting.google.com>
Source record: 34135

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<AIZO8.3142$t4.7131@nntpserver.swip.net>...
> Hi,
>
> > If you can resolve visually the size of the pins, then it isn't to
> > hard. You forget to mention that you don't get to many chances moving
> > the pins around before the simply break off :)
> > He said he was a new Falcon owner, and didn't want to throw caution in
> > the wind concering the Mighty Sonic/Afterburner installation. Would
> > like to keep him and his Falcon around for a while maybe:)
>
> Actually, It's my second falcon. I've got one with a CT2 which I fitted
> myself. I used to work with SMD prototyping with components a lot smaller
> than the ones in the falcon, so it should be no problem really.
>
> However, I did a lot of hacks on my other falcon before I knew how. I am not
> sure how it survived really. I must have short circuted just about
> everything twice, but the only thing not working properly is the right
> soundchannel (not a problem as I use an external output expander)
>
> On the CT2, I had to remove the CPU to make it stable. I know this problem
> is very rare. Does anyone know if this may be required on the Mighty too?
>
> Cheers
>
> /Peter

Hi Peter,
The Mighty Sonic is much easier to install than the CT2. If you've
removed the CPU on that installation, you should have no problem
installing the Mighty Sonic. You won't have to remove the CPU for the
M/S installation, it's pretty straight forward. I run mine at 40 Mhz
in combo with a Nemisis. 40 Mhz seems to be the limit. It will run at
42Mhz, but SCSI flat out won't work above 40 Mhz, much like the
Afterburner. Mine also has a NOVA ATI installed which takes some load
off the bus. Running Videl graphics in high color modes will cause DMA
problems at 40Mhz on my installation. If you go to use the expansion
pins, you'll have to bring a few of them through the connector as the
trace layout was missed during manufacturing. An Ohm meter will point
those out. The Mighty is very reliable and compatible. Cubase will
run, but not from alternate ram. My Mighty was installed back in 1993
and my eyesight was much better then:) At 46, even with glasses, I
find a large magnifier necessary, especially if ale is on the table
during the installation:) Check out DoItF030.

Mike

382. Re: ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 19:49:33 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1024266681.3378.1@demeter.uk.clara.net>
Source record: 34141

Hi

> This post could have been far worse...
>
> He could of listed all 500 games and prices and crossposted to several groups.
>
> Since there isn't a comp.sys.atarist.forsale group (AFAIK) and it relates to Atari, where is there a better place >to post it?

A link to a WEB page would be fine, or even encourage people to request info lists by email.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.371 / Virus Database: 206 - Release Date: 13/06/2002

383. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 19:53:24 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1024266682.3378.2@demeter.uk.clara.net>
Source record: 34142

Hi Pete

> I have now purchased an Adaptec USBXchange but
> haven't installed the driver or tried it out yet. One problem is
> that there is no driver for XP, only 98 and 2000.

Try the one for W2K, that should be OK, you may have troubles if its aint
WHQL, but just override the installation whinge box.

> Dobry den!

Wosythimeanthen?.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.371 / Virus Database: 206 - Release Date: 13/06/2002

384. Re: web-based e-mail/cab

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 20:41:45 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3d0cf807$0$29604$4c56ba96@master.news.zetnet.net>
Source record: 34136

Hi Joseph!

On 15 Jun 2002 11:53:13 , Joseph D. Place wrote:

>Is there a web-based e-mail provider available that will work with
>CAB? (I use CAB 2.7) Thanks, Joseph D. Place

Yeah I think that Atari-Users.Net has Cab friendly webmail.

http://www.atari-users.net

Cheers!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derrcyk |
-------------------------------------------------------
```

385. Re: How to format ST disk on Linux?

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 20:41:49 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3d0cf80b$0$29604$4c56ba96@master.news.zetnet.net>
Source record: 34137

Hi Jacek!

On 16 Jun 2002 12:55:47 , Jacek =?iso-8859-2?Q?Pop=B3awski?= wrote:
>Hello.
>I bought Atari 1040 STfm yesterday. I never used this computer, but when
>I had only Atari 800XL - ST was something "big, new and powerfull". So I want
>to try use it today.

I suggest that as a complete beginner with the ST, you visit the Atari ST
Quick FAQ:

http://quickfaq.atari.org

Cheers!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derrcyk |
-------------------------------------------------------
```

386. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 21:43:57 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <aej1u7$177r$1@news.vol.cz>
Source record: 34139

Hi !

> >Oh god... Please, what do you mean by an "TOS compatible platform" ?
>
> "TOS compatible platform" is hardware which contains TOS, all the user
> has to do is to flick the ON switch and get cracking.

I agree completely.

> >is it a machine which can run unmodified ST TOS ? Sure not. Falcon, TT
> >or Milan can`t run ST TOS, but they are sure the TOS (compatible)
> >machines.
>
> Now I'm the one having to ask what you mean.
> Over the years I used quite a lot of different TOS versions, but I never
> seen one labeled as ST-TOS. AFAIK, every TOS version carries the label
> "ATARI-TOS".

I mean TOS from an Atari ST (1.xx).

> And what on earth is an unmodified ST TOS? It can only be TOS 1.0, since
> from version 1.02 onwards modifications were made...

Exactly ! So we can not speak about a TOS uncompatible (or TOS compatible)
hardware (or platform if you want), because any machine can be a TOS clone
when you modify TOS for it.

> >TOS compatible OS = an OS which can run *umodified* TOS applications.
> >TOS compatible platform = a whatever machine + TOS compatible OS
>
> I my book these two definitions are the same thing. I don't consider a
> TT, Falcon, Hades, Milan etc... to be a "whatever machine".

As said, it is a TOS what makes the TOS machine, not the hardware.

> >>That's exactly what an emulator does.
> >
> >No, it doesn`t. An emulator emulates a hardware, not an OS API.
>
> MagiCMac doesn't emulate hardware....

I m not sure about that. You told that MagicMAC can run any original TOS, so
there must
be some kind of hardware emulation. However, MagiCMAC/PC is much more than
just
an ST emulator.

> The TOS inside a TT, Falcon, Milan and Hades has been modified so that it
> can recognise new hardware which wasn't present in the ST.
> But that's it, you'll need a lot more then just a "modified" TOS to ever
see the Memory
> test appearing on a xTOS, RISC, Mac, PPC or x86 PC.

Well, I can't see any difference between modifying TOS for, say, Milan, 68k MAC or Amiga. On a non 68k machines you will need only to add an 68k emulation and that's all.

Ctirad

387. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 21:53:53 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <aej1u8$177r$2@news.vol.cz>
Source record: 34138

> yeah but here you are contradicting yourself.
> Linux i86 can not run binaries from Linux Sparc, Linux MIPS, Linux Atari

Well, Linux needs no to be binary compatible, because "all" software is
distributed in source code, so any built-in CPU emulation would be only a
wasting of time and CPU power.

Ctirad

388. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-16 22:03:45 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <aej1u8$177r$3@news.vol.cz>
Source record: 34140

> As a unmodified TOS we should consider any TOS version for any machine
that
> does not need patching to run. All clones uses patched versions of
original
> TOS.

That's true for Hades, AB040 or Centurbo. Milan has a really new TOS, AFAIK.

> Patches are usually for 040 and 060 support

There are a lot more changes, at least in Milan TOS.

Ctirad

389. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 01:44:27 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206162042140.13718-100000@coazter.myip.org>
Source record: 34143

On Sun, 16 Jun 2002, Ctirad Fertr wrote:

> > yeah but here you are contradicting yourself.
> > Linux i86 can not run binaries from Linux Sparc, Linux MIPS, Linux Atari
>
> Well, Linux needs no to be binary compatible, because "all" software is
> distributed in source code, so any built-in CPU emulation would be only a
> wasting of time and CPU power.

Since you are insisting on the "all" fact, I will have to STRONGLY
disagree.
A *BUNCH* of applications are not distributed with src as they are
commercial.

IBM db2 for example.
Oracle.
Homepage builder.
Maya.
Softimage
...
etc...

390. Re: Mighty Sonic 32 Installation Doc?

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 06:51:37 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <EHfP8.3176$t4.7442@nntpserver.swip.net>
Source record: 34144

:)

I'll buy some Caffreys and install it later this week. For once I'll try to keep myself from modifying everything and not run it above 32mhz. I have a CT2 doing that allready.

Thanks everybody!

/Peter

391. Re: cookie jar ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 07:54:58 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <3D0D95D2.30204@seznam.cz>
Source record: 34047

Hi!

Is there any other mechanism to let the other application read my data?
I know this approach breaks the memory protection rules. But what should
one use e.g. to publish an interface?
Maybe a use of an SLB would be a solution. But how the SLB should check
whether the feature it needs is present or not?

best regards

STan

Adam Klobukowski wrote:
>>Thanks for the reply, Its a bit more clear now. Do you know if theres any
>>guides to cookies at all ? There info for just about everything else I can
>>think of so I assume there must be some articles about it somewhere ?
>
>
> If you are developing any program that you want to create new cookie plese
> try not to, especially if you want to pass any pointers to your program
> memoryspace through cookies.
>
> Please, avoid using cookie for anything other that passing information that
> your program "exists" in memory (if possible).
>
> Adam Klobukowski
> atari@gabo.pl

392. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 08:00:53 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <aekbcq$2vuu$1@news.vol.cz>
Source record: 34049

```
> > Well, Linux needs no to be binary compatible, because "all" software is
> > distributed in source code, so any built-in CPU emulation would be only
a
> > wasting of time and CPU power.
>
> Since you are insisting on the "all" fact, I will have to STRONGLY
> disagree.
> A *BUNCH* of applications are not distributed with src as they are
> commercial.
```

That's the reason for what I quoted the word >all<.

```
Ctirad
```

393. Re: Coding for a Portfolio ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 08:32:13 UTC
From: St&#65533;phane Perez <Stephane.Perez@imag.fr>
Message-ID: <Xns92306B338F4A5StephanePerezimagfr@213.228.0.138>
Source record: 34048

"Kenneth Medin" <kennethm@tripnet.se> a &#65533;crit :

> On Thu 13-06-2002 17:06 (GMT) St&#65533;phane Perez wrote:
>
>>I'm looking for a C compiler in order to make
>>my own programs for the Portfolio.
>>A free compiler if possible ;-)
>
> The Portfolio is a MS-DOS compatible PC with an Intel 8088 processor.
> I suppose any C compiler for this setup will work.
>
> You develop and test on a desktop IBM PC computer and when finished
> transfer it to the Portfolio.

```
Yes, you're right. I'm going to download Turbo C version 2.01
on Borland's site.
```

394. Re: ATARIS AND MONITORS ETC FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 10:22:40 UTC
From: <>
Message-ID: <1024386934-188642AEicMi@ntlworld.com>
Source record: 34066

From: "Graham" <hurfy@alphalink.com.au>
Date: Mon, 17 Jun 2002 06:32:30 +1000

>this is for sale, so it must be in some way commercial..so in the eyes of SS
>is this SPAM ???

Steve's objecting to COMMERCIAL interests selling stuff in here...

Not private individuals selling their gear.

Does no-one actually THINK in here???

Cheers

Derryck

395. Re: cookie jar ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 14:56:20 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnagrtop.cig.atari@core.preferuje.luzik.pl>
Source record: 34050

> Is there any other mechanism to let the other application read my data?
> I know this approach breaks the memory protection rules. But what should
> one use e.g. to publish an interface?
> Maybe a use of an SLB would be a solution. But how the SLB should check
> whether the feature it needs is present or not?

If your program is some kind of library that adds aditional funcionality,
then the best way is SLB. But if your program is TSR the you should use
shared memory (avialible in MiNT and MagiC). Keep in mind that if two
processes share memory region they can see it under diffrent adresses so
passing pointers is not acceptable.
YOu can also use pipes (and I think this is a best solution for TSR).

Adam Klobukowski
atari@gabo.pl

396. Re: Mighty Sonic 32 Installation Doc?

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 16:28:37 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0206170828.58b118d1@posting.google.com>
Source record: 34051

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<rwZO8.3141$t4.7165@nntpserver.swip.net>...
> Hi,
>
> > Download and get DoitF030 registered. There are several pictures of
> > the installation, and a copy of the installation instructions from my
> > setup.
>
> I've used these archives before, great stuff. I must download the latest
> version. The version I have here only features one picture of the
> MightySonic32.
> Is there any difference between MightySonic32 and MightySonic? Or are they
> the same thing? My german is not very good, I used to study female anatomy
> instead of going to german class...
>
> Cheers
>
> /Peter

Just checked the current version of DoItF030, and the connection
details are supplied. You must have a very old version, sent that info
to Robert years ago:)
The M/S 32 has fast ram, the Mighty Sonic does not, it's just the CPU
on an expansion card. The connections are different between the two.
Mike

397. Re: Trying to find....

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 18:40:34 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <j2qP8.14$OT1.13904@newsfeed.slurp.net>
Source record: 34053

"N Harlow" <nick@1632systems.co.uk> wrote in message
news:aeia8pqmq1@thorium.cix.co.uk...
> Hi
>
> I am trying to find email address for Jeremy Huhes... Imagecopy fame and
> Stephen Found ..Positive Image fame....

I guess Stephen hasn't been Found then eh? ;)

Joshua.

> If anybody has them could they email me please.... I thought I had them
but
> seem to misplaced them..
>
> --
> Nick Harlow
> 16/32 Systems
> Website - www.1632systems.co.uk
> Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

398. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 20:52:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <aeli61$q6b$1@tyfon.itea.ntnu.no>
Source record: 34054

derryck@.not~this~cix.co.uk wrote:

> Falcon. In fact, the only problem is that one has to use a command line
> interface, AFAIK Vassilis is still working on integration of Samba into the
> desktop.

For MiNTnet there is Sharity Light, which mounts SMB-shares under the
/nfs-directory. Perhaps it's possible to compile it for MagiCnet as well.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

399. Re: ATARIS AND MONITORS ETC FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 21:36:33 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1024353679.83487.3@dyke.uk.clara.net>
Source record: 34055

Hi Graham

Ive got no problem with private sales, commercial or bulk sales are an
entirly different subject.

> this is for sale, so it must be in some way commercial..so in the eyes of
SS
> is this SPAM ???

> I am in no way opposed to this sort of post (ie, stuff for sale)
>
> --
>
> "Mark" <saleitemREMOVEME@hotmail.com> wrote in message
> news:sRlO8.899$x96.66199@newsfep1-win.server.ntli.net...
> > 1 X ATARI 1040STE 4 MEG
> > 1 X ATARI 520STFM 4 MEG
> > 1 X ATARI 520STFM 2.5 MEG
> > 1 X ATARI 520ST
> > TATUNG HI RES BLACK AND WHITE MONITOR
> > PHILIPS CM8833 MONITOR
> > PHILIPS CM8833 MKII MONITOR
> > SYSTEM SOLUTIONS MINIS HARD DISK
> > SCSI HARD DISK
> > SCSI CD ROM DRIVE
> > 1 X ICD LINK 2 CONNECTOR
> > 1 X ICD LINK 1 CONNECTOR
> > HAND SCANNER, TABLET, TRACKBALL
> > ATARI MICE, AND OTHER
> > FAX/MODEM 14400 BPS
> > MANY BOXES OF SOFTWARE DISK, ST FORMAT DISKS ETC
> > ST FORMAT MAGAZINE
> > LOADS OF BOOKS
> > EXTRA MIDI PORT
> > MANY CABLES CONNECTIONS AND OTHER ODDS AND ENDS
> >
> > Looking to sell as complete package.
> > Open to offers. Thanks.
> > I am based in Cheshunt, South Hertfordshire.
> >
> > saleitemREMOVEME@hotmail.com

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.371 / Virus Database: 206 - Release Date: 13/06/2002

400. Re: ATARIS AND MONITORS ETC FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 21:38:58 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1024353681.83487.4@dyke.uk.clara.net>
Source record: 34056

Hi Graham

> is this SPAM ???

On a friendler note, your AVG is way out of date, current incarnation is
6.03.371 / Database 206, recent updates have been for some real nasty bugs,
i recomend an update soon.

> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.344 / Virus Database: 191 - Release Date: 4/2/02

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.371 / Virus Database: 206 - Release Date: 13/06/2002

401. AWeb source released

Newsgroup: comp.sys.atari.st
Date: 2002-06-17 23:31:27 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1118.934T1350T314855optimus@canit.se>
Source record: 34057

This is not perfectly Atari-related, but it could be of interest to ST browser coders and coders in spe.
The source for the Amiga WWW browser AWeb has been released to the public, and it's quite a competent browser (definitely more so than CAB, IMHO), including Javascript support (though far from perfect). The code has already been cleaned up to compile with GCC (originally written for SAS/Aztec C) in just a week.
Of course, porting it to the ST is far from straight-forward, but it's nowhere near as bestial as Mozilla, and the programmer could perhaps concentrate on porting the GUI, whereas the renderer could be kept somewhat intact.
The official repository is at http://aweb.sunsite.dk/ .

--
En ligne avec Thor 2.6a.

When cherry tree blooms, people go and walk there, eat dumpling, bring sake and talk each other such things as "A superb view!" and "Full of spring here", and they become very happily and cheerful. But this is a lie. People gather below cherry trees and get drunk, vomit, fight, which are happening since the old days of Edo period. From long time ago.
THE FULL OF CHERRY BOOLMS, CHAPTER 1

402. Re: How do I transfer files from my PC to my Atari STE?

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 00:00:01 UTC
From: lalala@poohpooh.com
Message-ID: <3d0e77dc.2429353@news.earthlink.net>
Source record: 34058

Thanks to all for your assistance! I am no able to transfer files -
and I'm totally thrilled about it!

thanks again,
c

On Sat, 15 Jun 2002 13:01:53 +0100, Jonathan Mortimer
<jonathanmortimer@madasafish.com> wrote:

>Doc wrote:
>>
>> On Wed, 12 Jun 2002 11:13:28 +0100, Dave Wade
>> <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:
>> > You can sometime use an HD disk if you cover the extra hole
>> > that tells the drive its HD. And if you have an STE disks formatted
>> > in that, using the normal desktop formatter to 80 tracks should read find on
>> > a Windows PC.
>>
>> This should be strictly a "get-by" measure. The physical magnetic
>> media differs between HD and DD floppies. I've used HD disks with the
>> hole taped over, and they'll usually last one write and a couple of
>> reads.
>> There are several places on the net that sell new & used DSDD and SSDD
>> floppies.
>>
>> Doc
>Or find them at car boot/yard sales! Look for disk boxes full of disks;
>doesn't matter what computer they were for, you can always reformat
>them. Just don't use any with damaged flaps.
>--
>Jonathan Mortimer
>
>http://www.geocities.com/jonny_morrisuk/

403. Atari Online News, Etc. #04-24

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 00:29:59 UTC
From: danap8@aol.com
Message-ID: <20020617202959.10200.00002288@mb-mr.aol.com>
Source record: 34059

```
A-ONE #0424 06/14/02

~ New Photo File Virus! ~ People Are Talking! ~ New Version of PARCP!
~ XML Testing Pushed! ~ Calamus SL Lite News! ~ AOL 8.0 In Test
~ Mozilla vs. Microsoft? ~ Atari MIDI Archives! ~ New Fretheme Worm!
~ Midwest Classic News! ~ MS Submits Last Appeal ~ 'GodPey' Released!

-* End of School Shakira Worm! *-
-* PayPal Investors File To Sell Stock *-
-* Judge Denies Request Microsoft's Request! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

404. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 02:00:08 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206172058540.1446-100000@coazter.myip.org>
Source record: 34060

On Mon, 17 Jun 2002, Jo Even Skarstein wrote:

> derryck@.not~this~cix.co.uk wrote:
>
> > Falcon. In fact, the only problem is that one has to use a command line
> > interface, AFAIK Vassilis is still working on integration of Samba into the
> > desktop.
>
> For MiNTnet there is Sharity Light, which mounts SMB-shares under the
> /nfs-directory. Perhaps it's possible to compile it for MagiCnet as well.

Does it have a GUI interface? with DHST protocol and bubblegem integrated?
if not, forget about it, you gonna get burned by magic enthusiasts.

405. GFA Assembler

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 03:49:45 UTC
From: lp <gfa@basic.net>
Message-ID: <B9342619.7548%gfa@basic.net>
Source record: 34061

Hi,

Does someone have the actual GFA Assembler manual in English?
If so would it be possible to barrow it? I'd like to OCR it or
photo copy it? All at my expensive of course.
Thanks...

Lonny Pursell

406. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 05:09:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <aemf9v$91p$1@tyfon.itea.ntnu.no>
Source record: 34062

Frederic Fouche <g213778@coazter.myip.org> wrote:

> Does it have a GUI interface? with DHST protocol and bubblegem integrated?

Unfortunately not. Currently it forces you to enter the hugely complex
expression "shlight //smbhost/smbshare /nfs/local-name" at the command
line or in some script.

> if not, forget about it, you gonna get burned by magic enthusiasts.

Usually I probably would, but in this case "their" tool is more complex
and less userfriendly than "ours" ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

407. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 06:54:58 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnagtlud.ff6.atari@core.preferuje.luzik.pl>
Source record: 34063

```
>> Falcon. In fact, the only problem is that one has to use a command line
>> interface, AFAIK Vassilis is still working on integration of Samba into the
>> desktop.
>
> For MiNTnet there is Sharity Light, which mounts SMB-shares under the
> /nfs-directory. Perhaps it's possible to compile it for MagiCnet as well.

I do not think it will work under MagiC becouse Sharity Light works with NFS
filesystem which is missing in MagiC.

Adam Klobukowski
atari@gabo.pl
```

408. Re: Mighty Sonic 32 Installation Doc?

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 07:18:57 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <aemmrg$gd3$1@wanadoo.fr>
Source record: 34064

Bonjour :)

> The M/S 32 has fast ram, the Mighty Sonic does not, it's just the CPU
> on an expansion card. The connections are different between the two.
> Mike

I may make as mistake but the Mighty Sonic 32 and Mighty Sonic is the same product. The acceleration card you mention is called Eagle Sonic (32). See http://x-com.atari.org (-> Gallery -> Falcon030), you'll find both the cards.

Regards

Pierre
http://rajah.atari.org

409. jim@jlfs.com.au

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 07:27:55 UTC
From: mark <mark@computercom.com.au>
Message-ID: <aemn0i$3sr$1@lust.ihug.co.nz>
Source record: 34065

http://aweb.sunsite.dk/

410. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 08:23:05 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0206181022080.899-100000@freemint>
Source record: 34067

Hello!

> > Falcon. In fact, the only problem is that one has to use a command line
> > interface, AFAIK Vassilis is still working on integration of Samba into the
> > desktop.
>
> For MiNTnet there is Sharity Light, which mounts SMB-shares under the
> /nfs-directory. Perhaps it's possible to compile it for MagiCnet as well.

Sharity light strictly require the nfs.xfs. So you have to port first the
nfs filesystem driver to MagiC.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

411. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 09:45:34 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3d0f12aa105c250@europe-shareware.org>
Source record: 34068

Hello,

in article <Pine.SGI.4.10.10206172058540.1446-100000@coazter.myip.org> (comp.sys.atari.st)
Frederic Fouche wrote on Mon 17-06-2002 21:00 (-0500):

> if not, forget about it, you gonna get burned by magic enthusiasts.

Not all magic enthusiasts are such "integrists".

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

412. Re: STF & SCSI 100Mb Zip Drive

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 10:44:28 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <kp1ugus6ee82okq7s0eb2nsghns1hjlg1n@4ax.com>
Source record: 34069

Hi Andrew, I'm in the same boat as you, I have a 520ste which I'd like
to use my scsi zip100 with as an hard drive. (seeing as I already have
one, and to save going and buying a hard drive for the atari.)

From the little I have discovered, we do need adapters, called LINK2.
I don't know where we get them from, if you find out, can you let me
know.(Are you based in the uk at all)

Anyway, I'll copy & paste everything I have collected so far.
Check out the notator user group for more advice

Rob.

A discussion has come up in the Notator mailing list (see my
signature)
regarding backing up data in a safe and simple way, and someone
mentioned using zip drives.
Actually using a zip drive instead of a harddisk because of the much
lower noise level (which is important for us musicians).
(then using a harddisk to back up the data from that drive!).

I could use some information on how to set up a zip drive with an ST
as
I've never used one myself.

Obviously one needs the SCSI version and an SCSI adaptor. Will any
host
adaptor work? Does it need to support parity?
How about software? I understand that HDdriver supports Zip drives:
from
which version (in case someone gets a second hand offer)?

There's also some talk about connecting a wire to a pin of the
joystick
for power. I take it this is the +5V signal needed for SCSI "TERMPRW"
at
some pin of the SCSI unit (pin 11?).

Anything else to remember? When everything is set up, will it then act
just like any harddisk?
Will such a drive be auto-bootable? Someone who has a zip drive
connected to his ST tells me that he needs to reboot it after power
has
switched on (warm boot), and some AUTO folder program has to be used.
Sounds cumbersome.

Hallvard
--
Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
Atari Launchpad : <http://launchpad.atari.org>
Notator/Creator SL : <http://www.crosswinds.net/~notator/>

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Using a zip drive with an ST
From: Steve Sweet <steve-sweet#lineone.net>
Date: Fri, 06 Jul 2001 19:36:30 -0100
Date: Fri, 06 Jul 2001 19:36:30 -0100
Organization: Posted via Supernews, http://www.supernews.com
X-Mailer: ASH Emailer V2.3f

Hi Hallvard

>I could use some information on how to set up a zip drive with an ST as
>I've never used one myself.

Open the box, extract the contents, plug into your SCSI chain, switch
the device ID on in HD-driver, reboot, use.

>Obviously one needs the SCSI version and an SCSI adaptor. Will any host
>adaptor work?

Yep.

>Does it need to support parity?

It isnt bothered i dont think, mines been lugged into a few systems
with
no troubles.

>How about software? I understand that HDdriver supports Zip drives:
>from which version (in case someone gets a second hand offer)?

All i beleive

>There's also some talk about connecting a wire to a pin of the joystick
>for power.

New ZIP's i understand provide TRMPWR, but a diode to the relevant pin
from a +5V line in the zip will suffice, but if youve other devices on
the SCSI chain use one of them to provide power.

>I take it this is the +5V signal needed for SCSI "TERMPRW" at some pin
>of the SCSI unit (pin 11?).

i thought it was 25,

I also have a USB ZIP on't PC, so its really usefull to be able to
drag
stuff from the Atari for CD backing up or to the Atari following a
fast

web download.

You just need to make sure that HDDRiver is configured for windows
partitions and that the ZIP disks are partitioned to suit TOS and DOS

--

eMail: steve-sweet#lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Using a zip drive with an ST
From: Uwe Seimet <us#seimet.de>
Date: Sat, 07 Jul 2001 08:35:50 +0200
Date: Sat, 07 Jul 2001 08:35:50 +0200
X-Mailer: Mozilla 4.77 [en] (X11; U; Linux 2.4.6 i686)

Hallvard Tangeraas wrote:

> Obviously one needs the SCSI version and an SCSI adaptor. Will any host
> adaptor work? Does it need to support parity?

As far as I know it does. The best host adapter (highest compatibility
with SCSI) is the LINK96 or LINK97 by WB Systemtechnik.

> How about software? I understand that HDdriver supports Zip drives: from
> which version (in case someone gets a second hand offer)?

7.00 or newer supports special functions for the ZIP. If you get a
second hand driver be careful that you get it on the original floppy
disk and that you get a written statement from the owner that he has
destroyed any copy. Otherwise your copy would be illegal.
BTW, the current version is HDDRIVER 8, with the demo version
available
on http://www.seimet.de/atari_english.html. With an English manual
it's
available from Atari Workshop.

> Will such a drive be auto-bootable? Someone who has a zip drive
> connected to his ST tells me that he needs to reboot it after power has
> switched on (warm boot), and some AUTO folder program has to be used.
> Sounds cumbersome.

Yes, any drive with removable media is auto-bootable. The ZIP is
nothing
special in most respects. The only thing that is different between the
ZIP and other drives are the built-in auto-spin down and password
protection functions.

--

Dr. Uwe Seimet mailto:us#seimet.de
http://www.seimet.de

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Using a zip drive with an ST
From: Hallvard Tangeraas <x#x.xx>
Reply-To: <northstar2010 yahoo.no>
Mail-Copies-To: never
Date: Sat, 07 Jul 2001 12:55:09 GMT
Date: Sat, 07 Jul 2001 12:55:09 GMT
Organization: Tele2 Norway AS Public Access
User-Agent: MacSOUP/2.4.6

Uwe Seimet <us seimet.de> wrote:

> Hallvard Tangeraas wrote:
>
> > Obviously one needs the SCSI version and an SCSI adaptor. Will any host
> > adaptor work? Does it need to support parity?
>
> As far as I know it does. The best host adapter (highest compatibility
> with SCSI) is the LINK96 or LINK97 by WB Systemtechnik.

Are these still for sale? Can they be bought from WB systemtechnik
directly? Are they a reputable firm? (There have been several scams
with
Atari dealers/suppliers, among others ICD, so I don't want to
recommend
a "shady" dealer to anyone, where they risk loosing their money).

[snip....]

Excellent information!
Do you mind if I forward your posting to my Notator mailing list where
people have asked about this?

By the way, what about that wire they talk about which goes from the
joystick port? I suppose this is a +5V signal which connects to the
"TERMPWR" pin of the SCSI bus. Doesn't sound like a very elegant
solution though -perhaps the abovementioned SCSI adaptors have this
already wired internally so an extra wire isn't needed?

Hallvard
--
Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
Atari Launchpad : <http://launchpad.atari.org>
Notator/Creator SL : <http://www.crosswinds.net/~notator/>

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Using a zip drive with an ST

From: Uwe Seimet <us#seimet.de>
Date: Sun, 08 Jul 2001 09:32:41 +0200
Date: Sun, 08 Jul 2001 09:32:41 +0200
X-Mailer: Mozilla 4.77 [en] (X11; U; Linux 2.4.6 i686)

Hallvard Tangeraas wrote:

> Are these still for sale? Can they be bought from WB systemtechnik
> directly? Are they a reputable firm? (There have been several scams with
> Atari dealers/suppliers, among others ICD, so I don't want to recommend
> a "shady" dealer to anyone, where they risk loosing their money).

As far as I know WB systemtechnik still sells the LINK96. I have not
heard any complains about them.

>
> [snip....]
>
> Excellent information!
> Do you mind if I forward your posting to my Notator mailing list where
> people have asked about this?

No, I don't mind. Postings in this newsgroup are public anyway.

> By the way, what about that wire they talk about which goes from the
> joystick port? I suppose this is a +5V signal which connects to the
> "TERMPWR" pin of the SCSI bus. Doesn't sound like a very elegant
> solution though -perhaps the abovementioned SCSI adaptors have this
> already wired internally so an extra wire isn't needed?

I suggest you ask WB Systemtechnik for details on this.

--

Dr. Uwe Seimet mailto:us#seimet.de
http://www.seimet.de

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Using a zip drive with an ST
From: Chris Martin <hacked_up#excite.com>
Date: Mon, 09 Jul 2001 04:30:55 GMT
Date: Mon, 09 Jul 2001 04:30:55 GMT
Organization: Excite Home - The Leader in Broadband
http://home.com/faster
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200

"Hallvard Tangeraas" <x x.xx> wrote in message
news:1ew6jy3.6eaqqxw68seyN%x x.xx...
> By the way, what about that wire they talk about which goes from the
> joystick port? I suppose this is a +5V signal which connects to the
> "TERMPWR" pin of the SCSI bus. Doesn't sound like a very elegant
> solution though -perhaps the abovementioned SCSI adaptors have this

> already wired internally so an extra wire isn't needed?

Below is straight from the ICD documentation, though I did not do it
this
way. One way I got around this is by having an external SCSI case
(with
nothing in it) and connect a wire from the +5V power supply to the
corresponding internal pin (which connects to pin 25 on the Male
DB-25P
through some cabling). The connector in the SCSI case is a 50pin
header,
which in turn connects to a 50pin centronics connector, which I
connect to a
centronics-to-25pin-SCSI cable then to the zip drive. I believe the
pin I
jumper was somewhere near the middle of the 50pin internal connector.

That was the first way I got this to work. Now I have a SCSI CDROM
occupying that external SCSI case. It powers the TERMPWR pin. So, if
you
have a SCSI CDROM drive, connect it to your atari first, then connect
the
zip drive to it and the zip drive will work fine once all termination
is
done correctly.

___BEGIN ICD DOC___
How to get power for your Zip drive:

Make a cable that goes from your unused joystick port to the unused
port on the back of the Zip drive as follows:

Female DB-9S pin 7 <------------> pin 25 Male DB-25P (5 volts)
pin 8 <------------> pin 24 (ground)

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Using a zip drive with an ST
From: Dennis Vermeire <dennis.vermeire#gmx.net>
Date: Sun, 08 Jul 2001 03:26:46 +0200
Date: Sun, 08 Jul 2001 03:26:46 +0200
X-Mailer: ASH Emailer V2.3f

From: x x.xx (Hallvard Tangeraas)
Date: Fri, 06 Jul 2001 14:33:01 GMT

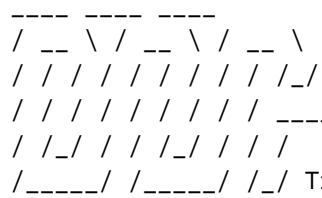
Hi Hallvard,

>A discussion has come up in the Notator mailing list (see my signature)
>regarding backing up data in a safe and simple way, and someone
>mentioned using zip drives.
>Actually using a zip drive instead of a harddisk because of the much

>lower noise level (which is important for us musicians).
>(then using a harddisk to back up the data from that drive!).
Have you considered using a cd-writer instead of a zip drive? backing
up
files on CD-R or CD-RW has several advantages. The price of the media
is
only a fraction of a zip cartridge, a CD can hold up to 700MB of data,
the
writer can also be used by the musicians to burn their latest
projects,
CD's are platform interchangable (any CD-R can read the CD).

>I could use some information on how to set up a zip drive with an ST as
>I've never used one myself.
Dr.Uwe Seimet has answered this already :-)
Setting up a cd-writer is very easy, you'll need the LINK and a
dedicated
software package, for musicians I recommend SoundPools CD Recorder
Pro...

Cheers from Belgium
Dennis
--



derryck#cix.co.uk
dennis.vermeire#wanadoo.be
xlator cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

Newsgroups: comp.sys.atari.st
Subject: WB systemtechnik still operative?
From: Hallvard Tangeraas <x x.xx>
Reply-To: <northstar2010 yahoo.no>
Mail-Copies-To: never
Date: Sun, 08 Jul 2001 13:52:24 GMT
Date: Sun, 08 Jul 2001 13:52:24 GMT
Organization: Tele2 Norway AS Public Access
User-Agent: MacSOUP/2.4.6

I'm trying to find more information about the "Link 96" and "Link 97"
SCSI host adaptors, and if they're still available.

Apparently, WB systemtechnik in Germany were responsible for them.
I had a link a while ago which listed them (as well as other Atari
items):

http://members.aol.com/wbsystem/aus_e.html

But the links from there, providing more information were broken.

Then I found out that they had set up a new site with their own domain
name:

http://www.wbsystemtechnik.de/

There was however absolutely no information there about any Atari ST
products. I've mailed them to ask about this, but though I'd ask here
as
well, if someone knows if they still sell them, or if someone else
does?

Hallvard
--
Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
Atari Launchpad : <http://launchpad.atari.org>
Notator/Creator SL : <http://www.crosswinds.net/~notator/>

Newsgroups: comp.sys.atari.st
Subject: Re: WB systemtechnik still operative?
From: Jean-Fran?ois Lemaire <jflemaire#belgacom.net>
Date: Sun, 08 Jul 2001 16:30:38 +0200 (MET DST)
Date: Sun, 08 Jul 2001 16:30:38 +0200 (MET DST)
Organization: Association Wallonne d'ï¿½tudes Mï¿½galithiques
X-Newsreader: Okami Version U1.34

Hi,

Le dimanche 08-07-10 13:52, Hallvard Tangeraas ï¿½crivait:

>Then I found out that they had set up a new site with their own domain
>name:
>
> http://www.wbsystemtechnik.de/
>
>
>There was however absolutely no information there about any Atari ST
>products. I've mailed them to ask about this, but though I'd ask here as
>well, if someone knows if they still sell them, or if someone else does?

http://www.wbsystemtechnik.de/atari/

J-F.

Newsgroups: comp.sys.atari.st
Subject: Re: WB systemtechnik still operative?
From: Hallvard Tangeraas <x#x.xx>
Reply-To: <northstar2010 yahoo.no>
Mail-Copies-To: never

Date: Sun, 08 Jul 2001 18:39:58 GMT
Date: Sun, 08 Jul 2001 18:39:58 GMT
Organization: Tele2 Norway AS Public Access
User-Agent: MacSOUP/2.4.6

Jean-Fran?ois Lemaire <jflemaire belgacom.net> wrote:

> Le dimanche 08-07-10 13:52, Hallvard Tangeraas ï¿½crivait:

> >There was however absolutely no information there about any Atari ST
> >products. I've mailed them to ask about this, but though I'd ask here as
> >well, if someone knows if they still sell them, or if someone else does?
>
> http://www.wbsystemtechnik.de/atari/

Thanks! I just hope they actually sell those items there.

Hallvard
--
Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
Atari Launchpad : <http://launchpad.atari.org>
Notator/Creator SL : <http://www.crosswinds.net/~notator/>

Newsgroups: comp.sys.atari.st
Subject: Re: WB systemtechnik still operative?
From: Ken Kosut <kjcat#execpc.com>
Date: Sun, 8 Jul 2001 11:27:21 -0500
Date: Sun, 8 Jul 2001 11:27:21 -0500
Organization: ExecPC Internet - Milwaukee, WI

On Sun, 8 Jul 2001, Hallvard Tangeraas wrote:

> I'm trying to find more information about the "Link 96" and "Link 97"
> SCSI host adaptors, and if they're still available.
>
> Apparently, WB systemtechnik in Germany were responsible for them.

Hello,

I recently (within the last year)
wired a Link 97 intern in an External Case with SCSI drive.
Dr. Seimet and Newsgroup helped me configure HDdriver.

It works very well.

He also sent a nice catalog (Atari) with the order.

ken

Newsgroups: comp.sys.atari.st
Subject: Re: WB systemtechnik still operative?

From: "Edward S. Baiz Jr." <ebaiz#skyenet.net>
Date: Mon, 09 Jul 2001 23:47:17 GMT
Date: Mon, 09 Jul 2001 23:47:17 GMT
Organization: I.M.A.G.E.
X-Newsreader: NEWSie Version 0.96 (Atari)

On 8 Jul 2001 13:52:24 G, Hallvard Tangeraas wrote:
>I'm trying to find more information about the "Link 96" and "Link 97"
>SCSI host adaptors, and if they're still available.

I can give you all the doc files from the disks that came with my Link
ll. If you want them, just email me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Newsgroups: comp.sys.atari.st
Subject: Re: WB systemtechnik still operative?
From: Hallvard Tangeraas <x#x.xx>
Reply-To: <northstar2010 yahoo.no>
Mail-Copies-To: never
Date: Tue, 10 Jul 2001 00:07:18 GMT
Date: Tue, 10 Jul 2001 00:07:18 GMT
Organization: Tele2 Norway AS Public Access
User-Agent: MacSOUP/2.4.6

Edward S. Baiz Jr. <ebaiz skyenet.net> wrote:

> On 8 Jul 2001 13:52:24 G, Hallvard Tangeraas wrote:
> >I'm trying to find more information about the "Link 96" and "Link 97"
> >SCSI host adaptors, and if they're still available.
>
> I can give you all the doc files from the disks that came with my Link
> ll. If you want them, just email me.

Thanks, but no need now as the website which I've been informed of in
this thread gives me what I need.
I also got en email reply from Norbert Wieczorek at WB Systemtechnik
where he verifies that they still sell the SCSI host adaptors.

Hallvard
--
Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>

Atari Launchpad : <http://launchpad.atari.org>
Notator/Creator SL : <http://www.crosswinds.net/~notator/>

Newsgroups: comp.sys.atari.st
Subject: Re: WB systemtechnik still operative?
From: Steve Sweet <steve-sweet#lineone.net>
Date: Tue, 10 Jul 2001 19:32:52 -0100
Date: Tue, 10 Jul 2001 19:32:52 -0100
Organization: Posted via Supernews, http://www.supernews.com
X-Mailer: ASH Emailer V2.3f

Hi Hallvard

>I also got en email reply from Norbert Wieczorek at WB Systemtechnik where he
>verifies that they still sell the SCSI host adaptors.

A prompt for all concerned to update their web links.

--

eMail: steve-sweet lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Using a zip drive with an ST
From: James Haslam <jfhaslam#zetnet.co.uk>
Date: 19 Jul 2001 19:58:49 GMT
Date: 19 Jul 2001 19:58:49 GMT
X-Newsreader: NEWSie Version 0.96 (Atari)

Hi Hallvard!

On 6 Jul 2001 14:33:01 G, Hallvard Tangeraas wrote:

>There's also some talk about connecting a wire to a pin of the joystick
>for power. I take it this is the +5V signal needed for SCSI "TERMPRW" at
>some pin of the SCSI unit (pin 11?).

Note that you only need to do this if you are not using another SCSI
device. If you use another device in the chain then the drive will
work
without term power from the joystick port. Also note that this is only
on
the Zip 100 units, the later Zip 250 units didn't have this problem.

>Anything else to remember? When everything is set up, will it then act
>just like any harddisk?

Mostly, you will notice that it is a lot slower than a regular fixed
hard
drive. It also has a auto spin down feature which after it spins back
up
brings in a pause of about a second before accessing data.

>Will such a drive be auto-bootable? Someone who has a zip drive
>connected to his ST tells me that he needs to reboot it after power has
>switched on (warm boot), and some AUTO folder program has to be used.

Thats never happened with my Zip 100, on both my STs and now my
Falcon.
It's possible it's a problem when used to boot from but I seem to
recall
it booting fine.

Cheers!

James

| | .____.
|James Haslam Email: jfhaslam#zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
+---+ _/|| ||_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+---+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Using a zip drive with an ST
From: Hallvard Tangeraas <x#x.xx>
Reply-To: <northstar2010 yahoo.no>
Mail-Copies-To: never
Date: Thu, 19 Jul 2001 23:00:16 GMT
Date: Thu, 19 Jul 2001 23:00:16 GMT
Organization: Tele2 Norway AS Public Access
User-Agent: MacSOUP/2.4.6

James Haslam <jfhaslam zetnet.co.uk> wrote:

> On 6 Jul 2001 14:33:01 G, Hallvard Tangeraas wrote:

> >Will such a drive be auto-bootable? Someone who has a zip drive
> >connected to his ST tells me that he needs to reboot it after power has
> >switched on (warm boot), and some AUTO folder program has to be used.
>
> Thats never happened with my Zip 100, on both my STs and now my Falcon.
> It's possible it's a problem when used to boot from but I seem to recall
> it booting fine.

I take it you're using HDdriver with it?

Hallvard
--
Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
Atari Launchpad : <http://launchpad.atari.org>
Notator/Creator SL : <http://www.crosswinds.net/~notator/>

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Using a zip drive with an ST
From: Uwe Seimet <us#seimet.de>
Date: Fri, 20 Jul 2001 09:07:01 +0200
Date: Fri, 20 Jul 2001 09:07:01 +0200
X-Mailer: Mozilla 4.77 [en] (X11; U; Linux 2.4.6 i686)

James Haslam wrote:

> Mostly, you will notice that it is a lot slower than a regular fixed hard
> drive. It also has a auto spin down feature which after it spins back up
> brings in a pause of about a second before accessing data.

You can can configure the time until spin down, can switch this
feature
off by software and/or can use other software to control the time in
case the drive spinning down on its own is not desired.

--

Dr. Uwe Seimet mailto:us#seimet.de
http://www.seimet.de

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Using a zip drive with an ST
From: Roger Cain <roger#cainr.freeserve.co.uk>
Date: Fri, 20 Jul 2001 09:32:33 +0100
Date: Fri, 20 Jul 2001 09:32:33 +0100
X-Newsreader: Microsoft Outlook Express 5.50.4522.1200

> On 6 Jul 2001 14:33:01 G, Hallvard Tangeraas wrote:
>
> >There's also some talk about connecting a wire to a pin of the joystick
> >for power. I take it this is the +5V signal needed for SCSI "TERMPRW" at
> >some pin of the SCSI unit (pin 11?).

More like pin 25, I think ..... but CHECK!

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.265 / Virus Database: 137 - Release Date: 18/07/2001

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Using a zip drive with an ST Con't
From: Matthew Walter <mw#boneproductions.com>
Date: 20 Jul 2001 10:38:59 -0700
Date: 20 Jul 2001 10:38:59 -0700
Organization: http://groups.google.com/

I also want to connect a scsi ZIP to an Atari 1040STf.
I have a scsi ICD adapter w/ software version 5.6.1
My adapter sees the ZIP scsi ID#5 on boot up and
can format the ZIP using ICDFRMT. However, every time I try
to partition it, it gets errors and says to reformat the ZIP.
I tried downloading and using the HD Driver Demo, but
it can't recognize the media on my primary scsi drive and says
the media is corrupt and won't let me even get to the process of
formatting the SCSI drive.

Question#1-Will the full version of HD Driver work with my scsi ICD
adapter, or do I have to buy a Link adapter?

Question#2-Will HD Driver with ICD adapter let me format the ZIP
so it is compatible with IBM and Atari?

Question#3-Is there a later version of ICD drivers that would solve my
problem?
If so, what is the latest version and where might I get it? (Mine is
5.6.1)

Question#4-ANyone know of a list of Manufacturers of Atari compatible
scsi II drives? (I just bought an IBM 2.1 Gig scsi II fast-wide that
won't be recognized by my ICD adapter)

Question#5-Is it possible to disable parity checking with the ICD
drivers
through software?

Thanks
Matthew Walter

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Using a zip drive with an ST Con't
From: Uwe Seimet <us#seimet.de>
Date: Sat, 21 Jul 2001 09:33:56 +0200
Date: Sat, 21 Jul 2001 09:33:56 +0200
X-Mailer: Mozilla 4.77 [en] (X11; U; Linux 2.4.6 i686)

Matthew Walter wrote:

> I tried downloading and using the HD Driver Demo, but
> it can't recognize the media on my primary scsi drive and says
> the media is corrupt and won't let me even get to the process of

> formatting the SCSI drive.

If the media is recognzized to be corrupt note that the full version
of
HDDRIVER will also say so. Typically this is a cable or termination
problem. Whatever it is, it is most likely a hardware problem.
You cannot format with the demo version because the demo is
restricted.
Please refer to the README for more information.

> Question#1-Will the full version of HD Driver work with my scsi ICD
> adapter, or do I have to buy a Link adapter?

It will work without restrictions.

> Question#2-Will HD Driver with ICD adapter let me format the ZIP
> so it is compatible with IBM and Atari?

Not format, but partition. Formatting is irrelevant, partitioning is
what makes the difference.

> Question#3-Is there a later version of ICD drivers that would solve
> my problem?

No, There is no driver except HDDRIVER that supports partitions that
are
both PC and Atari compatible.

> Question#4-ANyone know of a list of Manufacturers of Atari compatible
> scsi II drives? (I just bought an IBM 2.1 Gig scsi II fast-wide that
> won't be recognized by my ICD adapter)

Any SCSI-II or SCSI-III drive can be connected to the Atari. Note,
however, that you need an adapter (16 to 8 bit) if you want to connect
one of the current UW/160 drives that have an 16 bit SCSI bus. This
adapter is nothing specific to the Atari. Also note that some drives
may
require initiator identification and thus require a LINK96 adapter.
But
as far as I know this is only required for some Quantum drives.

> Question#5-Is it possible to disable parity checking with the ICD drivers
> through software?

No. The only drives where you can switch parity off by software are
Quantum drives. You need special software for doing this, which is
included in HDDRIVER. But even with these drives and the right
software
you have to connect your drive to an Atari that supports parity in
order
to reconfigure the drive. With a host adapter not supporting parity
you
cannot do this because the precondition for the drive to be accessible
with this adapter is that parity is already switched off.

--

Dr. Uwe Seimet mailto:us#seimet.de
http://www.seimet.de

Newsgroups: comp.sys.atari.st.tech
Subject: How do you format scsi Zip drive for Atari AND IBM?
From: Matthew Walter <mw#boneproductions.com>
Date: 19 Jul 2001 13:23:37 -0700
Date: 19 Jul 2001 13:23:37 -0700
Organization: http://groups.google.com/

Hello,
I have an Atari 1040STf with an ICD scsi adapter and
the ICD software version 5.6.1
I have added an Iomega Zip 100 scsi to it and want
to be able to read the Zip on a PC and on the Atari.
My version of the ICD software doesn't give me the option
of formatting or partitioning for IBM compatability.

Also, after formatting with my ICD software,
when I tried to partition the Zip drive using ICD software,
I got this ERROR MESSAGE:
Drive timeout encountered while attempting to verify
drive: Sense code:$FF

Do you know what software and version I need to fromat
a SCSI ZIP drive to be read on both IBM and Atari?
Any suggestions?

Thankyou
Matthew Walter

Newsgroups: comp.sys.atari.st.tech
Subject: Re: How do you format scsi Zip drive for At
From: "Edward S. Baiz Jr." <ebaiz#skyenet.net>
Date: Sun, 22 Jul 2001 21:46:54 GMT
Date: Sun, 22 Jul 2001 21:46:54 GMT
Organization: I.M.A.G.E.
X-Newsreader: NEWSie Version 0.96 (Atari)

On 19 Jul 2001 13:23:37 , Matthew Walter wrote:
>Hello,
>My version of the ICD software doesn't give me the option
>of formatting or partitioning for IBM compatability.
>
>Also, after formatting with my ICD software,
>when I tried to partition the Zip drive using ICD software,
>I got this ERROR MESSAGE:
>Drive timeout encountered while attempting to verify
>drive: Sense code:$FF

>
>Do you know what software and version I need to fromat
>a SCSI ZIP drive to be read on both IBM and Atari?
>Any suggestions?

Gett HDDriver. It supports the Zip and Jaz drive & does a very good
job
at time. Works well for me when I use my Jaz drive.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Newsgroups: comp.sys.atari.st.tech
Subject: Re: How do you format scsi Zip drive for At
From: Grazey <grazey#tphf.karoo.co.uk>
Date: Tue, 24 Jul 2001 14:53:20 +0100
Date: Tue, 24 Jul 2001 14:53:20 +0100
Organization: Customer of Energis Squared
X-Newsreader: Microsoft Outlook Express 5.50.4133.2400

Matthew as a STF, I thought that HDD can only create dual compatible
ZIP's
with TOS 1.4 or greater , hence a no no for STF users.

Grazey

>
> Gett HDDriver. It supports the Zip and Jaz drive & does a very good job
> at time. Works well for me when I use my Jaz drive.
>
>
> Edward S. Baiz Jr.
> (Gamer)

Newsgroups: comp.sys.atari.st.tech
Subject: Re: How do you format scsi Zip drive for At
From: Uwe Seimet <us__nospam__#seimet.de>
Date: Tue, 24 Jul 2001 16:25:17 +0200
Date: Tue, 24 Jul 2001 16:25:17 +0200
X-Mailer: Mozilla 4.77 [en] (X11; U; Linux 2.4.6 i686)

Grazey wrote:
>
> Matthew as a STF, I thought that HDD can only create dual compatible ZIP's
> with TOS 1.4 or greater , hence a no no for STF users.

The TOS version doesn't matter. HDDRIVER can create dual compatible
media with any version of TOS. The only difference with respect to the
TOS version is that with TOS < 1.04 the maximum partition size is 256
MB. But this is a limit of TOS, which has nothing to do with HDDRIVER
and applies to any partition, dual compatible or not.

--

Dr. Uwe Seimet mailto:us#seimet.de
http://www.seimet.de

On Fri, 15 Feb 2002 11:05:57 GMT, good too far
<goodtoofar@hotmail.com> wrote:

>Hey y'all,
>
>How do i connect & use a 100Mb Zip drive with my trusty old 1024 STF?
>
>I gather I'll need some sort of adaptor and driver?
>
>Searching about the web has revealed a whole Atari language I don't understand
>(or can't remember from 15 years back).
>
>Help!
>
>Cheers,
>
>Andrew

413. Re: jim@jlfs.com.au

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 11:38:52 UTC
From: Mark Bedingfield <atari@nospam.tpg.com.au>
Message-ID: <3d0f1b83$0$21000$afc38c87@news.optusnet.com.au>
Source record: 34070

Bugger, sorry, please disregard this........Web address for aweb.

Mark

"mark" <mark@computercom.com.au> wrote in message
news:aemn0i$3sr$1@lust.ihug.co.nz...
> http://aweb.sunsite.dk/
>
>

414. PC Power Supply with a 1040?

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 15:41:36 UTC
From: Crab Nebula <fsicuteriNO_SPAM@hotmail.com>
Message-ID: <aenl99$o9231@intra09.infocamere.it>
Source record: 34071

Hello to everyone,
I have a 1040 ST and a 1040 STE, both with power supply burn. I gave both them to a friend to try repairing them, but, while waiting for an answer.... As far as you know, isn't possible to use a common PC power supply with my 1040? The voltage seem to be the same, 5 and 12 v., with some grounds...
I have no problems about the size of the PS, considering I want to mount the 1040 in a 2U Rack.
Any idea about this?

Thank you
Fabrizio

415. Re: Mighty Sonic 32 Installation Doc?

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 16:42:16 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0206180842.546aa956@posting.google.com>
Source record: 34072

"Pierre TONTHAT" <ptonthat@NO.club-internet.fr.SPAM> wrote in message
news:<aemmrg$gd3$1@wanadoo.fr>...
> Bonjour :)
>
> > The M/S 32 has fast ram, the Mighty Sonic does not, it's just the CPU
> > on an expansion card. The connections are different between the two.
> > Mike
>
> I may make as mistake but the Mighty Sonic 32 and Mighty Sonic is the
> same product. The acceleration card you mention is called Eagle Sonic (32).
> See http://x-com.atari.org (-> Gallery -> Falcon030), you'll find both the
> cards.
>
> Regards
>
> Pierre
> http://rajah.atari.org

:) <blush> you are absolutly correct!
Mike

416. Re: PC Power Supply with a 1040?

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 17:00:51 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B934B5C5.235C7%nameerf@flash.net>
Source record: 34073

in article aenl99$o9231@intra09.infocamere.it, Crab Nebula at
fsicuteriNO_SPAM@hotmail.com wrote on 6/18/02 7:41 AM:

> Hello to everyone,
> I have a 1040 ST and a 1040 STE, both with power supply burn. I gave both
> them to a friend to try repairing them, but, while waiting for an answer....
> As far as you know, isn't possible to use a common PC power supply with my
> 1040? The voltage seem to be the same, 5 and 12 v., with some grounds...
> I have no problems about the size of the PS, considering I want to mount the
> 1040 in a 2U Rack.
> Any idea about this?

Assuming the 1040ST's power supply is the same or similar enough to the Falcon's, I had a power supply go bad on my Falcon and replaced it with a PC one. The issue you *MUST* be careful of is polarity of the wires. On the Falcon PS, the 12v Blue wire wasn't the same polarity as the PC's 12v Blue wire. It was the same as the 12v Yellow wire on the PC PS. I mistakenly connected blue to blue and blew a transistor in my Falcon's audio system. It was an easy enough fix, so I was luck that's all it did. It was quite spectacular, actually. I plugged it in, turned it on, and everything seemed ok for a few seconds, then a bright flash and loud pop exploded off my Falcon's motherboard and I heard half the transistor hit the wall on the opposite side of the room quite forcefully! So anyway, make sure to check the polarity as well as the voltage very carefully before making the connection. Otherwise, it should work fine.

Mike Freeman
nameerf@flash.net

417. Atari-source

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 18:10:17 UTC
From: mduckworth@nospa-am.matchie.net
Message-ID: <1024424100.227591@pikachu>
Source record: 34074

Hey all,

Just to let everyone know, Atari-source is back up and running after the
two week downtime. Sorry for sucking up news bandwidth though.

Thanks
Mark
http://atari-source.com

418. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 21:09:32 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <455.934T1600T13295525optimus@canit.se>
Source record: 34076

```
Frederic Fouche skrev:

>PS: do not confuse Linux kernel and the packages/services that it comes
>with. Nothing to do with the OS itself.
```

I'll keep that in mind the next time I see someone running the Linux kernel by
itself, without any surrounding environment (what most people would call an
OS). =&#65533;

```
--
En ligne avec Thor 2.6a.
```

Sagt, ist noch ein Land, au&#65533;er Deutschland, wo man die Nase eher r&#65533;mpfen lernt
als putzen?
--- Georg Christoph Lichtenberg

419. Free Atari Hard/Soft-ware

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 21:40:28 UTC
From: johnnie ligotage <johnnie@ligotageSPAM-NO-THANKS.demon.co.uk>
Message-ID: <1024436428.19634.0.nnrp-08.9e98d1e1@news.demon.co.uk>
Source record: 34075

```
2 - 4Mb STe, boxed
2 - external HDD including host adapters and cables
2 - host adapters, 1 including cable
1 - SM124, boxed
1 - SM144
1 - external Cumana disk drive, boxed
1 - Magic v2, manual
1 - Ease replacement desktop, manual
1 - Cubase v2 dongle, no manual
4 - 1 Mb 30 pin SIMMS
various cables

Collection ONLY, UK - M40/M25 junction less than 5 minutes away

Email johnnie at ligotage dot demon dot co dot uk to arrange
```

420. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 22:31:47 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <4136.934T2350T14115639optimus@canit.se>
Source record: 34078

Stanislav Opichal skrev:

>>>>Suppose, you write an improvement for MiNT, but the maintainer(s) think
>>>>it's crap and refuse to implement it? what are your options?
>>>
>>>The same as using MagiC and trying to do the same. Actuall there are
>>>more bacause you can use your own version and spread it over people who
>>>like it.
>>
>> But that's the last thing we need!!
>> If this would happen then it means that we'll be flooded with different
>> versions of the OS, which at a certain level are incompatible...

>Sure, but it is unlikely if you do a relly good thing that it is going
>to be rejected.

That is by all means no necessity. The real beneficiaries (sp?) of open source are coders, not end users. The ones interested in free source code are mainly programmers, and the eventual end-user interest consists mainly of fringe benefits.
The problem with open source development in general is that everyone in charge is a programmer, people who have an immense computer knowledge, knowledge of the internals of the system, and people who regard the system as their "baby". Since they have been involved since the start, or, due to their involvement, have all but absorbed the entire "ideology" of the system, they don't regard changing the system as a priority, especially since they already know all its little quirks and like it the way it is, and also since they are the ones who'd have to do the work.
Non-programming end-users have different preferences than programmers, and commercial apps can't be choosy about their users, or development will cease due to lack of funds. Look at UNIX for a perfect example of this. Made by programmers, for programmers. Few non-programming end-users like the cryptic UNIX system. Programmers love it.
As a matter of consequence, suggestion which might appeal to a lot of end-users will not appeal to the programmers who make up the ruling class of the open source project. Wouldn't this go very far in explaining why UNIX remains cryptic and conservative, or why there hasn't been a ready-to-install MiNT version in years? Making MiNT easy to use and install isn't a priority to those who are already using and directing the MiNT project. Likewise, those who have made easier Linux distributions are mainly commercial enterprises.
Why do you think non-technical users are preferring MagiC? On technical merits? On ideological grounds? Wrong. It's an order of magnitude friendlier than MiNT, at least up to the point when you'd like to make amendments to the kernel. ;-)

>Nope. I'm trying to tell you that it is better to have native driver for
>the graphics. You can use ARAnyM with the NVDI original driver as well.
>but it would not take the advantage of the host os graphics power.

What's this about a host OS? Sound much like an emulator, and not so much as
an OS.

>> Besides this being a very extremistic view you should realise that with
>> this attitude your hopes of everyone using ARANym, emuTOS etc...someday,
>> are practically reduced to zero...

>The hopes to force all use open-source platform are zero until the time
>when it will have better features ;). Anyway just try to use ARAnyM on
>its own. No open-source, no freeware nothing... just only a fast machine
> on top of any hardware.

Or rather, any Intel PC hardware.

>>>>Let's face it: fVDI is a nice app, but I still need NVDI to print
>>>
>>>Just not implemented yet.
>>
>> Well Standa, as long as this isn't implemented I don't even consider giving
>> fVDI a second look. I'm not prepared to throw out all my apps that need
>> GDOS to print just for the sake of using something that is free.

>Sure, you don't have to use it. It just me who is trying to finish it
>and make it usable to others for several reasons: there is no other
>choice for the future enhancements and because it is really good shaped
>piece software AFAICS.

By all means, but try to convince someone with a printer with that kind of
argument. It's like arguing about the merits of the OpenBSD kernel to a
Windows 2000 user.

--
En ligne avec Thor 2.6a.

Amiga 4000/040 25MHz/64MB/20GB RetinaBLTZ3/VLab/FastlaneZ3/Ariadne/Toccata

421. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 22:34:28 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1151.934T1400T14145037optimus@canit.se>
Source record: 34077

Standa Opichal skrev:

>> there is left is pcs, macs etc. Apparently we cant see the future of the
>> tos and freemint platform, since he is quite a bit biased towards aranym I
>> can only assume he means abandoning atarihardware to use aranym, which I
>> think its sad.

>No, I would not force you to move from your Atari to ARAnyM. I'm just
>trying to convince people that there _is_ a new TOS compatible that is
>faster than others and is for free and open-source. People are moving
>to other OSes just because they have no decent WEB browser or other
>application they need. This is bad.

The only way in which ARAnyM would help in this regard is enabling you to
multi-boot into Windows, Linux or any other OS with a Netscape or Mozilla
port.

>Hmm, we don't want to use another OS. I just want to have my
>TOS/FreeMiNT and browse the net with mozilla. With ARAnyM you would
>just have PC hardware using your favourite OS - TOS/FreeMiNT or even
>MagiC if you want.

As someone else probably stated on this thread; PC hardware is awful.

--
En ligne avec Thor 2.6a.

A bore is a man who deprives you of solitude without providing you with
company.

422. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 23:02:57 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aeoe71$1ig$1@thorium.cix.co.uk>
Source record: 34079

In message <1024266682.3378.2@demeter.uk.clara.net>, stevesweet@freeuk.com said:

>> Dobry den!
>
>Wosythimeanthen?.

G'day! in Czech :-)) (The original post comes from the Czech Republic)

And thanks for the W2k driver tip.

Regards, /Peter/

423. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 23:02:57 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aeoe71$1ih$1@thorium.cix.co.uk>
Source record: 34080

In message <1024299300-57614AEicMi@ntlworld.com>, derryck@.NOT~THIS~cix.co.uk said:

>>- hopefully with the new Adaptec USBXchange.
>
>It's always possible that XP might already have a driver for this kit - have
>you plugged it in?

Hi Derryck!

Not yet. Will have a look at the Adaptec website later from our
library (where it's free!).

Regards, /Peter/

424. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-18 23:46:57 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206181843300.2692-100000@coazter.myip.org>
Source record: 34081

On Tue, 18 Jun 2002, Pascal Ricard wrote:

> Hello,
>
> in article <Pine.SGI.4.10.10206172058540.1446-100000@coazter.myip.org>
(comp.sys.atari.st)
> Frederic Fouche wrote on Mon 17-06-2002 21:00 (-0500):
>
> > if not, forget about it, you gonna get burned by magic enthusiasts.
>
> Not all magic enthusiasts are such "integrists".

you know, that's what I thought, then I started to doubt.
Thanks for reaffirming my first feeling about magic enthusiasts.

425. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 00:26:52 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206181855060.2692-100000@coazter.myip.org>
Source record: 34082

This would have been a really good post if it wasn't rubbish.

On 18 Jun 2002, Iggy Drougge wrote:

> That is by all means no necessity. The real beneficiaries (sp?) of open source
> are coders, not end users. The ones interested in free source code are mainly
> programmers, and the eventual end-user interest consists mainly of fringe
> benefits.

Users use programs written by programers, it's that simple, it always has
been like that.
If the coders are happy with some libs, some GPL code, some IDE whatever.
The users will definitely appreciate that, as they will see a difference.

Simple example:

Game console: developers for PS2 when it came out just hated the thing,
really hard to code for it, crappy DK and all, results? few games, and low
quality games. It takes a long curve to know the tricks of the internals
and better tools to take advantage of the machine. Result? games are
better now, the users in some way ought to appreciate this whole deal.
Cg (for example) coming up soon by nvidia and microsoft probably don't
mean anything to you as it is too technical for the simple user, but it
will change a few things around, for the better of the users.

> Non-programming end-users have different preferences than programmers, and
> commercial apps can't be choosy about their users, or development will cease
> due to lack of funds. Look at UNIX for a perfect example of this. Made by
> programmers, for programmers. Few non-programming end-users like the cryptic
> UNIX system. Programmers love it.
> As a matter of consequence, suggestion which might appeal to a lot of end-
> users will not appeal to the programmers who make up the ruling class of the
> open source project. Wouldn't this go very far in explaining why UNIX remains
> cryptic and conservative, or why there hasn't been a ready-to-install MiNT
> version in years?

Programers are users before anything, they are the ones using the machine
much more than average joe who just:
turn comp ON
click mail.yahoo.com icon on desktop.
login and send email.
turn comp. off.

That's your average Joe.
Average Joe who uses his computer once a week does not even care about cut
and paste keyboard shortcuts, no big deal, "I'll just type it, I'll never
remember it by next week". Programers definitely do care about that

kind of things.

Command line completion in shells. How long did it take for DOS to have
this simple feature? Well, no one care, coz no one really uses DOS
command line anyway.

The average Joe basically has no needs and couldn't care less about OS,
disk and all.
Does that mean that the OS, disk etc are not important? of course not.
Just uninmportant to average Joe. As bad as Microsoft publicity would like
to make us believe that Joe needs a P4 2.2 Ghz to browse the internet
faster and record video to send to friends and family. When average joe
still has the 12:00 clock on his VCR blinking as he can't figure out how
to set it.

Second point:
You don't change a winning team.
If it ain't broke, don't fix it.
Unix has been working for 30 years, been proven in the industry to this
day. Still in use, still selling very well, hardware, OS and services.
Same thing with AS400 and mainframes, as old and outdated as they may
seem, they just work.

> Making MiNT easy to use and install isn't a priority to
> those who are already using and directing the MiNT project. Likewise, those
> who have made easier Linux distributions are mainly commercial enterprises.

trying to make a buck.
What's wrong with that?
Who'll be making a buck on making a distribution on MiNT (based on open
src OS)?
MagiC being 100% commercial can't do it, what makes you think it would
work for MiNT?
All that for what? some people bitching that they can't run it
anyway on their 520ST.

> Why do you think non-technical users are preferring MagiC? On technical
> merits? On ideological grounds? Wrong. It's an order of magnitude friendlier
> than MiNT, at least up to the point when you'd like to make amendments to the
> kernel. ;-)

hmm wrong.
They prefer magic because:
1) magic is commercial and has had advertisement (I myself was fooled
years ago when I bought it), I truely believed the ads until I tried for
real.
2) because people don't have any needs, so anything will do. Magic or
singleTOS 1.0 will perfectly do for them as they don't have any
particular requirements.
3) because the hardware requirement can be met very easily with magic.
(example: I have an old Pentium one 75Mhz, with 24meg of ram, and windows
95 is installed on that, does that mean that windows 95 rules?)

426. Re: PC Power Supply with a 1040?

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 00:50:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1024506347.61400.0@dyke.uk.clara.net>
Source record: 34092

Hi Fabrizio

> I have a 1040 ST and a 1040 STE, both with power supply burn. I gave both
> them to a friend to try repairing them, but, while waiting for an
answer....
> As far as you know, isn't possible to use a common PC power supply with my
> 1040? The voltage seem to be the same, 5 and 12 v., with some grounds...
> I have no problems about the size of the PS, considering I want to mount
the
> 1040 in a 2U Rack.

Providing you make doubly sure of which wire is which polarity what voltage in comparison to your ST then that is a highly recommended upgrade. It'll give you plenty of scope for hanging loads of memory and assorted add-on's.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.371 / Virus Database: 206 - Release Date: 13/06/2002

427. Re: How do I transfer files from my PC to my Atari STE?

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 00:52:18 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1024506349.61400.1@dyke.uk.clara.net>
Source record: 34093

Hi Jah Jah

> Thanks to all for your assistance! I am no able to transfer files -

Is this a Scotish inflection or a spelling mistake?. We could do with some
more celtic blood to kick these english pooftas about a bit more. 8-)

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.371 / Virus Database: 206 - Release Date: 13/06/2002

428. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 02:45:12 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206182013210.2808-100000@coazter.myip.org>
Source record: 34083

On 18 Jun 2002, Iggy Drougge wrote:

> Frederic Fouche skrev:
>
> >PS: do not confuse Linux kernel and the packages/services that it comes
> >with. Nothing to do with the OS itself.
>
> I'll keep that in mind the next time I see someone running the Linux kernel by
> itself, without any surrounding environment (what most people would call an
> OS). =

Are you acting like this on purpose?

You say Linux is bloated and is bigger and bigger everytime.
To which I replied that it is as big as you need it to be. The kernel size
is irrelevant as it is tiny. The distribution gets bigger coz you get more
packages, more software. That does not mean you need to install them all.
Just means they are there if you want to use them.
Why not ship ldap? smtp etc, doesn't hurt. Just more conveniant if you
want to use them and already there on CD, so you don't need to download
them from the net.
If magic came with papyrus, da's layout, papillon, Jinnee, emailer,
Pascal and Aniplayer, would you say that magic is bloated? I don't think
so. Just nice bundle I say :)

429. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 04:17:49 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206182017.3cf59a2c@posting.google.com>
Source record: 34084

"Iggy Drougge" <optimus@canit.se> wrote in message
news:<455.934T1600T13295525optimus@canit.se>...
> Frederic Fouche skrev:
>
> >PS: do not confuse Linux kernel and the packages/services that it comes
> >with. Nothing to do with the OS itself.
>
> I'll keep that in mind the next time I see someone running the Linux kernel by
> itself, without any surrounding environment (what most people would call an
> OS). =ï¿½

Actually, that isn't that unusual. Many 386 and 486 computers run in
people's homes as printservers, mailservers, etc. using not much more
than the kernel. It's a pretty good use for an old computer, just as
I often use a Falcon or ST as a FAX machine.

Galen

430. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 07:19:12 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d103108e20a60@go2.pl>
Source record: 34085

Hi,

> > Why do you think non-technical users are preferring MagiC? On technical
> > merits? On ideological grounds? Wrong. It's an order of magnitude friendlier
> > than MiNT, at least up to the point when you'd like to make amendments to the
> > kernel. ;-)
>
> hmm wrong.
> They prefer magic because:
> 1) magic is commercial and has had advertisement (I myself was fooled
> years ago when I bought it), I truely believed the ads until I tried for
> real.
> 2) because people don't have any needs, so anything will do. Magic or
> singleTOS 1.0 will perfectly do for them as they don't have any
> particular requirements.

Well, I used TOS 1.0 then TOS 3.06, MiNT 1.12.x, 1.15.x and 1.16.x
(with N.AES 2.0.0 and XaAES) and MagiC 5.1, 6.1 and 6.2. Now I use
mostly MagiC. I understand that in your opinion I have no real needs,
and TOS 1.0 would perfectly suit me. Hm.

Your view on the OS users is certainly interesting. Do you really
believe in what you write?

I always thought that the OS (and its graphic shell, for reasons
quite unknown called the Desktop) should be fast, should leave as
much memory as possible for the applications, should be easy to
install and to operate. Should be user-friendly, and, last but
not least, should look nice. MiNT with N.AES is slow, takes as
much memory as possible, leaving very little for applications,
used to be almost impossible to install for an average user
(now with EasyMiNT this situation has changed, but the EasyMiNT
installation needs CD-ROM device, while MagiC can be installed from
floppys).
Is it user friendly... Hm. An average user would like to copy some
files in a background, using the Desktop, in the meanwhile doing
something else. But he cannot do it with MiNT/N.AES/Thing. An average
user need to USE the applications, instead of spending time trying to
set the memory protection flags correctly. And he would get a bit
confused seeing a system message like "Operating system killed".

Well, here comes a STORY FOR ENLIGHTMENT:

"Let's say you're about to buy a TV. There is one that you have to
pay for (called Black Magic), and one that is given free (Wirgley's
Spearmint). However, the one you are (apparently) given free, comes

without the kinescope :-) you need to buy a kinescope from the selected manufacturer, and it turns out that this kinescope is expensive and not very high quality. But you have made the decission, you re getting it (because every one told you this is the best TV around. But they also told you it is free...) After coming home you realise there is no owners manual. There are several leaflets, but they are in Chineese. However, you are being told there is a manual for free, available somewhere on the Internet. You finally download it, and connect this TV. After connecting it, you realise that it takes so much power, that you cannot turn on any other device at home. You call those people who told you it is the best TV, and they say: of course you need to change all your electric installation at home, we have XXI century! Thinking about where to get the money for that, you want to watch something on that new TV. Here comes another surprise, you cannot watch more than the half of your favorite programs. Why? Because this new TV protects you against certain things ;-) You manage to turn off that protection, but you get warned, that such an action is unwise and might be prosecuted in the future. Anyway, now you're watching your favorite channell, but the picture seems to be a kind of slow motion. You call the people who recommended you that TV, and they say: when you change that old electricity installation of yours (XXI century, remember, there is a great one called TCT-90 available, oh, but it cannot be installed in your house, you need to change your house, XXI century, let's move on, shall we?), then you might get the satisfactory results. So you're getting a bit upset, even more when you realise that the remote control is terribly complicated, and certain channells are displayed black and white only. And when your friends start to tell you, please remember, you got the full specifications and schematics of that TV! So you may repair it yourself when anything gets wrong, and add your own enchancements to it - you finally throw it away through the window, go and buy the "expensive" one.

When you come home, you simply plug it in, turn it on, and it works. It doesn't require you to change your electricity installation, it does not protect you from watching your favorite channells, everything is easy to operate, all channells are in color... You are happy with it. But your friends, those who reccommended that previous "free" TV to you, they do not seem to understand it. They say you don't have any needs and a simple radio would perfectly fit you, you are fooled by commercials, and the worst thing is that you insist on staying at your old home with that terrible outdated electricity installation TTT-30. But you don't care... :-)"

--
Grzegorz Pawlik
http://marijuana.atari.org/

431. Re: web-based e-mail/cab

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 07:56:32 UTC
From: jdplace@prodigy.net
Message-ID: <3bc0d60.0206182356.1f43085b@posting.google.com>
Source record: 34086

Thanks James, e-mail is down temporarily (moving to new server).
Hopefully it will be the solution when it is back up! Joseph Place

432. Re: PC Power Supply with a 1040?

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 07:57:44 UTC
From: Crab Nebula <fsicuteriNO_SPAM@hotmail.com>
Message-ID: <aepefg$oa826@intra09.infocamere.it>
Source record: 34087

Hum, I will have to protect myself against exploding transistors. :-D
Better to be careful about polarities...
Thanx

Fabrizio

"Michael and Nicole Freeman" <nameerf@flash.net> ha scritto nel messaggio
news:B934B5C5.235C7%nameerf@flash.net...
> in article aenl99$o9231@intra09.infocamere.it, Crab Nebula at
> fsicuteriNO_SPAM@hotmail.com wrote on 6/18/02 7:41 AM:
>
> > Hello to everyone,
> > I have a 1040 ST and a 1040 STE, both with power supply burn. I gave
both
> > them to a friend to try repairing them, but, while waiting for an
answer....
> > As far as you know, isn't possible to use a common PC power supply with
my
> > 1040? The voltage seem to be the same, 5 and 12 v., with some grounds...
> > I have no problems about the size of the PS, considering I want to mount
the
> > 1040 in a 2U Rack.
> > Any idea about this?
>
> Assuming the 1040ST's power supply is the same or similar enough to the
> Falcon's, I had a power supply go bad on my Falcon and replaced it with a
PC
> one. The issue you *MUST* be careful of is polarity of the wires. On the
> Falcon PS, the 12v Blue wire wasn't the same polarity as the PC's 12v Blue
> wire. It was the same as the 12v Yellow wire on the PC PS. I mistakenly
> connected blue to blue and blew a transistor in my Falcon's audio system.
It
> was an easy enough fix, so I was luck that's all it did. It was quite
> spectacular, actually. I plugged it in, turned it on, and everything
seemed
> ok for a few seconds, then a bright flash and loud pop exploded off my
> Falcon's motherboard and I heard half the transistor hit the wall on the
> opposite side of the room quite forcefully! So anyway, make sure to check
> the polarity as well as the voltage very carefully before making the
> connection. Otherwise, it should work fine.
>
> Mike Freeman
> nameerf@flash.net
>

433. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 10:52:10 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnah0o73.j62.atari@core.preferuje.luzik.pl>
Source record: 34088

<big cut>

> When you come home, you simply plug it in, turn it on, and it
> works. It doesn't require you to change your electricity installation,
> it does not protect you from watching your favorite channells,
> everything is easy to operate, all channells are in color... You are
> happy with it. But your friends, those who reccommended that previous
> "free" TV to you, they do not seem to understand it. They say you don't
> have any needs and a simple radio would perfectly fit you, you are
> fooled by commercials, and the worst thing is that you insist on staying
> at your old home with that terrible outdated electricity installation
> TTT-30. But you don't care... :-)"

This all looks like Linux-Windows wars.

On one hand we have easy to use and easy to install but not very reliable os (windows. Ordinary user who does not woant do do much things on his computer will chose this. On the other hand we have not-so-easy to install and not-so-easy to use os (linux). It will be chosen by people that want to go a bit "deeper" inside their system.

I do not say that windows-like people are dumb- they just does not want to learn anything harder and THERE IS NO WAY TO FORCE THEM. They have ro realize what is best for them, calculate things and then, maek up the decision.

FreeMiNT - MagiC is very similar. fortunetly our systems are compatibile (mostly) so choosing one does not mean you cannot use software written for another.

Yes, I'm geek, I'm programmer and os (comercial or not, doesn't care) that is open-source, that I can improve myself is always better for me.

For me, the most important thing in os are:
- stability
- reliability
- software that I need to use
- speed

In terms of stability and reliability FreeMiNT beats MagiC. this is the fact. If software, there are some rare exceptions that does not run under FreeMiNT or does run partially incorrect. On the other hand please name any good SSH or Telnet software for MagiC. Telnet exists, but SSH not.
In terms of speed MagiC is faster, true but as a programmer I understand why FreeMiNT works slower, and I accept this. Morover, all here are Atari fans yes? SO why stick to old atari hardware when some new is avialible. You can buy a Falcon with accelerator card, and I belive that on CT60 difference

between MagiC and FreeMiNT in speed will be invisible.

I understand that my arguments in software and speed can be easily beaten, so I consider MagiC and FreeMiNT EQUAL in general. We should understand that there is variety of users that have variety of needs, so they need DIFFRENT systems.

At the end I'm stating two points that should be cared by everyone (users&developers):

1. Dont flame or bash someone that uses OS that you do not like
2. Make sure that your newly developed software will run both under FreeMiNT and Magic. They are very similar and you have follow only few rules. Please do so.

Hmm... I think I'll propose a TORG with it. :)

Adam Klobukowski
atari@gabo.pl

Ps. FreeMiNT is better anyway :)

434. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 10:56:42 UTC
From: <>
Message-ID: <1024560268-58026AEicMi@ntlworld.com>
Source record: 34004

From: xlator@cix.compulink.co.uk
Date: Tue, 18 Jun 2002 23:02:57 +0000 (UTC)

>>> Dobry den!
>>
>>Wosythimeanthen?.
>
>G'day! in Czech :-)) (The original post comes from the Czech Republic)

Do you understand Polish as well Peter?

There's a Calamus font utility that I found a link to on myatari.net which
looks interesting and might make a DDP Translations project?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

435. Atari & Mustek 600 II N scanner

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 13:25:36 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d10865c6632e0@go2.pl>
Source record: 34089

Hi,
Is it possible to use Mustek 600 II N scanner with Atari TT?
Does it have SCSI interface? I heard both that it does, and
that it does not ;-) Can I connect such a thing to my TT?

--
Grzegorz Pawlik
http://marijuana.atari.org/

436. New : Icon Extract 1.3

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 14:40:00 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3D1097C0.1000200@club-internet.fr>
Source record: 34091

Hello,

Here is a new version of Extract Icon that you
will be able to download on my site. A lot of news to the menu...

Best regard,
Florent LAFABRIE

WARNING : I research for a person for the translation of the
RSC file and the HYP help file. Thank's for your support.

Welcome in this new version,

Novelties :

ï¿½ Support of icons to the XPM format (Linux).
ï¿½ Support of the DRAG protocol DROP and toward INTERFACE.
ï¿½ Support of the DRAG DROP and of a file on the icon of the
program under TOS, Mint and Magic.
ï¿½ Possibility to associate the ICO files, CUR, ANI, ICL, DLL
and XPM to the program (Newdesk, Jinnee, Thing...).
ï¿½ Support of the AV protocol toward ZOOM, RSM and INTERFACE.
ï¿½ Support of the long filenames under Magic and Mint.
ï¿½ Utilization of routines NVDI 5.xx for the transfer of an icon
8 bit in fashion 4 and 1 bit (with or no dithering).
ï¿½ Themes for desktop and windows.
ï¿½ Possibility to see the RSC files in 256, 16 and 2 colors.
ï¿½ Possibility to suppress the window of treatment in order to use
another program in multitask fashion.
ï¿½ New window of information on the material and the used fashion
video.
ï¿½ New file for ST-guide.
ï¿½ By default, the file for ST-guide is read since the repertory
of ICON Extract, otherwise in the repertory of the HYP files
specified in the ST-GUIDE.INF file.
ï¿½ New files of configuration (incorporation of themes of desktop
and window).

Following bug corrections :

ï¿½ Redraw correct of windows of the application under Magic.
ï¿½ Redraw correct of the bar of the main window at the time of a
displacement.
ï¿½ Rewrite of the ICONIFY routines and ALLICONIFY.
ï¿½ Display correct of bars of windows of the other applications
in multitask mode.
ï¿½ Programs is no more blocking in multitask mode.

ï¿½ Programs functions now in all graphic fashions (1 bit to the 32 bits).
ï¿½ The allocated memory is henceforth correct. Thank's to Eric REBOUX for the MEMDEBUG program.

Contact me by email: lafabrie@club-internet.fr
Internet site : http://perso.club-internet.fr/lafabrie /

437. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 18:03:28 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B93615F0.235E0%nameerf@flash.net>
Source record: 34094

in article Pine.SGI.4.10.10206181855060.2692-100000@coazter.myip.org,
Frederic Fouche at g213778@coazter.myip.org wrote on 6/18/02 4:26 PM:

> On 18 Jun 2002, Iggy Drougge wrote:
>
>> That is by all means no necessity. The real beneficiaries (sp?) of open
>> source
>> are coders, not end users. The ones interested in free source code are mainly
>> programmers, and the eventual end-user interest consists mainly of fringe
>> benefits.
>
> Users use programs written by programers, it's that simple, it always has
> been like that.
> If the coders are happy with some libs, some GPL code, some IDE whatever.
> The users will definitely appreciate that, as they will see a difference.
>
> Simple example:
>
> Game console: developers for PS2 when it came out just hated the thing,
> really hard to code for it, crappy DK and all, results? few games, and low
> quality games. It takes a long curve to know the tricks of the internals
> and better tools to take advantage of the machine. Result? games are
> better now, the users in some way ought to appreciate this whole deal.
> Cg (for example) coming up soon by nvidia and microsoft probably don't
> mean anything to you as it is too technical for the simple user, but it
> will change a few things around, for the better of the users.

I think you missed his point here. He was saying that there is a difference
between open source programmers and commercial programmers. It's called
market force. In open source, if the programmer likes it, it stays, no
matter what end users think of it. In the commercial world, if the end users
don't like it, they won't buy it, hence it will not stay (i.e. the
programmer will change to fit the users' desires and demands of the
company's CEO or get fired). So in open-source, programmers ultimately have
total control, and in commercial programming, the end users ultimately have
control. All of the examples you used above are from the commercial
programming world, so of course the end users will like the final result,
otherwise the programmer is out of a job. Your PS2 game example, for
example: If the programmers didn't buck up and find their way through the
difficult hardware problems and make something the end users would enjoy, no
matter what nifty programming tricks and loopholes they had to ingeniously
come up with, the company would have been out a ton of R&D money, and the
programmers' jobs might have been in jeopardy. If this project was open
source, the programmers would have either dumped the hardware or modified it
to make it fit their needs. Of course, computer programming (especially

Atari computer programming) has much different dynamics than commercial
video game programming. Video game buyers are much more demanding of quality
and user-friendliness. In the end, it's the game machine that has the most
flashy graphics, easy-to-use interface, and best game play that wins (oh,
and marketting plays a big role in that as well, as any fan of the Atari
Jaguar can attest). Open-source has no market controls like that. Something
is made, and distributed when finished no matter who likes it or dislikes
it.

>> Non-programming end-users have different preferences than programmers, and
>> commercial apps can't be choosy about their users, or development will cease
>> due to lack of funds. Look at UNIX for a perfect example of this. Made by
>> programmers, for programmers. Few non-programming end-users like the cryptic
>> UNIX system. Programmers love it.
>> As a matter of consequence, suggestion which might appeal to a lot of end-
>> users will not appeal to the programmers who make up the ruling class of the
>> open source project. Wouldn't this go very far in explaining why UNIX remains
>> cryptic and conservative, or why there hasn't been a ready-to-install MiNT
>> version in years?
>
> Programers are users before anything, they are the ones using the machine
> much more than average joe who just:
> turn comp ON
> click mail.yahoo.com icon on desktop.
> login and send email.
> turn comp. off.

That's a gross exaggeration if I ever saw one. I know of very few who only
use their computers for that (save the odd elderly person who only bought
the computer because their younger family members insist on using e-mail to
communicate). I know for a fact that most end users these days are a little
more sophisticated than you give them credit for. And of course a programmer
was a user first, but as a programmer they have a completely different
perspective on a program, and often have completely different priorities
than the end user. I think the biggest difference between programmer and end
user is that programmers tend to concern themselves more with programming
dynamics than with aesthetics (as they should be up to the point of
releasing it, at which time they'd better have an interface the user will
enjoy using), and end users are the opposite (as they should be). As a
non-programmer, I personally would rather have a nice-looking and easy to
navigate interface without having to spend the better part of a week reading
a cryptic manual (or worse, a unix-like "man" file), while a programmer
might be more interested in making a line-completing CLI that most end users
won't use anyway and quickly typing up a manual in their native
"programereze". This is extremely evident in the Mint world, for example.

> That's your average Joe.
> Average Joe who uses his computer once a week does not even care about cut
> and paste keyboard shortcuts, no big deal, "I'll just type it, I'll never
> remember it by next week". Programers definitely do care about that
> kind of things.

Not true at all.

> Command line completion in shells. How long did it take for DOS to have
> this simple feature? Well, no one care, coz no one really uses DOS
> command line anyway.

Exactly. So why even make a point of it if it isn't used? That's the thing.
No matter how much a programmer puts into something, if it isn't something
that your average user (not this Joe guy you keep refering to ;)) can't
make aesthetic sense of and/or won't use, then why waste your resources?

> The average Joe basically has no needs and couldn't care less about OS,
> disk and all.
> Does that mean that the OS, disk etc are not important? of course not.
> Just uninmportant to average Joe. As bad as Microsoft publicity would like
> to make us believe that Joe needs a P4 2.2 Ghz to browse the internet
> faster and record video to send to friends and family. When average joe
> still has the 12:00 clock on his VCR blinking as he can't figure out how
> to set it.

This poor Joe guy must be a real dunce. Anyway, the real average user uses
an OS all the time, even your Joe must interact with it at some point.
Microsoft aside (as it is a relative anomaly, I think, even if it's the
biggest anomaly out there), most companies will hire programmers with a good
sense of end users' needs as well as good programming skills. That's why our
current definition of a "modern interface" looks a lot like the standards
set in the Mac/PC world, not in the Unix/Mint/Atari/etc world.

> Second point:
> You don't change a winning team.
> If it ain't broke, don't fix it.

But to most end users, even if it ain't broke, if it looks bad or out-dated
and isn't easy to use, why keep it around when there's something nicer
looking and easier to use?

> Unix has been working for 30 years, been proven in the industry to this
> day. Still in use, still selling very well, hardware, OS and services.
> Same thing with AS400 and mainframes, as old and outdated as they may
> seem, they just work.

But Unix is only selling well to companies who hire techies to make sense of
it, programmers who speak its language anyway, and the odd duck who's just
curious and has the time to figure such things out. How do Unix sales
compare to PC/Mac sales in the end-user market? Unix *is* powerful. It
does work well, depending on its venue. It just isn't practical for most
people out there.

>> Making MiNT easy to use and install isn't a priority to
>> those who are already using and directing the MiNT project. Likewise, those
>> who have made easier Linux distributions are mainly commercial enterprises.
>
> trying to make a buck.
> What's wrong with that?

Isn't that the point you've been refuting for quite a while here?

>> Why do you think non-technical users are preferring MagiC? On technical
>> merits? On ideological grounds? Wrong. It's an order of magnitude friendlier
>> than MiNT, at least up to the point when you'd like to make amendments to the
>> kernel. ;-)
>
> hmm wrong.

Ok, he is basically saying that Magic is easier for the average end-user to use than Mint and fulfills their needs. How is he wrong?

> They prefer magic because:
> 1) magic is commercial and has had advertisement (I myself was fooled
> years ago when I bought it), I truely believed the ads until I tried for
> real.

What were you deceived about? Magic pretty much works for me as advertised. Although I never saw all that many ads. I just heard from a lot of people that they liked it and thought I should give it a try. Although I had some problems at first, I found ways to fix them. And I'm fairly happy with my Magic setup. I also use Mint from time to time (which is what I used before Magic), but not as often anymore.

> 2) because people don't have any needs, so anything will do. Magic or
> singleTOS 1.0 will perfectly do for them as they don't have any
> particular requirements.

Wait a minute, doesn't this fall under the "easy to use and fulfills their needs" argument that Iggy was making? And what requirements besides programmer-centric ones does Magic not fulfill? Also, I hate using SingleTOS now that I'm used to a multitasking environment, and only use it when absolutely necessary. I think that once again, you way underestimate the average user. Especially in the Atari world, the average user has a lot more sensibility for the issues a programmer deals with than your average PC and Mac user. But they still want something that is easy to interact with, which Mint is not at this point. Magic is. It also works relatively well.

> 3) because the hardware requirement can be met very easily with magic.
> (example: I have an old Pentium one 75Mhz, with 24meg of ram, and windows
> 95 is installed on that, does that mean that windows 95 rules?)

You are comparing apples to oranges here. Windows was never all that great, while Magic was at least very usable. And it is extremely easy to pick up a cheap PC that fits your needs than a cheap Atari that fits your needs. And PC users don't have much choice for which OS to use, while Atarians have a number of variations they can choose from. So as most Atari people still use their old ST's and need an OS that will work and run most software, most PC users will upgrade their PC's because most software won't run without upgrading Windows, the Windows upgrades are expensive and probably won't run on their machines, and it's probably cheaper to buy a new (or slightly used) one anyway. And yes, there are those who are happy with their Windows 95 arrangement.

To sum up, open-source programmers tend to overlook the aesthetic needs of the end-users, end-users can't make sense of much of what open-source programmers put out, so while the end-user would like to have a powerful OS and powerful programs to use, if it was all open-source they wouldn't be able to use it anyway. Commercial programmers *must* be aware of aesthetics or they are out of a job, so they tend to be appreciated more by the end-user. Magic fulfills needs, so does Mint, so does ARAnyM. They just fulfill different needs for different people. So what's the problem?

Mike Freeman
nameerf@flash.net

438. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 19:05:45 UTC
From: tos4ever@pandora.be
Message-ID: <1fe1l6t.hxicxf1le5y3aN%tos4ever@pandora.be>
Source record: 34095

Michael and Nicole Freeman <nameerf@flash.net> wrote:

> in article Pine.SGI.4.10.10206181855060.2692-100000@coazter.myip.org,
> Frederic Fouche at g213778@coazter.myip.org wrote on 6/18/02 4:26 PM:
>
> > On 18 Jun 2002, Iggy Drougge wrote:

> >> Why do you think non-technical users are preferring MagiC? On technical
> >> merits? On ideological grounds? Wrong. It's an order of magnitude
> >> friendlier than MiNT, at least up to the point when you'd like to make
> >> amendments to the kernel. ;-)
> >
> > hmm wrong.
>
> Ok, he is basically saying that Magic is easier for the average end-user
> to use than Mint and fulfills their needs. How is he wrong?

I think most non-MiNT users keep mistake MiNT and MiNT-net. Setting up a
basic MiNT/N_AES is as easy as setting up MagiC. In fact I had more
troubles to get MagicMac running then FreeMiNT/N_AES.
Setting up MiNT-net is something else ofcourse. This is for the common
user not that easy. But nowadays with MiNT-net for Lammers
and the EasyMiNT package it's rather easy.
I guess it's that easy as configurating MagicNet.
Anyway MiNT-net isn't required to run MiNT.

> > They prefer magic because:
> > 1) magic is commercial and has had advertisement (I myself was fooled
> > years ago when I bought it), I truely believed the ads until I tried for
> > real.
>
> What were you deceived about? Magic pretty much works for me as advertised.
> Although I never saw all that many ads. I just heard from a lot of people
> that they liked it and thought I should give it a try. Although I had some
> problems at first, I found ways to fix them. And I'm fairly happy with my
> Magic setup. I also use Mint from time to time (which is what I used before
> Magic), but not as often anymore.
>
> > 2) because people don't have any needs, so anything will do. Magic or
> > singleTOS 1.0 will perfectly do for them as they don't have any
> > particular requirements.
>
> Wait a minute, doesn't this fall under the "easy to use and fulfills their
> needs" argument that Iggy was making? And what requirements besides
> programmer-centric ones does Magic not fulfill? Also, I hate using SingleTOS

> now that I'm used to a multitasking environment, and only use it when
> absolutely necessary. I think that once again, you way underestimate the
> average user. Especially in the Atari world, the average user has a lot more
> sensibility for the issues a programmer deals with than your average PC and
> Mac user. But they still want something that is easy to interact with, which
> Mint is not at this point. Magic is. It also works relatively well.

Again when one uses a MiNT/N_AES environment one can make use of all the
protocols available. Even ASH scripter works for a great deal. I'm using
MiNT the whole day. There are days I don't have to touch any command
script but I'm very glad I've a full MiNT-net setup. For my work on the
Belgian ftp-server I need ssh and sftp. These things aren't available
for MagiC. Working with these apps requires some typing but so what...
It's fun.

CU,
Martin

439. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 19:55:16 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <7202.935T800T12554065optimus@canit.se>
Source record: 33998

Frederic Fouche skrev:

>This would have been a really good post if it wasn't rubbish.

Are you always as courteous, Frederic?

>On 18 Jun 2002, Iggy Drougge wrote:

>> That is by all means no necessity. The real beneficiaries (sp?) of open
>> source are coders, not end users. The ones interested in free source code
>> are mainly programmers, and the eventual end-user interest consists mainly
>> of fringe benefits.

>Users use programs written by programers, it's that simple, it always has
>been like that.

It's not exactly that simple. Some programmers have a boss and a marketing
department telling them what to program, some programmers code OS kernels in
their spare time.

>If the coders are happy with some libs, some GPL code, some IDE whatever.
>The users will definitely appreciate that, as they will see a difference.

>Simple example:

>Game console: developers for PS2 when it came out just hated the thing,
>really hard to code for it, crappy DK and all, results? few games, and low
>quality games. It takes a long curve to know the tricks of the internals
>and better tools to take advantage of the machine. Result? games are
>better now, the users in some way ought to appreciate this whole deal.
>Cg (for example) coming up soon by nvidia and microsoft probably don't
>mean anything to you as it is too technical for the simple user, but it
>will change a few things around, for the better of the users.

Tell me, what does this have to do with anything, and open source in
particular?

>> Non-programming end-users have different preferences than programmers, and
>> commercial apps can't be choosy about their users, or development will
>> cease due to lack of funds. Look at UNIX for a perfect example of this.
>> Made by programmers, for programmers. Few non-programming end-users like
>> the cryptic UNIX system. Programmers love it. As a matter of consequence,
>> suggestion which might appeal to a lot of end- users will not appeal to the
>> programmers who make up the ruling class of the open source project.
>> Wouldn't this go very far in explaining why UNIX remains cryptic and
>> conservative, or why there hasn't been a ready-to-install MiNT version in
>> years?

>Programers are users before anything, they are the ones using the machine
>much more than average joe who just:
>turn comp ON
>click mail.yahoo.com icon on desktop.
>login and send email.
>turn comp. off.

>That's your average Joe.

Agreed, but that's our low-end Joe, a k a Joe the Idiot. =D
If that is your opinion of MagiC users (and I wouldn't be all that surprised
if that were the case), then the rest of your reasoning becomes quite clear.

>Average Joe who uses his computer once a week does not even care about cut
>and paste keyboard shortcuts, no big deal, "I'll just type it, I'll never
>remember it by next week". Programers definitely do care about that
>kind of things.

And so do users! Perhaps not Joe the Idiot, but those of us who /use/ the
computer every day, without ever programming anything more advanced than a
shell script.

>Command line completion in shells. How long did it take for DOS to have
>this simple feature? Well, no one care, coz no one really uses DOS
>command line anyway.

The only one to buy an MS-DOS machine would be the utter idiot.

>The average Joe basically has no needs and couldn't care less about OS,
>disk and all.
>Does that mean that the OS, disk etc are not important? of course not.
>Just uninmportant to average Joe. As bad as Microsoft publicity would like
>to make us believe that Joe needs a P4 2.2 Ghz to browse the internet
>faster and record video to send to friends and family. When average joe
>still has the 12:00 clock on his VCR blinking as he can't figure out how
>to set it.

Your reasoning is really very fuzzy. What has this got to do with anything?

>Second point:
>You don't change a winning team.
>If it ain't broke, don't fix it.
>Unix has been working for 30 years, been proven in the industry to this
>day. Still in use, still selling very well, hardware, OS and services.
>Same thing with AS400 and mainframes, as old and outdated as they may
>seem, they just work.

It's still failed to penetrate the single largest market; the single desktop.
The only semi-successful attempts so far have consisted of actually hiding the
UNIX system from the user.

>> Making MiNT easy to use and install isn't a priority to
>> those who are already using and directing the MiNT project. Likewise, those
>> who have made easier Linux distributions are mainly commercial enterprises.

>trying to make a buck.
>What's wrong with that?

Nothing really, that's what I'm trying to tell you. You are the one who seems to be opposed to it, what with your radical open source point of view.

>Who'll be making a buck on making a distribution on MiNT (based on open
>src OS)?

As an end user, I don't care. The devil himself, for all I care. Until the MiNT team or the devil gets their act together, people won't be converting to MiNT in any bigger numbers.

>MagiC being 100% commercial can't do it, what makes you think it would
>work for MiNT?

MagiC can do it, AFAIK. It is easy to use and easy to install. Its user base is ample proof thereof.

>All that for what? some people bitching that they can't run it
>anyway on their 520ST.

Welcome to reality!

>> Why do you think non-technical users are preferring MagiC? On technical
>> merits? On ideological grounds? Wrong. It's an order of magnitude
>> friendlier than MiNT, at least up to the point when you'd like to make
>> amendments to the kernel. ;-)

>hmm wrong.
>They prefer magic because:
>1) magic is commercial and has had advertisement (I myself was fooled
>years ago when I bought it), I truely believed the ads until I tried for
>real.

The very same argument could be used against Linux, the single most successful open source project.

>2) because people don't have any needs, so anything will do. Magic or
>singleTOS 1.0 will perfectly do for them as they don't have any
>particular requirements.

Once again, you display your low regard of non-programmers. That is the biggest single stumbling block of open source - stuck up programmers who couldn't care less if only they themselves were using their application.

>3) because the hardware requirement can be met very easily with magic.

I wonder why open source projects always are so resource hungry. Windows envy? Their origins on super-expensive minis and workstations?

>(example: I have an old Pentium one 75Mhz, with 24meg of ram, and windows
>95 is installed on that, does that mean that windows 95 rules?)

Why would anything with such absurdly high requirements rule?

--
En ligne avec Thor 2.6a.

Within several messages, hsc refers to the user as a ``jerk''. This happens if you are using features which are only supported by some special browsers. Some people say they are forced by their employer to use those features, and therefor feel insulted by hsc.
As a solution, you can store the amount of your monthly payment in this variable:
setenv HSCSALARY 1000
After this, hsc will stop calling you a ``jerk''. Instead, it will now use the term ``prostitute''.
-- README for the HTML preprocessor "hsc"

440. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 20:04:38 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <841.935T1900T12645321optimus@canit.se>
Source record: 33996

Galen skrev:

>"Iggy Drougge" <optimus@canit.se> wrote in message

>> Frederic Fouche skrev:
>>
>> >PS: do not confuse Linux kernel and the packages/services that it comes
>> >with. Nothing to do with the OS itself.
>>
>> I'll keep that in mind the next time I see someone running the Linux kernel
>> by itself, without any surrounding environment (what most people would call
>> an OS). =

>Actually, that isn't that unusual. Many 386 and 486 computers run in
>people's homes as printservers, mailservers, etc. using not much more
>than the kernel. It's a pretty good use for an old computer, just as
>I often use a Falcon or ST as a FAX machine.

The Linux kernel includes a printserver and a mailserver? How's that for
bloatware?

--
En ligne avec Thor 2.6a.

Amiga 4000/040 25MHz/64MB/20GB RetinaBLTZ3/VLab/FastlaneZ3/Ariadne/Toccata

441. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 20:20:35 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3316.935T1750T12805855optimus@canit.se>
Source record: 33997

Frederic Fouche skrev:

>On 18 Jun 2002, Iggy Drougge wrote:

>> Frederic Fouche skrev:
>>
>> >PS: do not confuse Linux kernel and the packages/services that it comes
>> >with. Nothing to do with the OS itself.
>>
>> I'll keep that in mind the next time I see someone running the Linux kernel
>> by itself, without any surrounding environment (what most people would call
>> an OS). =�

>Are you acting like this on purpose?

>You say Linux is bloated and is bigger and bigger everytime.

I don't think I said that, but now that you say it, it's quite true. In case
you don't believe me, install Slackware 3, than some current distribution.
Come back with your results.

>To which I replied that it is as big as you need it to be. The kernel size
>is irrelevant as it is tiny. The distribution gets bigger coz you get more
>packages, more software. That does not mean you need to install them all.
>Just means they are there if you want to use them.

You think the Linux kernel is tiny? It's a bloody monolith kernel, I implore
you to come up with an even larger kernel.
The distinction between kernel and packages is very uninteresting to anyone
but the kernel programmer. Before I encountered Linux, the only �kernal� I
knew was on the C64.
The definition of the OS as the kernel is really only relevant in a
traditional UNIX monolith kernel environment. Such a kernel will contain all
maners of more and less useful services, whether you'd expect them to or not.
But it won't be of much use, since it doesn't make up an environment.
The environment, that's the layman's definition of the OS. Yes, it's got a
kernel or a load of d�mons or some equivalent mechanism somewhere deep within
which takes care of the hardware and enables the environment and its services
to run, but you don't type �ls� into the kernel, you don't point and click on
the kernel.
What we usually mean when we say �Linux�, is GNU/Linux; the Linux kernel and a
GNU userland.
Now, let's put together a computer with Linux and a useful GUI. The only
remotely useful GUI for Linux is X-Windows, despite all its weaknesses. And
a GUI is a minimum requirement for a serious system since the eighties. The
Atari has taught us that much. This will make MiNT seem resource conservative

by comparison, even Windows would probably pale.
Running Linux and X on a TT030 isn't much fun.

>Why not ship ldap? smtp etc, doesn't hurt. Just more conveniant if you
>want to use them and already there on CD, so you don't need to download
>them from the net.

By all means, put them on the CD, but don't make them part of the default install. I can't understand why the otherwise minimalist (well, it's not minimalist in size terms...) NetBSD distribution always install Sendmail for you and runs it in the background. How many normal computers run an industrial SMTP server? How many users would like them to?

>If magic came with papyrus, da's layout, papillon, Jinnee, emailer,
>Pascal and Aniplayer, would you say that magic is bloated? I don't think
>so. Just nice bundle I say :)

A very nice bundle, especially compared to a Linux bundled with Sendmail and Apache. ;-)
But I draw a rather marked line between the OS (environment) and bundled apps.

--
En ligne avec Thor 2.6a.

Amiga 4000/040 25MHz/64MB/20GB RetinaBLTZ3/VLab/FastlaneZ3/Ariadne/Toccata

442. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 22:12:32 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206191700350.3869-100000@coazter.myip.org>
Source record: 33999

On 19 Jun 2002, Iggy Drougge wrote:

> You think the Linux kernel is tiny? It's a bloody monolith kernel, I implore
> you to come up with an even larger kernel.

hmm, ok. Implored you have, results I'll give you.
I just check on this machine for example, (not looking very hard mind
you).

Irix kernel 6.2 = 3 meg
linux 2.2.x = 1.6 meg (not even recompiled, (which is much bigger
than what it should be))

Now consider that PC architecture is just a big mess, and users can run
any combination of hardware. sgi, mac, atari have no excuse as the
hardware is much more controled.(but that's another thread).

> By all means, put them on the CD, but don't make them part of the default
> install. I can't understand why the otherwise minimalist (well, it's not
> minimalist in size terms...) NetBSD distribution always install Sendmail for
> you and runs it in the background. How many normal computers run an industrial
> SMTP server? How many users would like them to?

NetBSD?? I thought we were talking about Linux being bloated.
Could you stick to the thread please?
Besides, how hard is it to really remove a package you don't want to run?

443. Pinout for the Atari ST520 powersupply

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 22:49:24 UTC
From: Benny-Roger Gundersen <mms@c2i.net>
Message-ID: <UT7Q8.63$Wb1.1923@juliett.dax.net>
Source record: 34000

I have just got a very early Atari ST with no internal power supply.
Does anybody know the pinout for the power to the computer??

There are 7 pins and I guess I have to give the right voltage and amps to
each of them to avoid toasting.

Benny

444. Re: web-based e-mail/cab

Newsgroup: comp.sys.atari.st
Date: 2002-06-19 23:55:04 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <uh25sbgdu7qa7e@corp.supernews.com>
Source record: 34001

We do offer a free web based e-mail system on Atari-Users.Net. But We are moving to a new server and are not accepting new e-mail accounts until we have the mail system working.

Hopefully within the next few weeks we will have everything working.

Rob
webmaster@atari-users.net
http://www.atari-users.net

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3d0cf807$0$29604$4c56ba96@master.news.zetnet.net...
> Hi Joseph!
>
> On 15 Jun 2002 11:53:13 , Joseph D. Place wrote:
>
> >Is there a web-based e-mail provider available that will work with
> >CAB? (I use CAB 2.7) Thanks, Joseph D. Place
>
> Yeah I think that Atari-Users.Net has Cab friendly webmail.
>
> http://www.atari-users.net
>
>
> Cheers!
>
>
>
> James
>
>
>
> _____
> | |
> |James Haslam Email: jfhaslam@zetnet.co.uk| .____.
> | | // //|
> |IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
> +---+ || ||/ _
> |Atari Pages: http://jfhaslam.atari.org | _/|| ||_ /|
> |Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| _|/
> +---+
> |Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
> |the Club's website: http://www.cix.co.uk/~derrcyk |
> ---
>

>
>
>

445. Re: Pinout for the Atari ST520 powersupply

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 03:35:51 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1024544493.231696@pikachu>
Source record: 34002

Benny-Roger Gundersen wrote:

> I have just got a very early Atari ST with no internal power supply.
> Does anybody know the pinout for the power to the computer??
>
> There are 7 pins and I guess I have to give the right voltage and amps to
> each of them to avoid toasting.
>
> Benny
>
>
>
>

Benny,

My first atari was one of these such 520ST's. And although my experimentations fried this machine a long long time ago, I still have the manual at home and will get that pinout to you.

Mark

PS: Whatever happened to cool companies putting stuff like pinouts in their user manuals!?

446. Re: PC power supply with a 1040?

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 08:00:30 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024559908.753410@ananke.eclipse.net.uk>
Source record: 34003
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Lyndon,

Having toasted an AT PSU in the past I will stick with my advice. I guess modern PSUs have to cope with a wider range of loads and may be more tolerent of being unloaded. Better safe than sorry. I was going to say a disk drive should be enough, but I was not sure about modern drives....

Dave.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message news:3d0c6a3c1d6120@madasafish.com...
> Hi Richard,
>
> >This is true, but I think it is only picky on the 5V line--or, at least,
> >loading the 5V
> >line is sufficient. I used to power my floppies and a HD with one. I had
> >to load
> >the 5V line. I believe, from what my father had told me, the need about a
> >1A load
> >on the 5V line to fire-up. I used a large (> 5 watt) 5 ohm resistor from 5V
> >to
> >ground. I bolted it to the power-supply case so that the fan blew air
> >across it.
>
> 1A seems a lot. Anyway, the only PSU I've had problem with was
> the Falcon one. All my old AT ones seemed to work fine without
> load. An HD should give sufficient load for a PSU.
>
> --
> Lyndon Amsdon
> http://hardware.atari.org

447. Cable Mefafile

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 08:31:44 UTC
From: Fran&#65533;ois <jumping69@hotmail.com>
Message-ID: <3d1191f9@news.vsnet.ch>
Source record: 34005

Hello !

I have 1 Atari 1040 STF and 1 Atari Megafile without cable.

What is the schematic of this cable ?

Thank's for your help.

;-)

Fran&#65533;ois

448. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 08:43:30 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnah351r.oce.atari@core.preferuje.luzik.pl>
Source record: 34006

> There's a Calamus font utility that I found a link to on myatari.net which
> looks interesting and might make a DDP Translations project?

Hmmm... I suppose that polish native speaker with a good knowledge of
english may be better :) I offer my help.

Adam Klobukowski
atari@gabo.pl

449. Which archiver to restore .st files..?

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 08:44:07 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ne53hug48ogco8p56atsd1hi20sdpvd7mn@4ax.com>
Source record: 34007

Couldn't find this via a Google search (turns out Google drops the "."
and searches for every instance of "st"- you can imagine how many
articles THAT turns up..!).

What archiver should I use to restore .st disk image files..?

Is there one good one that can deal with multiple styles of disk
images?

Thanks!

BobR

450. Re: Which archiver to restore .st files..?

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 09:00:25 UTC
From: St&#65533;phane Perez <Stephane.Perez@imag.fr>
Message-ID: <Xns92336FEB1B017StephanePerezimagfr@213.228.0.33>
Source record: 34008

Hello

Bob Retelle <bobr1@provide.net> a &#65533;crit :

> Couldn't find this via a Google search (turns out Google drops the "."
> and searches for every instance of "st"- you can imagine how many
> articles THAT turns up..!).
>
>
> What archiver should I use to restore .st disk image files..?
>
> Is there one good one that can deal with multiple styles of disk
> images?
>
> Thanks!
>
> BobR
>
>

For what kind of computer ? ST or PC ?

On an Atari ST, you can use JayMSA, it can deal with .MSA, .ST
and .DIM files.
Check this : http://phoenix.inf.upol.cz/~opichals/jay/

See you

451. Re: PC Power Supply with a 1040?

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 09:47:21 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <jvhQ8.679$XC2.35866@newsfep1-win.server.ntli.net>
Source record: 34009

Hello.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1024506347.61400.0@dyke.uk.clara.net...
> Hi Fabrizio

snip...

> > I have no problems about the size of the PSU, considering I want to
mount
> the
> > 1040 in a 2U Rack.
>
> Providing you make doubly sure of which wire is which polarity what
voltage
> in comparison to your ST then that is a highly recommended upgrade. It'll
> give you plenty of scope for hanging loads of memory and assorted
add-on's.

Having built a.....few 2U rack cases I would advise that whilst a simple ST
will fit there ain't a lot of room for ' add-ons' in a 2U once the floppy is
moved to the front.

4U is a much better bet, especially if using a PC psu.

I have some suitable cases in stock.....ooops.

Barrie at Keychange. www.keychange.co.uk

452. Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 11:22:25 UTC
From: n! <dlacg@ic24.net>
Message-ID: <uh3egk9aof6dcb@corp.supernews.com>
Source record: 34010

Hi there!

I want to move a couple of gigs worth of files (mostly midifiles and very large music samples) from the ATARI to the PC. Have scsi on PC but ATARI hard drives not recognised. Any suitable suggestions welcome.
Thanks
n!

453. WTB: HD for Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 17:35:32 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d120e1e$1_15@news.teranews.com>
Source record: 34011

I have a 1040STfm with a color monitor. I recently dug it out of the basement and found my big stash of floppies that I thought were long gone. Been 12 years since I turned the system on.

Fired up, desktop in 3 seconds! :)

I need to find a cheap hardrive solution for this system. What would be my best route besides a Megafile or something like that?

Lannie

PS Been so long I couldn't remember how to do even the basic things on it!

454. Re: Pinout for the Atari ST520 powersupply

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 18:52:10 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1024599130.452831@pikachu>
Source record: 34012

Benny-Roger Gundersen wrote:

> I have just got a very early Atari ST with no internal power supply.
> Does anybody know the pinout for the power to the computer??
>
> There are 7 pins and I guess I have to give the right voltage and amps to
> each of them to avoid toasting.
>
> Benny
>
>
>

Alright this is kind of hard to depict but I will try

6 x 7x
1x 3x
4x 5x
2x

That is the pinout from left to right looking at the computer... so the order from left to right, counterclockwise is 6,1,4,2,5,3,7.

The pins are as follows:
1 - +5VDC
2 - Not connected
3 - Ground
4 - +12VDC
5 - -12VDC
6 - +5VDC
7 - Ground

All of these voltages should be found on a PC power supply or another atari power supply.

Mark
http://atari-source.com
>

455. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 19:54:50 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B937818B.23976%nameerf@flash.net>
Source record: 34015

Hi!

I will preface this by saying, I am by no means interested in restarting the whole Mint/Magic war. I'm just stating why I tend to use Magic more than Mint. I have and use both. I just prefer Magic...

in article 1fe1l6t.hxicxf1le5y3aN%tos4ever@pandora.be, Martin Byttebier at tos4ever@pandora.be wrote on 6/19/02 11:05 AM:

> Michael and Nicole Freeman <nameerf@flash.net> wrote:
>> Ok, he is basically saying that Magic is easier for the average end-user
>> to use than Mint and fulfills their needs. How is he wrong?
>
> I think most non-MiNT users keep mistake MiNT and MiNT-net. Setting up a
> basic MiNT/N_AES is as easy as setting up MagiC. In fact I had more
> troubles to get MagicMac running then FreeMiNT/N_AES.
> Setting up MiNT-net is something else ofcourse. This is for the common
> user not that easy. But nowadays with MiNT-net for Lammers
> and the EasyMiNT package it's rather easy.
> I guess it's that easy as configurating MagicNet.
> Anyway MiNT-net isn't required to run MiNT.

Actually, I used Mint before using Magic, so I know what Mint consists of and how it is different from Mint-Net. My point was, Magic has a GUI-based installation program and configuration programs. I've never once *had to* edit a config file on it, although you could if you wanted. Mint (at least all the distributions I've seen) was a little more complicated. If you wanted to just use Mint with a GUI (NAES, Geneva, AES 4.1, whatever), you must edit Mint's config file to get the features you want (or does NAES have GUI-based configuration programs? I've not used it, as they don't sell it here in the US, and I don't like doing overseas transactions). If you go with a distribution, you invariably have to create a Linux/Minix partition (which isn't always obvious how to do), assuming you have a partition that is free to erase (I didn't when I first started - I tried again later after buying a new hard drive). then you end up with all kinds of Unixy things you don't necessarily need. And, although it really isn't *too* incredibly difficult, it does take some practice to figure out how config files work, especially Mint config files. So in this respect, Magic is much easier to set up than Mint. As far as stability problems, I had similar problems with both, and their solution was the same - play around with AUTO/ACC/CPX folder order and program compatibility, and you will eventually have a stable setup (I wonder why someone hasn't created a program with an updatable library of all AUTO, CPX, and ACC programs that exist, that automatically places these in the optimal order/configuration for your OS...).

>>> 2) because people don't have any needs, so anything will do. Magic or
>>> singleTOS 1.0 will perfectly do for them as they don't have any
>>> particular requirements.
>>
>> Wait a minute, doesn't this fall under the "easy to use and fulfills their
>> needs" argument that Iggy was making? And what requirements besides
>> programmer-centric ones does Magic not fulfill? Also, I hate using SingleTOS
>> now that I'm used to a multitasking environment, and only use it when
>> absolutely necessary. I think that once again, you way underestimate the
>> average user. Especially in the Atari world, the average user has a lot more
>> sensibility for the issues a programmer deals with than your average PC and
>> Mac user. But they still want something that is easy to interact with, which
>> Mint is not at this point. Magic is. It also works relatively well.
>
> Again when one uses a MiNT/N_AES environment one can make use of all the
> protocols available. Even ASH scripter works for a great deal. I'm using
> MiNT the whole day. There are days I don't have to touch any command
> script but I'm very glad I've a full MiNT-net setup. For my work on the
> Belgian ftp-server I need ssh and sftp. These things aren't available
> for MagiC. Working with these apps requires some typing but so what...
> It's fun.

For me personally, I found that I never had any use for Mint-only software. As it is pretty much Mint-Net or text-shell related, I can understand why. I always hated CLI's and text-only interfaces ever since I began working with my original ST and got used to a GUI (not that CLI's aren't useful for some, I just can't stand them). I also could never get Mint-Net working. I do have MagicNet working, but when I tried to use my knowledge of how MagicNet works to get MintNet working, I still can't get a connection.

I also find that Magic works for most things I use, and Geneva works for the rest. So I don't really have anything that requires Mint. Magic also looks nicer and feels faster, both of which are important to me as well as being able to run everything I need.

So my whole point is, while you can fairly easily get a Mint/NAES setup running, Magic is just that much easier. Both work perfectly fine, and Mint does have more powerful apps if you can get past the CLI-angst that people like me have. But for someone like me, Magic makes a better choice.

Mike Freeman
nameerf@flash.net

456. Atari ST GEM Font

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 21:12:54 UTC
From: Nick Price <nova99@swbell.net>
Message-ID: <qzrQ8.431$Sr7.194350242@newssvr30.news.prodigy.com>
Source record: 34018

I really need to find a copy of the Atari ST GEM Font for Windows. I know I have seen it on the internet a while ago but after days of searching I cannot find it. Can anyone help?

457. Re: Pinout for the Atari ST520 powersupply

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 21:49:32 UTC
From: Benny-Roger Gundersen <mms@c2i.net>
Message-ID: <M5sQ8.192$Wb1.17453@juliett.dax.net>
Source record: 34016

Thanks a lot for the info!
I will try it asap.

Benny

"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> skrev i melding
news:1024599130.452831@pikachu...
> Benny-Roger Gundersen wrote:
>
> > I have just got a very early Atari ST with no internal power supply.
> > Does anybody know the pinout for the power to the computer??
> >
> > There are 7 pins and I guess I have to give the right voltage and amps
to
> > each of them to avoid toasting.
> >
> > Benny
> >
> >
> >
>
> Alright this is kind of hard to depict but I will try
>
> 6 x 7x
> 1x 3x
> 4x 5x
> 2x
>
> That is the pinout from left to right looking at the computer... so the
> order from left to right, counterclockwise is 6,1,4,2,5,3,7.
>
> The pins are as follows:
> 1 - +5VDC
> 2 - Not connected
> 3 - Ground
> 4 - +12VDC
> 5 - -12VDC
> 6 - +5VDC
> 7 - Ground
>
> All of these voltages should be found on a PC power supply or another
atari
> power supply.
>
> Mark

> http://atari-source.com
> >
>

458. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-20 23:29:06 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206201825480.5289-100000@coazter.myip.org>
Source record: 34017

On Fri, 14 Jun 2002, dickdaz wrote:

> Whadya mean sorry about the SGI?! It'll be the best thing I've ever
> done. I can run STonX on it if that would please you but I'm sure
> the SGI apps will keep me happy enough for a while! :)
>

The SGI O2 is sweet hardware, but you'll be surprised by the OS and apps.
Be ready to spend quite a lot of money for apps as you can't find
"cracked" ones (flex licenses and all that), or deal with open src apps.
Also, the speed ain't that great at all. You'll be able to run STonX at
almost decent speed.
What irix version does your O2 come with? (6.2 or 6.5.x)

459. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 01:04:59 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1888.937T2950T1246463optimus@canit.se>
Source record: 34019

Frederic Fouche skrev:

>On 19 Jun 2002, Iggy Drougge wrote:

>> You think the Linux kernel is tiny? It's a bloody monolith kernel, I
>> implore you to come up with an even larger kernel.

>hmm, ok. Implored you have, results I'll give you.
>I just check on this machine for example, (not looking very hard mind
>you).

>Irix kernel 6.2 = 3 meg
>linux 2.2.x = 1.6 meg (not even recompiled, (which is much bigger
>than what it should be))

Congratulations! I must say that's very impressive of SGI, even though the
RISC architecture would tend to blow any code up.

>Now consider that PC architecture is just a big mess, and users can run
>any combination of hardware. sgi, mac, atari have no excuse as the
>hardware is much more controled.(but that's another thread).

True, which makes a monolith kernel an even worse choice.

>> By all means, put them on the CD, but don't make them part of the default
>> install. I can't understand why the otherwise minimalist (well, it's not
>> minimalist in size terms...) NetBSD distribution always install Sendmail
>> for you and runs it in the background. How many normal computers run an
>> industrial SMTP server? How many users would like them to?

>NetBSD?? I thought we were talking about Linux being bloated.

Compared to NetBSD, Linux really is, don't you agree?

>Could you stick to the thread please?

Please point out where I don't.

>Besides, how hard is it to really remove a package you don't want to run?

Tell me, and tell me about dependencies. How would I know that removing some
seemingly useless text-formatting packages with non-descript names lik GROFF
could remove the ability to read MANual pages?

--
En ligne avec Thor 2.6a.

Richard M Stallman, RMS.
Grundare av GNU. Aktiv m&#65533;nniskohatare. Kommunist. Smiskar folk som kallar

"operativsystemet GNU/Linux" f&#65533;r "Linux". &#65533;ter barn.
-- Daniel Larsson, Fabbes BBS

460. Re: WTB: HD for Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 03:16:15 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206201916.39d90c40@posting.google.com>
Source record: 34020

"Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
news:<3d120e1e$1_15@news.teranews.com>...
> I need to find a cheap hardrive solution for this system. What would be my
> best route besides a Megafile or something like that?

An external SCSI HD will work nicely, if you can find a Link adapter
(about $100, but not easy to find).

A cheaper version that actually works quite well is an IDE board --
they are also a bit tough to find, and you have to do some installing
(soldering?), but considerable money is saved.

Please note that you will be limited to 14 partitions of 256Mb each
without additional software. Still, on an Atari, that's huge (my
daily computer, a Falcon030, has a 230Mb hard drive!).

Galen

461. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 03:16:57 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206201916.4b711e3a@posting.google.com>
Source record: 34021

"n!" <dlacg@ic24.net> wrote in message news:<uh3egk9aof6dcb@corp.supernews.com>...
> Hi there!
>
> I want to move a couple of gigs worth of files (mostly midifiles and very
> large music samples) from the ATARI to the PC. Have scsi on PC but ATARI
> hard drives not recognised. Any suitable suggestions welcome.

Try Gemulator at www.emulators.com.

Galen

462. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 03:55:29 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206201955.44c73503@posting.google.com>
Source record: 34022

"Iggy Drougge" <optimus@canit.se> wrote in message
news:<841.935T1900T12645321optimus@canit.se>...
> Galen skrev:
> >> I'll keep that in mind the next time I see someone running the Linux kernel
> >> by itself, without any surrounding environment (what most people would call
> >> an OS). =ï¿½
> >
> >Actually, that isn't that unusual. Many 386 and 486 computers run in
> >people's homes as printservers, mailservers, etc. using not much more
> >than the kernel. It's a pretty good use for an old computer, just as
> >I often use a Falcon or ST as a FAX machine.
> >
> The Linux kernel includes a printserver and a mailserver? How's that for
> bloatware?

No, it doesn't. Note I said "not much more than the kernel." I agree
that Linux is starting to bloat as badly as Windows, but fortunately
Linux is a modular system, which means that you can toss the stuff you
don't need to gain some speed. As a relative Linux beginner, I
haven't played with it much, but I know it can be done.

That said, I run Geneva, Mac OS 7.6.1, and RH Linux 7.2 at my house
and prefer my Falcon with Geneva for everything except web access and
digital photo reading, which are done by the Linux box. The kids use
the Mac for their educational software. Still no MS within my walls,
and I hope to keep it that way.

Galen

463. Re: WTB: HD for Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 04:06:45 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206202304420.5539-100000@coazter.myip.org>
Source record: 34023

On 20 Jun 2002, Galen wrote:

> "Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
news:<3d120e1e$1_15@news.teranews.com>...
> > I need to find a cheap hardrive solution for this system. What would be my
> > best route besides a Megafile or something like that?
>
> An external SCSI HD will work nicely, if you can find a Link adapter
> (about $100, but not easy to find).
>

btw, I have an acsi-scsi converter in a mini box with a harddrive (small
scsi, something like 400meg if even that) with power supply in it. I think
it's an ICD product.
Anyone knows how much I could sell it for?

464. [FOR SALE] Megaste

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 04:11:21 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206202307160.5539-100000@coazter.myip.org>
Source record: 34024

Hi,
selling a megaste motherboard with:

4meg of ram
internal scsi adapter
TOS 2.05 (FR)
floppy drive (720k)

All works.. Anyone knows how much this is worth?
Accept best offer, starting at 10 USD.

465. Re: Which archiver to restore .st files..?

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 07:38:54 UTC
From: Doc <doc@floppy.com>
Message-ID: <slrnah5lv2.42q.doc@george.home.org>
Source record: 34025

```
On Thu, 20 Jun 2002 04:44:07 -0400, Bob Retelle <bobr1@provide.net> wrote:
>
> Couldn't find this via a Google search (turns out Google drops the "."
> and searches for every instance of "st"- you can imagine how many
> articles THAT turns up..!).

Using quotes around the term - like ".st" instead of .st - helps a lot.

> What archiver should I use to restore .st disk image files..?

I've found dd to be a mighty tool.
Seriously, .st files are just bitmap file images of the original disk.
On my Linux box, for an 820K .st image:

fdformat /dev/fd0u820 ## low-level formats floppy to 820k
dd if=myprog.st of=/dev/fd0u820

Be careful; on most PC Unix OS's the standard floppy device, like
/dev/fd0 in Linux, defaults to 1440k. You'll need to name the sized
device explicitly as above. FreeBSD and NetBSD work similarly.

BTW, dd doesn't work with .msa files.

Doc
```

466. Hardware and Software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 10:46:59 UTC
From: FBI <sintech@online.de>
Message-ID: <aeuva0$5uq$3@news.online.de>
Source record: 34026
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,maus.computer.atari.hardware

http://www.sintech-shop.de

467. Re: WTB: HD for Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 13:24:20 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <j49K3JBEkyE9EwKH@atari.org.uk>
Source record: 34037

In article <3d120e1e$1_15@news.teranews.com>, Lannie Schafroth
<lannie_schafroth@hotmail.com> writes
>I have a 1040STfm with a color monitor. I recently dug it out of the
>basement and found my big stash of floppies that I thought were long gone.
>Been 12 years since I turned the system on.
>
>Fired up, desktop in 3 seconds! :)
>
>I need to find a cheap hardrive solution for this system. What would be my
>best route besides a Megafile or something like that?
>
>Lannie
>
>PS Been so long I couldn't remember how to do even the basic things on it!
>
>

Hiyas

I know it might be a silly question! But where in the world are you?

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

468. Re: WTB: HD for Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 13:26:30 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d132533$1_12@news.teranews.com>
Source record: 34027

I have two 650Mb IDE drives just lying around. I about threw them away. Do you know what the IDE adapter is called so I can do some searching?

"Galen" <ekaljuma@mtsac.edu> wrote in message news:926a9946.0206201916.39d90c40@posting.google.com...
> "Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message news:<3d120e1e$1_15@news.teranews.com>...
> > I need to find a cheap hardrive solution for this system. What would be my
> > best route besides a Megafile or something like that?
>
> An external SCSI HD will work nicely, if you can find a Link adapter
> (about $100, but not easy to find).
>
> A cheaper version that actually works quite well is an IDE board --
> they are also a bit tough to find, and you have to do some installing
> (soldering?), but considerable money is saved.
>
> Please note that you will be limited to 14 partitions of 256Mb each
> without additional software. Still, on an Atari, that's huge (my
> daily computer, a Falcon030, has a 230Mb hard drive!).
>
> Galen

469. software request.

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 13:51:34 UTC
From: james.bird@dollshouse.com
Message-ID: <b4352ae8.0206210551.5f3340e8@posting.google.com>
Source record: 34028

This is something of a long shot but here goes...

Many years ago - around 1994 - I ran a short-lived science fiction disk magazine called NovaDisk. It was mainly occupied with Star Trek and had about 10 issues.

I've recently been feeling pretty nostalgic and wondering if any copies of this are still in existance anywhere. I've searched the web and newsgroups but only found a couple of mentions so I thought I'd post a request on here.

If any of this sounds familiar and you think you may have a dusty old copy of this somewhere, or you can suggest any other avenues to explore, I'd appreciate the feedback.

Thanks for your time.

James Bird

james.bird3@ntlworld.com

470. Re: WTB: HD for Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 15:38:20 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d134416$1_2@news.teranews.com>
Source record: 34029

I once heard you can use the PC's hardrive and [printer and etc on the ST
using cables and a utility. Maybe this would be the way to go. Anyone
heard of this and how to make the cables?

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0206201916.39d90c40@posting.google.com...
> "Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
news:<3d120e1e$1_15@news.teranews.com>...
> > I need to find a cheap hardrive solution for this system. What would be
my
> > best route besides a Megafile or something like that?
>
> An external SCSI HD will work nicely, if you can find a Link adapter
> (about $100, but not easy to find).
>
> A cheaper version that actually works quite well is an IDE board --
> they are also a bit tough to find, and you have to do some installing
> (soldering?), but considerable money is saved.
>
> Please note that you will be limited to 14 partitions of 256Mb each
> without additional software. Still, on an Atari, that's huge (my
> daily computer, a Falcon030, has a 230Mb hard drive!).
>
> Galen

471. MagiC 6.1/Newsie Error

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 16:30:25 UTC
From: jdplace@prodigy.net
Message-ID: <BwIQ8.374$hP6.12191977@newssvr17.news.prodigy.com>
Source record: 34030

I'm getting this error when exiting Newsie, or sending news:
Program returned 68000 error -69. I can run the program and exit fine if
I don't dial (I use STing 1.26). If I use the dialer, I get the error
every time. Any ideas?
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

472. ST with VGA Monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 17:21:27 UTC
From: nurmix@spam-free.com
Message-ID: <3d135f9e.5508994@news-server.socal.rr.com>
Source record: 34031

I know Mario Becroft made an adaptor to allow connecting a standard
VGA monitor to an ST. Does anyone know if this is still available?

Also, if not, are there any other alternatives?

I'm asking for a friend with an STf, who only has a color monitor, and
wants to run Cubase.

I've seen "multisync" adaptors from Best Electronics, and WizzTronics,
but would these _also_ allow a standard VGA to be used with an ST to
utilize HIGH resolution? He doesn't need to use LOW or MEDIUM on a
VGA monitor, only HIGH.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

473. Re: MagiC 6.1/Newsie Error

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 18:38:39 UTC
From: jdplace@prodigy.net
Message-ID: <PoKQ8.789$Sk1.15711273@newssvr16.news.prodigy.com>
Source record: 34032

On 21 Jun 2002 16:30:25 , Joseph D. Place wrote:
>I'm getting this error when exiting Newsie, or sending news:
>Program returned 68000 error -69. I can run the program and exit fine if
>I don't dial (I use STing 1.26). If I use the dialer, I get the error
>every time. Any ideas?
>|Joseph D. Place |
>|/|\ ATARI Falcon030 |
>|1040STe, Stacy4 |
>|Portfolio, 400, 130XE|
>.

I found a Newsie archive on James Haslam's site, where he claims to have a troublesome "feature" disabled. I tried his archive, and Newsie is working fine now. Thanks James! Great site by the way!

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

474. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 18:45:58 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aevs96$se0$1@thorium.cix.co.uk>
Source record: 34033

In message <uh3egk9aof6dcb@corp.supernews.com>, dlacg@ic24.net said:

>I want to move a couple of gigs worth of files (mostly midifiles and very
>large music samples) from the ATARI to the PC. Have scsi on PC but ATARI
>hard drives not recognised. Any suitable suggestions welcome.

You may have to reformat or rather repartition the hard drive to
be PC-compatible. HDDRIVER offers this option, but can only use a
single partition. No good if this is the hard drive with your
programs on :-(If you can get one, perhaps an answer would be a
SCSI SyQuest or ZIP drive, suitably formatted.

Regards, /Peter/

475. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 18:45:58 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aevs96sdv1@thorium.cix.co.uk>
Source record: 34034

In message <1024560268-58026AEicMi@ntlworld.com>, derryck@.NOT~THIS~cix.co.uk said:

>Do you understand Polish as well Peter?
>
>There's a Calamus font utility that I found a link to on myatari.net which
>looks interesting and might make a DDP Translations project?

Sorry, no. In fact I have forgotten nearly all of my Czech too,
and remember only a few words, such as greetings and numbers etc.
Perhaps Pawel or Adam who have posted here could help?

Regards, /Peter/

476. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 19:00:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1024736983.45230.0@iris.uk.clara.net>
Source record: 34045

Yo!, Dezza

> Do you understand Polish as well Peter?
>
> There's a Calamus font utility that I found a link to on myatari.net which
> looks interesting and might make a DDP Translations project?

Run down, hog tied and barbequed nicely. 8-)

--

Regards, Steve S.

477. Re: Which archiver to restore .st files..?

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 21:15:15 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <0r57hughbbubr0buq80vjb4i2q099fcni5@4ax.com>
Source record: 34035

On 20 Jun 2002 09:00:25 GMT, "Sti¿½phane Perez" <Stephane.Perez@imag.fr>
wrote:

>Hello
>
>Bob Retelle <bobr1@provide.net> a i¿½crit :
>
>>
>> Couldn't find this via a Google search (turns out Google drops the "."
>> and searches for every instance of "st"- you can imagine how many
>> articles THAT turns up..!).
>>
>>
>> What archiver should I use to restore .st disk image files..?
>>
>> Is there one good one that can deal with multiple styles of disk
>> images?
>>
>> Thanks!
>>
>> BobR
>>
>>
>
>For what kind of computer ? ST or PC ?
>
>On an Atari ST, you can use JayMSA, it can deal with .MSA, .ST
>and .DIM files.
>Check this : http://phoenix.inf.upol.cz/~opichals/jay/
>
>See you

Thanks... that's perfect..!

I'll probably end up trying it under the STeeM emulator, but it looks
like it'll be exactly what I need.

BobR

478. Re: Which archiver to restore .st files..?

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 21:33:08 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <q567huk7k7bgdjrldqv91jm7dgc67ea4ai@4ax.com>
Source record: 34036

On Fri, 21 Jun 2002 07:38:54 GMT, Doc <doc@floppy.com> wrote:

>On Thu, 20 Jun 2002 04:44:07 -0400, Bob Retelle <bobr1@provide.net> wrote:
>>
>> Couldn't find this via a Google search (turns out Google drops the "."
>> and searches for every instance of "st"- you can imagine how many
>> articles THAT turns up..!).
>
>Using quotes around the term - like ".st" instead of .st - helps a lot.
>

Unfortunately, Google's implementation seems to IGNORE quotes-

If you try to search for a phrase by placing it in quotes, you'll get
tons of pages with those words, but scattered independently as if you
hadn't quoted the search phrase.

And in this instance, Google seems to ignore the punctuation (the .)
completely, leaving it only searching for the phrase "st"

I've found that Alta-Vista and Yahoo seem to implement searching for
quoted phrases properly, but I didn't try them in this instance (to
see if they'd include the period).

>> What archiver should I use to restore .st disk image files..?
>
> I've found dd to be a mighty tool.
> Seriously, .st files are just bitmap file images of the original disk.
> On my Linux box, for an 820K .st image:
>

Interesting..! I'd assumed there was some file compression going on
because the .st files are of different lengths. Perhaps they just
ignore empty sectors to save space and time.

I'll keep dd in mind, if I ever get around to installing Linux
again.. :)

Thanks!

BobR

479. Re: WTB: HD for Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2002-06-21 23:15:23 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024701200.243921@ananke.eclipse.net.uk>
Source record: 34038

"Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
news:3d132533$1_12@news.teranews.com...
> I have two 650Mb IDE drives just lying around. I about threw them away. Do
> you know what the IDE adapter is called so I can do some searching?
>

Look at http://gem.win.co.nz/mario/hardware/index.html

> "Galen" <ekaljuma@mtsac.edu> wrote in message
> news:926a9946.0206201916.39d90c40@posting.google.com...
> > "Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
> news:<3d120e1e$1_15@news.teranews.com>...
> > > I need to find a cheap hardrive solution for this system. What would
be
> my
> > > best route besides a Megafile or something like that?
> >
> > An external SCSI HD will work nicely, if you can find a Link adapter
> > (about $100, but not easy to find).
> >
> > A cheaper version that actually works quite well is an IDE board --
> > they are also a bit tough to find, and you have to do some installing
> > (soldering?), but considerable money is saved.
> >
> > Please note that you will be limited to 14 partitions of 256Mb each
> > without additional software. Still, on an Atari, that's huge (my
> > daily computer, a Falcon030, has a 230Mb hard drive!).
> >
> > Galen
>
>

480. Re: [FOR SALE] Megaste

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 03:36:55 UTC
From: albee <albee@qwest.net>
Message-ID: <3D13F0D7.8050903@qwest.net>
Source record: 34039

Are you located in the States (usa) ?

Frederic Fouche wrote:

>Hi,
>selling a megaste motherboard with:
>
>4meg of ram
>internal scsi adapter
>TOS 2.05 (FR)
>floppy drive (720k)
>
>All works.. Anyone knows how much this is worth?
>Accept best offer, starting at 10 USD.
>
>

481. Re: [FOR SALE] Megaste

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 04:52:50 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206212352300.6802-100000@coazter.myip.org>
Source record: 34040

yeah Texas, interested?

On Fri, 21 Jun 2002, albee wrote:

> Are you located in the States (usa) ?
>
>
>
> Frederic Fouche wrote:
>
> >Hi,
> >selling a megaste motherboard with:
> >
> >4meg of ram
> >internal scsi adapter
> >TOS 2.05 (FR)
> >floppy drive (720k)
> >
> >All works.. Anyone knows how much this is worth?
> >Accept best offer, starting at 10 USD.
> >
> >
>
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://mp3.com/coazter

482. Sample rate conversion, large files

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 06:21:19 UTC
From: jdplace@prodigy.net
Message-ID: <zHUQ8.1398$3i4.26011789@newssvr16.news.prodigy.com>
Source record: 34041

I'm looking for a utility to convert large audio files recorded at 49KHz to 44.1KHz so I can write them to CD. I thought the program 525 was going to do this, but it will only write a 2.5 MB file. Most of my audio files are 70 MB+. I am recording the audio output from MIDI sequences to my Falcon with FreeRec, and would like to be able to write them to CD with CD Writer. Any good, (hopefully readily available in the USA) solutions?

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

483. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 06:24:02 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D141802.7080807@seimet.de>
Source record: 34042

xlator@cix.compulink.co.uk wrote:

> You may have to reformat or rather repartition the hard drive to
> be PC-compatible. HDDRIVER offers this option, but can only use a
> single partition. No good if this is the hard drive with your

Note that the restriction with a single partition is only relevant if
you do not run MagiC or MiNT. With MagiC or MiNT this is not an issue
and in this case you can access PC-compatible drives with multiple
partitions with HDDRIVER without having to repartition.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

484. Re: ST with VGA Monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 08:35:13 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206220035.59f413b@posting.google.com>
Source record: 34043

nurmix@spam-free.com (Paul Nurminen) wrote in message
news:<3d135f9e.5508994@news-server.socal.rr.com>...
> I know Mario Becroft made an adaptor to allow connecting a standard
> VGA monitor to an ST. Does anyone know if this is still available?
Probably. If not, it is not impossible to make.
>
> Also, if not, are there any other alternatives?
See Below.

> I've seen "multisync" adaptors from Best Electronics, and WizzTronics,
> but would these _also_ allow a standard VGA to be used with an ST to
> utilize HIGH resolution?
Yes.

Galen

485. Re: WTB: HD for Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 08:40:23 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206220040.6d4682c9@posting.google.com>
Source record: 34044

"Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
news:<3d132533$1_12@news.teranews.com>...
> I have two 650Mb IDE drives just lying around. I about threw them away. Do
> you know what the IDE adapter is called so I can do some searching?
Several people did them, including Mario Becroft. Look at
http://gem.win.co.nz/mario/hardware/ordering.html for ideas.

Galen

486. Vision short series

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 09:42:52 UTC
From: Jean <webmaster@ibclub.tv>
Message-ID: <3d14472e$0$587$626a54ce@news.free.fr>
Source record: 33947

Hi !

Just a word to say that I started wrinting some articles about using VISION.
These articles are available at MyAtai.net
(www.myatari.net/issues/jun2002/vision.htm.).
This first one deals with album managing.

Many thanks to Mathhew Bacon for improving my English !

You may also have a look at VISION's website : www.vision.atari.org

See you, Jean

487. Re: Vision short series

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 09:47:49 UTC
From: Jean <webmaster@ibclub.tv>
Message-ID: <3d1447c9$0$597$626a54ce@news.free.fr>
Source record: 33948

Sorry, correct website address is http://vision.atari.org

488. Re: Sample rate conversion, large files

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 10:31:32 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d1452983cf5f0@go2.pl>
Source record: 33946

> I'm looking for a utility to convert large audio files recorded at 49KHz
> to 44.1KHz so I can write them to CD. I thought the program 525 was going
> to do this, but it will only write a 2.5 MB file. Most of my audio files
> are 70 MB+.

What version of 525 did you used? I converted 20/30MB WAVs with 525
ver. 2.13. It took a *very* long time, but it worked well.

--
Grzegorz Pawlik
http://marijuana.atari.org/

489. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 11:20:36 UTC
From: <>
Message-ID: <1024739630-272840AEicMi@ntlworld.com>
Source record: 33949

From: Adam Klobukowski <atari@gabo.pl>

>> There's a Calamus font utility that I found a link to on myatari.net which
>> looks interesting and might make a DDP Translations project?
>
>Hmmm... I suppose that polish native speaker with a good knowledge of
>english may be better :) I offer my help.

Thank you Adam.

I'll contact you by email in a day or two and we'll get this organised. At
first sight at least it doesn't look like a very tough job.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

490. Re: WTB: HD for Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 11:29:10 UTC
From: <>
Message-ID: <1024739632-273212AEicMi@ntlworld.com>
Source record: 33950

From: "Lannie Schafroth" <lannie_schafroth@hotmail.com>
Date: Fri, 21 Jun 2002 10:38:20 -0500

>I once heard you can use the PC's hardrive and [printer and etc on the ST
>using cables and a utility. Maybe this would be the way to go. Anyone
>heard of this and how to make the cables?

I have a very similar setup working here. It's an Ethernet solution and uses
MagixNet plus a utility called Samba. Look on Vassilis' home page:

http://users.otenet.gr/~papval/

You can't run programs from the PC's hard disk BTW, only use it as storage or
as a transfer method.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

491. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 11:32:38 UTC
From: <>
Message-ID: <1024739632-273492AEicMi@ntlworld.com>
Source record: 33951

From: xlator@cix.compulink.co.uk
Date: Fri, 21 Jun 2002 18:45:58 +0000 (UTC)

>>Do you understand Polish as well Peter?

>sorry, no. In fact I have forgotten nearly all of my Czech too,
>and remember only a few words, such as greetings and numbers etc.
>Perhaps Pawel or Adam who have posted here could help?

Exactly, Adam has kindy volunteered :-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

492. Re: ST with VGA Monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 12:28:25 UTC
From: ebaiz@skyenet.net
Message-ID: <J3_Q8.28$tP4.61866@newsfeed.slurp.net>
Source record: 33952

On 21 Jun 2002 17:21:27 , Paul Nurminen wrote:
>I know Mario Becroft made an adaptor to allow connecting a standard
>VGA monitor to an ST. Does anyone know if this is still available?
>
>Also, if not, are there any other alternatives?
>
>I'm asking for a friend with an STf, who only has a color monitor, and
>wants to run Cubase.
>
>I've seen "multisync" adaptors from Best Electronics, and WizzTronics,
>but would these _also_ allow a standard VGA to be used with an ST to
>utilize HIGH resolution? He doesn't need to use LOW or MEDIUM on a
>VGA monitor, only HIGH.
>

Hello,

From what what I haave heard, the cable is still available and only functions
in te HIGH mode. I have hooked up my STe to a VGA monitor using an old piece
of hardware called a Video Key. I also needed a video convertor which I bought
from Matco.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
---

493. Re: ST with VGA Monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 14:13:34 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <RA%Q8.3984$dM2.71577@news8-gui.server.ntli.net>
Source record: 33953

Hello.

"Paul Nurminen" <nurmix@spam-free.com> wrote in message
news:3d135f9e.5508994@news-server.socal.rr.com...
> I know Mario Becroft made an adaptor to allow connecting a standard
> VGA monitor to an ST. Does anyone know if this is still available?

Keychange Music also supply an SVGA to Atari adaptor for hi res only, price
£15 sterling.

www.keychange.co.uk

494. Re: "Hello World"

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 14:15:44 UTC
From: mod <me@mod.com>
Message-ID: <af20qg$o9p$1@venus.btinternet.com>
Source record: 33954

> TOS 4.04 :(

TOS v4.04 ... is that a bad thing ?

Jon

495. Re: Sample rate conversion, large files

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 17:22:44 UTC
From: jdplace@prodigy.net
Message-ID: <En2R8.1130$LK3.30294052@newssvr17.news.prodigy.com>
Source record: 33955

On 22 Jun 2002 11:31:32 , "Grzegorz Pawlik" wrote:
>What version of 525 did you used? I converted 20/30MB WAVs with 525
>ver. 2.13. It took a *very* long time, but it worked well. > >--
>Grzegorz Pawlik >http://marijuana.atari.org/ >.

I have 525 2.13. Perhaps it is a limitation of the unregistered version
that is not mentioned in the DOCS? I have been unable to reach the author
by web or e-mail to register. It writes the exact same size file (about
2.5 MB) no matter what I try. I am not converting the file type though,
I'm just trying to change the sample rate to 44.1KHz.
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

496. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 22:17:09 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1024824013.13309.0@dyke.uk.clara.net>
Source record: 33960

Yo, Dezza

> At first sight at least it doesn't look like a very tough job.

You should know better, 15 hour shift again?. 8-)

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

497. Atari Online News, Etc. #04-25

Newsgroup: comp.sys.atari.st
Date: 2002-06-22 23:42:21 UTC
From: danap8@aol.com
Message-ID: <20020622194221.10733.00000440@mb-mr.aol.com>
Source record: 33957

A-ONE #0425 06/21/02

~ eBay Wants Users Happy ~ People Are Talking! ~ Icon Extract News!
~ Java Back In Windows? ~ Sun Still After MS! ~ HighWire News!
~ Net Filters Re-thought ~ Disabling Censorship! ~ JagFest 2K2 News!
~ AlltheWeb Tops Google? ~ Virtual Child-porn Ban ~ 'Star Trek' Auction!

-* Bumpy Road For Napster Buyout *-
-* Perrun - "Proof of Concept" Virus! *-
-* Microsoft Rejects Compromise In Its Case! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

498. Re: Sample rate conversion, large files

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 00:08:10 UTC
From: jdplace@prodigy.net
Message-ID: <Kj8R8.996$o23.42288357@newssvr15.news.prodigy.com>
Source record: 33958

On 22 Jun 2002 18:41:40 , carey christenson wrote:
>Joseph,
> I would suggest to you Aniplayer version 2.19!!!
>What file format are you using????>

AIF and AVR

>What file formats
>are you working with and what would you like to
>convert them to????

I want to convert the sample rate to CD (44.1KHz) in a format that
CD-Writer can use (I think AIF and AVR are the choices). None of the
recording programs that I have found can record at 44.1KHz without an
external clock.

>525 may also be the only choice.
>Aniplayer only allows you to convert file types not
>the sample rate. I will do some investigating, I have
>this 525 program. Dont use it much since I can
>convert MP3's to WAV's with Aniplayer just fine!!!! I
>will let you know what happens!!!! Once you get this
>newly converted music files to CD then there are much
>better conversion programs out there like CDP and
>PlayMyCD can export and change file types and sampling
>rate and even if it is in MONO or STEREO or such!!!!!
>
>Thanks,
>Carey Christenson

I may buy the more "pro" gear and software for my Falcon eventually,
but I can't justify the cost yet, since I have a complete Logic Audio (too
bad E-Magic dumped Atari) setup at work. I enjoy my Falcon so much more
than the PC stuff, but I never dreamed that I was going to end up spending
as much as I have! Sure is fun though!

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

499. Re: Sample rate conversion, large files

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 00:41:40 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1024767720-236081AEicMi@williams-net.com>
Source record: 33956

Joseph,
I would suggest to you Aniplayer version 2.19!!!
What file format are you using???? What file formats
are you working with and what would you like to
convert them to???? 525 may also be the only choice.
Aniplayer only allows you to convert file types not
the sample rate. I will do some investigating, I have
this 525 program. Dont use it much since I can
convert MP3's to WAV's with Aniplayer just fine!!!! I
will let you know what happens!!!! Once you get this
newly converted music files to CD then there are much
better conversion programs out there like CDP and
PlayMyCD can export and change file types and sampling
rate and even if it is in MONO or STEREO or such!!!!!

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades

Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

500. Re: Sample rate conversion, large files

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 01:06:53 UTC
From: jdplace@prodigy.net
Message-ID: <Na9R8.1273$4e5.35974428@newssvr17.news.prodigy.com>
Source record: 33959

On 23 Jun 2002 00:14:51 , Hallvard Tangeraas wrote:

>I was involved with some beta testing of the program after suggesting
>some new sample formats to the author a few years back.
>i'll see if I can dig up those old messages and perhaps find an
>alternative address if the one you have doesn't work.
>
>
>
>Hallvard
>--
>Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://www.notator.org>
>.

Thanks Hallvard,
I'd really like to ask about the problem, and register the software.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

501. Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 09:47:47 UTC
From: Ian McDowell <iainmacker@tiscali.co.uk>
Message-ID: <3d15985a$1_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 33962

Hi

Anyone know where i can download a falcon emulator i know theres one called tos104 or somthing like that,but it main site doesnt have any downloads

cheers

Ian

502. Re: MagicNet

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 10:36:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d0c6a3626bf20@madasafish.com>
Source record: 33968

Hi Edward,

>Anyone got this working? I have been fiddling with it, but cannot really tell
>if it is working or not. Millie Babic wrote a nice article on it, but it is in
>Swedish. Anyone got an Egnlish translation of it?

Working really well here. Had some worries as my ISP just
changed to CHAP but setting my username and password in
chap-secrets (put your password in double quotes!) got me back
online. Follow the docs, and use devset.prg in the auto folder.
Keep the etc folder on your VFAT partition with long file name
support and keep it on same partition as aFTP I think. Put the
folder etc on the root too of that drive. If you set up mintnet
you should find it easier, less files.
--
Lyndon Amsdon
http://hardware.atari.org

503. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 10:38:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d15a56c192a20@madasafish.com>
Source record: 33969

Hi Martin,

>The server isn't down. However someone changed the setup of the server.
>For the moment the server can only be reached by means of a secured
>connection. I hope this problem will be solved this evening.

I noticed similar problem last week I think it was, but was
fixed after a few hours so I didn't report it.
--
Lyndon Amsdon
http://hardware.atari.org

504. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 11:26:10 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <3d15bea22c8e5d1@pandora.be>
Source record: 33963
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**disk_magazine**
ftp://chapelie.rma.ac.be/atari/disk_magazine/hitdisk02_89.zip
(274.513 bytes) (old) PD Diskettenmagazine HIT DISC. German language

**editors**
ftp://chapelie.rma.ac.be/atari/editors/qed.5.0.2.lzh
(207.667 bytes) Qed 5.0.2 Nice text editor. German version.
ftp://chapelie.rma.ac.be/atari/editors/qed.5.0.2-en.lzh
(35.826 bytes) Qed 5.0.2 Nice text editor. English rsc and syntax. Needs the full German
package.

**game**
ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.29pre1.zip
(317.520 bytes) PMdoom, needs a 68020 or higher.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/icons/extract.lzh
(3.161.343 bytes) Very powerfull Icon tool. It can extract icons type ICO, CUR, ICL, ANI,
DLL and XPM.

ftp://chapelie.rma.ac.be/atari/utilities/kronos.zip
(1.321.080 bytes) Very nice tool. It analyzes the performance of the computer and
lets you compare your system to other Atari (and compatible) computers.
French/German/English version

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
```

Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

505. New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 11:29:56 UTC
From: <>
Message-ID: <1024824622-648555AEicMi@ntlworld.com>
Source record: 33961

Hi all,

I've just uploaded a complete English version of PixArt 4.52, the last version of this great art package, to my web site.

Thanks to Peter West for the hard work he put into this, especially the completely updated ST-Guide hypertext.

It's in the DDP section, URL in sig.

Cheers

Derryck

--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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

506. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 11:53:30 UTC
From: <>
Message-ID: <1024843908-20001AEicMi@ntlworld.com>
Source record: 33965

From: "Steve Sweet" <stevesweet@freeuk.com>
Date: Sat, 22 Jun 2002 23:17:09 +0100

>> At first sight at least it doesn't look like a very tough job.
>
>You should know better, 15 hour shift again?. 8-)

Well over 180 hours this month.

Adam's kindly said that he'll sort the entire thing for us :-)

I'll announce it in here once it's ready for download.

Cheers

Cheers

Derryck

--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

507. MagicNet

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 14:11:41 UTC
From: ebaiz@skyenet.net
Message-ID: <xGkR8.44$g05.93168@newsfeed.slurp.net>
Source record: 33964

Hello,

Anyone got this working? I have been fiddling with it, but cannot really tell if it is working or not. Millie Babic wrote a nice article on it, but it is in Swedish. Anyone got an Egnlish translation of it?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
---

508. Re: Atari & Mustek 600 II N scanner

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 15:33:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1024860262-104011AEicMi@gmx.net>
Source record: 33970

From: "Grzegorz Pawlik" <atarirulez@go2.pl>
Date: Wed, 19 Jun 2002 14:25:36 +0100 (BST)

Hi Grzegorz,

>Is it possible to use Mustek 600 II N scanner with Atari TT?
>Does it have SCSI interface? I heard both that it does, and
>that it does not ;-) Can I connect such a thing to my TT?

No you can't....
The 600 II N model doesn't come with a SCSI interface. The Mustek
scanners with a SCSI interface, all carry an "SP" tag behind the
identification number. I.e.: 600 SP, 1200SP, A3 SP etc...
The A3 SP model is the only SCSI model which is still for sale, USB
is taking over rapidly...
If you do find an "SP" model then note that you'll also need the NOVA
Scanner driver which is the only one available that can address the
Mustek (SCSI) scanners. The same driver can also address the HP range
of SCSI scanners...

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

509. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 15:34:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1024860264-104551AEicMi@gmx.net>
Source record: 33971

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Tue, 18 Jun 2002 19:26:52 -0500

Hi Frederic,

>2) because people don't have any needs, so anything will do. Magic or
>singleTOS 1.0 will perfectly do for them as they don't have any
>particular requirements.

As far as I'm concerned this is the "statement of the year"; you are nominated.... Unless some moron succeeds to come up with an even more ridiculous statement, you may come and collect your prize at the end of the year.

Over the years I've read many "weird" remarks here, but this one tops them all. In one single line you manage to turn every non-MiNT Atari user into some kind of stupid retarted bobo.... well done Frederic !!!

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

510. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 15:40:25 UTC
From: tos4ever@pandora.be
Message-ID: <1fe8rhx.1dbk3wvrgr05aN%tos4ever@pandora.be>
Source record: 33966

Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:

> Martin Byttebier <donotusethisaddress@pandora.be> wrote:
>
> > New at the Belgian ftp-site chapelie.rma.ac.be
>
> I'm having trouble logging in. Anyone else experiencing the same thing?
> Is the server currently down?
>

The server isn't down. However someone changed the setup of the server.
For the moment the server can only be reached by means of a secured
connection. I hope this problem will be solved this evening.

CU,
Martin

511. Re: WTB: HD for Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 16:22:47 UTC
From: Lannie Schafroth <lannie@prairieinet.net>
Message-ID: <3d15f575$1_8@news5.nntpserver.com>
Source record: 33967

Winterset, Iowa - USA
"Steve Stupple" <Steve@atari.org> wrote in message
news:j49K3JBEkyE9EwKH@atari.org.uk...
> In article <3d120e1e$1_15@news.teranews.com>, Lannie Schafroth
> <lannie_schafroth@hotmail.com> writes
> >I have a 1040STfm with a color monitor. I recently dug it out of the
> >basement and found my big stash of floppies that I thought were long
gone.
> >Been 12 years since I turned the system on.
> >
> >Fired up, desktop in 3 seconds! :)
> >
> >I need to find a cheap hardrive solution for this system. What would be
my
> >best route besides a Megafile or something like that?
> >
> >Lannie
> >
> >PS Been so long I couldn't remember how to do even the basic things on
it!
> >
> >
> Hiyas
>
> I know it might be a silly question! But where in the world are you?
>
>
> --
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

512. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 18:13:42 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10206231309520.1146-100000@coazter.myip.org>
Source record: 33985

yeah thanks.
Next time try to understand, instead of being the csast referee.
Actually I don't expect you to understand at all, so that does not
surprise me.
Have a good day, and tell me where I can pickup this prize.

On Sun, 23 Jun 2002, Dennis Vermeire wrote:

> From: Frederic Fouche <g213778@coazter.myip.org>
> Date: Tue, 18 Jun 2002 19:26:52 -0500
>
> Hi Frederic,
>
>
> >2) because people don't have any needs, so anything will do. Magic or
> >singleTOS 1.0 will perfectly do for them as they don't have any
> >particular requirements.
>
> As far as I'm concerned this is the "statement of the year"; you are
> nominated.... Unless some moron succeeds to come up with an even more
> ridiculous statement, you may come and collect your prize at the end
> of the year.
>
> Over the years I've read many "weird" remarks here, but this one tops
> them all. In one single line you manage to turn every non-MiNT Atari
> user into some kind of stupid retarted bobo.... well done Frederic !!!
>
> Cheers from Belgium
> Dennis
> --
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> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>
>

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-------------------------
~^~^~^~^~^~^~^~^~^~^~^~^~
http://mp3.com/coazter
```

513. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 20:19:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1024939124.1816.1@doris.uk.clara.net>
Source record: 33983
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Hi Hallvard

> Martin Byttebier <donotusethisaddress@pandora.be> wrote:
>
> > New at the Belgian ftp-site chapelie.rma.ac.be
>
> I'm having trouble logging in. Anyone else experiencing the same thing?
> Is the server currently down?

Ah!!!, maybe i shouldn't have uninstalled CuteFTP and killed all its
registry keys after all!!.

I was having trouble with another site i frequent as well, and have done for
some days, so i assumed that cute had barfed!!. Oh well.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

514. Re: ARAnyM!!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 20:31:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1024939126.1816.2@doris.uk.clara.net>
Source record: 33984

Yo!, Dezza

> >> At first sight at least it doesn't look like a very tough job.
> >
> >You should know better, 15 hour shift again?. 8-)
>
> Well over 180 hours this month.

Its only the 23rd!!. You need your bumps felt dude.

> Adam's kindly said that he'll sort the entire thing for us :-)

He'll need to do more than that to get to be the 'A' in DDPA

> I'll announce it in here once it's ready for download.

On that site of yours?, http://www.cix.co.uk/~derryck/index.htm , the one
that mentions that cosy little computer user club in Cheshunt, Herts.,
meeting by coincidence this coming Wednesday the 26th of June, where you get
a free cuppa and free entrance on your first visit. Feeding the welshgit
being optional these days it seems!!.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

515. Re: Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 21:19:00 UTC
From: lp <gfa@basic.net>
Message-ID: <B93BB384.7708%gfa@basic.net>
Source record: 33972

in article 3d15985a$1_1@mk-nntp-1.news.uk.worldonline.com, Ian McDowell at iainmacker@tiscali.co.uk wrote on 6/23/02 5:47 AM:

> Anyone know where i can download a falcon emulator i know theres one called
> tos104 or somthing like that,but it main site doesnt have any downloads

That one is called TOS404 I think, and it's not released yet far as I know.

Try this one instead: http://aranym.sophics.cz/

Lonny Pursell

516. Re: Sample rate conversion, large files

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 23:26:08 UTC
From: claytone@foxinternet.com
Message-ID: <3d165910_1@news.foxinternet.com>
Source record: 33974

Hi all-

I've been thinking about asking this for awhile, and this seems an appropriate thread.....

I have some stereo audio files recorded with Atari Logic Audio. I would like to be able to convert them into WAV or AIFF in order to put them on CD. However.... Logic makes stereo files as TWO seperate files. I've tried 5-2-5, but I can't find a way to combine the 2 files into ONE stereo file. They were already recorded at 44.1, so no need to change the sample rate. Any ideas?

Thanks,

Clayton Murray
Seattle, WA USA

517. Re: Sample rate conversion, large files

Newsgroup: comp.sys.atari.st
Date: 2002-06-23 23:46:40 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1024850830-949171AEicMi@williams-net.com>
Source record: 33973

Joseph,
I did find 525 program in my archive. Since I did
not have unzipped. I went ahead and did that. I have
not used 525 for quite some time. I forgot how nice
the program is. And I also figured out why my MP3's
that I convert to WAV format with Aniplayer will not
copy to a CD!!! Because the sampling rate is 49,170.
So I converted a WAV that was once a MP3 from 49170
to 44100 and now it will load into my CD software.
Thanks for reminding me of this nice piece of
software!!!!! It did convert my size as well on this
file. Did you checkmark frequency and tell it
44100???? Did you also tell it what file format to
convert to and to keep the 16 bit stereo file
format??? Just suggestions, let me know how it goes
for you.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive

120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

518. Re: [FOR SALE] Megaste

Newsgroup: comp.sys.atari.st
Date: 2002-06-24 01:34:57 UTC
From: albee <albee@qwest.net>
Message-ID: <3D167741.5000903@qwest.net>
Source record: 33975

I tried to send you a Email Directly, must not have taken. Email me at
albee@qwest.net I'm in Phoenix
Thanks

Frederic Fouche wrote:

>yeah Texas, interested?
>
>
>On Fri, 21 Jun 2002, albee wrote:
>
>>Are you located in the States (usa) ?
>>
>>
>>
>>Frederic Fouche wrote:
>>
>>>Hi,
>>>selling a megaste motherboard with:
>>>
>>>4meg of ram
>>>internal scsi adapter
>>>TOS 2.05 (FR)
>>>floppy drive (720k)
>>>
>>>All works.. Anyone knows how much this is worth?
>>>Accept best offer, starting at 10 USD.
>>>
>>>
>>
>>
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>~^~^~^~^~^~^~^~^~^~^~^~^~^~
>http://mp3.com/coazter
>

519. Re: Sample rate conversion, large files

Newsgroup: comp.sys.atari.st
Date: 2002-06-24 04:05:25 UTC
From: jdplace@prodigy.net
Message-ID: <9UwR8.1516$Dw2.64810261@newssvr15.news.prodigy.com>
Source record: 33976

On 23 Jun 2002 17:46:40 , carey christenson wrote:
>Joseph,
> I did find 525 program in my archive. Since I did
>not have unzipped. I went ahead and did that. I have
> not used 525 for quite some time. I forgot how nice
>the program is. And I also figured out why my MP3's
>that I convert to WAV format with Aniplayer will not
>copy to a CD!!! Because the sampling rate is 49,170.
> So I converted a WAV that was once a MP3 from 49170
>to 44100 and now it will load into my CD software.
>Thanks for reminding me of this nice piece of
>software!!!!! It did convert my size as well on this
>file. Did you checkmark frequency and tell it
>44100???? Did you also tell it what file format to
>convert to and to keep the 16 bit stereo file
>format??? Just suggestions, let me know how it goes
>for you.
>
>Thanks,
>Carey Christenson
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
>Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
>Coming CT60 with a 68060 running at 72 mhz.
>Eclipse with 4 meg ATI Graphic Card
>84 meg Conner Hard Drive
>40 GB IDE Maxtor 7200 RPM Hard Drive
>4.3 GB SCSI Seagate 7200 RPM Hard Drive
>24 X Cyberdrive CD-Rom
>8x4x20x Smart and Friendly CD-Burner
>56K CNET modem
>19 inch Samsung 955DF VGA monitor
>Epson Stylus color 880 Printer
>5.1 Surround Sound System
>
>Atari 1040STf with 2.5 megs of RAM
>80 meg IBM Hard Drive
>210 meg Quantum Hard Drive
>14.4 US Robotics Modem
>SC1224 color monitor

>
>Atari 130XE with 128K of RAM
>20 meg Atari Hard Drive
>120 meg Quantum Hard Drive
>2 5 1/4" 1050's with US Doubler upgrades
>Blackbox unit
>2 Panasonic Dot Matrix Printers
>Color Monitor
>
>.
I've tried different file formats, and I'm using 16 bit signed motorola,
convert to 44,100. No matter what I do it writes at 2.5 MB file.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

520. Re: Sample rate conversion, large files

Newsgroup: comp.sys.atari.st
Date: 2002-06-24 04:17:44 UTC
From: jdplace@prodigy.net
Message-ID: <I3xR8.1522$tL2.65645665@newssvr15.news.prodigy.com>
Source record: 33977

On 23 Jun 2002 16:26:08 , Clayton Murray wrote:
>Hi all-
>
>I've been thinking about asking this for awhile, and this seems
>an appropriate thread.....
>
>I have some stereo audio files recorded with Atari Logic Audio. I
>would like to be able to convert them into WAV or AIFF in order
>to put them on CD. However.... Logic makes stereo files as TWO
>seperate files. I've tried 5-2-5, but I can't find a way to
>combine the 2 files into ONE stereo file. They were already
>recorded at 44.1, so no need to change the sample rate. Any
>ideas?
>
>Thanks,
>
>Clayton Murray
>Seattle, WA USA
>.
I think Copson ZeroX will do that (combine), and perhaps
Squash It! (Electronic Cow, freeware). I'm not very familiar with these
sample editing programs, but perhaps someone else is? Are you sure Logic
doesn't have an interleave option when you write the file? I know my PC
(Logic Audio Gold) version does.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

521. What's up in the Atari world?

Newsgroup: comp.sys.atari.st
Date: 2002-06-24 06:56:17 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d16bf37$1_2@corp.newsgroups.com>
Source record: 33978

Been awhile since I was here last...

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

522. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-06-24 11:39:42 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1024923582-524452AEicMi@xs4all.nl>
Source record: 33979

Thanks a lot! You've done -again- a great job!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

523. WTB SCSI drive for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-06-24 12:22:06 UTC
From: mathman242000@yahoo.com
Message-ID: <59f561e5.0206240422.916e922@posting.google.com>
Source record: 33980

Looking for a 1GB or larger SCSI drive
suitable for a Falcon. Just the bare
drive is needed as this is for internal
fitting.

mathman242000ORANGE@yahooAPPLE.com
(remove the fruit)

524. Vortex ATOnce Plus

Newsgroup: comp.sys.atari.st
Date: 2002-06-24 14:42:22 UTC
From: johnny farragut <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Message-ID: <af7b4t$bj789$1@ID-108965.news.dfncis.de>
Source record: 33981

Hi

I've found an Atari 1040 STFM with the Vortex ATOnce Plus installed on it.
Does anybody knows how is this activated (a combination of keys, I suppose)?

Thank you very much

525. VISION has moved !

Newsgroup: comp.sys.atari.st
Date: 2002-06-24 15:57:57 UTC
From: Jean <webmanager@deva.co.kr>
Message-ID: <3d1740d4$0$539$626a54ce@news.free.fr>
Source record: 33982

Hi !

AFter some weeks of unsuccesful updates of my web-site, I decided to move it
to Free.fr.
The new address is http://jlusetti.free.fr

Note that if you use http://vision.atari.org (what you should do...), you
have nothing to change.

Have fun, Jean

--
IMPORTANT:
In order to avoid s.p.a.m.s, "ReplyTo" and "From" fields are addresses of
websites using s.p.a.m.
Afin d'�viter des s.p.a.m.s, les champs "ReplyTo" et "From" sont des
adresses de site utilisant le s.p.a.m

526. HighWire 0.05 released

Newsgroup: comp.sys.atari.st
Date: 2002-06-24 22:34:06 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <uhf70fei8ntt15@corp.supernews.com>
Source record: 33986

The HighWire Development team is proud to announce the latest release of HighWire 0.05.

With this release, HighWire now displays GIF images. GIF support required a bit of porting work for the team, but we now have the most current versions of Zlib and libungif working for LatticeC, PureC and GCC. These will prepare the way for even more supports in the future. With GIF files displaying in HighWire, work was required on the IMG tag support. There are still some problems with the IMG tag currently. But they are not related directly to GIF support and are of a more general nature. There has been and will continue to be work in this area.

Text formatting was another major area of work in this version. Problems with justification, alignment and colours having been dealt with. Work was also done on lists and their display. Not to mention low level improvements on font sizing.

Bugs were eliminated at a furious pace, with more bug reports being eliminated from the bugtracker site than in any previous version. Small problems with GDOS detection and redraws were dealt with among others. The final result being a general improvement in the function of the program.

To download, visit the download page on the HighWire site at http://highwire.atari-users.net

HighWire Development Team

527. Re: "Hello World"

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 00:09:59 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0206241609.4323a497@posting.google.com>
Source record: 33987

"mod" <me@mod.com> wrote in message news:<af20qg$o9p$1@venus.btinternet.com>...
> > TOS 4.04 :(
>
> TOS v4.04 ... is that a bad thing ?
>
> Jon

No, not for single tasking. NAES and MiNT are a whole new world. The
:(was due the to the fact that the current ethernet driver does not
function under MiNT.
Mike

528. Falcon, EtherNEC & ADSL

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 00:15:51 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3D18347E.45BAA834@libero.it>
Source record: 33988

Due to my provider decision, next month my flat-rate connection 56k will end, so I'm turning to ADSL. I've a Mac, a PC and the Falcon. With ADSL, I will buy a Zyxel Router (645R) to share the connection. With Mac and PC there will be no problem, but with the Falcon.... My Falcon run with MultiTOS, and I'm thinking about the EnterNEC adapter to connect to the hub/router. But, there's a way to go internet with the router and the multiTOS? Please help me :-)

--
Tony
|||
|||
/ | \
Atari Maniac!

529. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 00:42:42 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3D183AD8.85F22F23@libero.it>
Source record: 33989

Uwe Seimet wrote:

> dickdaz wrote:
>
> > Is it possible (and safe) to grab the PC's hard disk
> > (IDE unit) and plug it onto my Falcons IDE controller
> > as a slave unit? If I could do that I could simply copy
> > the MP'3s directly onto the Ataris existing IDE drive or
> > SCSI drive (saving massive amounts of time!)
>
> This is basically possible, but your version of HDDRIVER is most likely
> too old for that. (It's so old that I don't know anymore whether it's
> sufficient.) If the PC's drive has partitions larger than 32 MByte you
> need MagiC or MiNT in order to access them. Plain TOS cannot access
> large PC compatible partitions.

Apart the partition/space problem, I've a question: the Falcon didn't have
only two ide interfaces for 2.5" HDs?

I mean, not the 'standard' ide for the 3.5"?

--
Tony
|||
|||
/ | \
Atari Maniac!

530. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 00:49:54 UTC
From: lp <gfa@basic.net>
Message-ID: <B93D3672.7739%gfa@basic.net>
Source record: 33990

in article Pine.SGI.4.10.10206231309520.1146-100000@coazter.myip.org,
Frederic Fouche at g213778@coazter.myip.org wrote on 6/23/02 2:13 PM:

> yeah thanks.
> Next time try to understand, instead of being the csast referee.
> Actually I don't expect you to understand at all, so that does not
> surprise me.
> Have a good day, and tell me where I can pickup this prize.
>
>
> On Sun, 23 Jun 2002, Dennis Vermeire wrote:
>
>> From: Frederic Fouche <g213778@coazter.myip.org>
>> Date: Tue, 18 Jun 2002 19:26:52 -0500
>>
>> Hi Frederic,
>>
>>
>>> 2) because people don't have any needs, so anything will do. Magic or
>>> singleTOS 1.0 will perfectly do for them as they don't have any
>>> particular requirements.
>>
>> As far as I'm concerned this is the "statement of the year"; you are
>> nominated.... Unless some moron succeeds to come up with an even more
>> ridiculous statement, you may come and collect your prize at the end
>> of the year.
>>
>> Over the years I've read many "weird" remarks here, but this one tops
>> them all. In one single line you manage to turn every non-MiNT Atari
>> user into some kind of stupid retarted bobo.... well done Frederic !!!

Dennis,
Takes one to know one, welcome to the club...

Lonny Pursell

531. Re: What's up in the Atari world?

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 00:51:28 UTC
From: lp <gfa@basic.net>
Message-ID: <B93D36CF.773A%gfa@basic.net>
Source record: 33991

in article 3d16bf37$1_2@corp.newsgroups.com, Jared Falvo at
luposian@azob.quik.com wrote on 6/24/02 2:56 AM:

> Been awhile since I was here last...
>
> Jared

I knew I was forget a spam filter, thanks for reminding me.

Lonny Pursell

532. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 03:33:16 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0206241933.3bd299d0@posting.google.com>
Source record: 33992
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:<3d16beac_3@corp.newsgroups.com>...
> Been awhile since I was here last...
>
> Jared

Kaput!

>
>

533. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 03:47:10 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-1E8991.23471024062002@nr-ott01.bellnexxia.net>
Source record: 33993
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <27ff51c3.0206241933.3bd299d0@posting.google.com>,
sinclap@yahoo.com wrote:

> "Jared Falvo" <luposian@azob.quik.com> wrote in message
> news:<3d16beac_3@corp.newsgroups.com>...
> > Been awhile since I was here last...
> >
> > Jared
>
> Kaput!

ah contraire - still interesting and vibrant as ever.

Compare this to The iDiot Forever Known As Sinclap, who, after all
these years, still shows his lack of ambition and utter stupidity by
hanging around Atari nesgroups trying to get a rise out of them, only to
have his ass served back to him on a platter with a side of mint sauce.
Not to mention his tendencies to pick the wrong people and things that
will "crush Atari" who were themselves crushed. In other words, TiFKAS
is nothing more than a pimple on the buttocks of progress, and a
mumbling crank whose expiration date long passed.

Plumbing is an exciting field, TiFKAS - look into it.

534. MagicMac Error Type 11?!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 04:43:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206242043.5fde2be8@posting.google.com>
Source record: 33994

After not bothering for a while, I decided to get MagicMac 6.1.5 running on my Powerbook 180 (14/120Mb running System 7.6, if that matters). Things run well enough, but I keep locking up the computer with "Sorry, a system error occurred. Magicmac error type 11." This error is quite rare if the computer is in constant use, but is guaranteed to happen within a hour of letting MagicMac run idle, and occasionally occurs as quickly as 10 minutes after leaving the computer.

Any ideas? I have removed anything resembling a screensaver and have turned off power management. What on earth is a Type 11 error?

Galen

535. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 06:32:15 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D180E6F.1000603@seimet.de>
Source record: 33896

T.J. wrote:

> Apart the partition/space problem, I've a question: the Falcon didn't have
> only two ide interfaces for 2.5" HDs?
>
> I mean, not the 'standard' ide for the 3.5"?

The Falcon has one IDE port, which supports two IDE/ATAPI devices. With
an adapter you can use 3.5" drives.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

536. Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 06:34:18 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d180fd02d62b0@go2.pl>
Source record: 33995

Hi,

I have just got a graphic card for my TT. It consists of a sorf of VME-ISA interface and a PC (I suppose? It is written "Adax Personal Computer" on it...) graphic card with ET-4000AX chip. Works great and much faster than original TT display, I can even *play* DOOM with that! :-)

The problem is that it hangs the computer after a while, mostly when I move GEM windows (in TOS, MagiC, MiNT+N.AES...). The ET-4000AX chip gets very warm, I guess it isn't normal? When I play Doom ;-) it does not hang the system, but it switches off the display after some time (Doom does not hang, it still works but without the display). What is wrong, what can I do about it? Placong a fan over the TC-4000AX didn't help BTW.

Another problem is that the NOVA 2.97 drivers do not work. The card came with its own drivers, which are similar to NOVA (EMULATOR.PRG and STA_VDI.PRG). I cannot use VMG-4000 (a NVDI tool) to make NVDI work with this card, because this program says "Fur den korrektier betrieb auf der grafikkarte, ist ein neuerer XVGA-treiber notig." What does it mean?

What can I do with this card to make it work stable? And work with NVDI 5.03?

Thanx for any answers.

--
Grzegorz Pawlik
http://marijuana.atari.org/

537. Hot to put Atari ST files on Hotline?

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 07:05:26 UTC
From: mrdelurk@aol.com
Message-ID: <mrdelurk-ya02408000R2406022112230001@news-server.hawaii.rr.com>
Source record: 33897

I have a small Hotline server with various MIDI and music-related orphanware. So far we have PC and Mac files and synth/sampler sounds. As a long time Atari ST user, I have a kajillion Atari ST floppies, some of them clearly orphaned software. The question is, what is the best way to upload these to Hotline?

I can read the ST floppies with my Mac's FD and throw them a folder on my server in a second, that isn't a problem. The real question is, if any consensus or standard how Atari ST files should be prepared for online sharing? Should I compress them into ZIP format, or maybe I should make a disk image of the floppies with Toast, or... - ?

538. Atari ST hardware in Australia (crosspost)

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 07:08:36 UTC
From: Sciby <sciby@overclockers.com.au>
Message-ID: <af94tf$e2c$1@spider.cqu.edu.au>
Source record: 33898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi guys,
I own an Atari ST 1040fm, and I'm interested in getting my hands on some more Atari gear, namely a 1040 STe, an Atari monitor and a SCSI adapter or an ASCI ext harddrive of some description.

Could someone point me in the right direction here? I've searched most of the day (in between working while the boss walks past and no luck.

Any help is greatly appreciated.
cheers
Sciby.

539. Re: Sample rate conversion, large files

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 07:47:28 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.13afb60b.6bdc6522.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33899

Hello!

Dans le message <zHUQ8.1398$3i4.26011789@newssvr16.news.prodigy.com>
Joseph D. Place a ï¿½crit:
>I'm looking for a utility to convert large audio files recorded at 49KHz
>to 44.1KHz so I can write them to CD. I thought the program 525 was going
>to do this, but it will only write a 2.5 MB file. Most of my audio files
Isn't it because of the memory amount ? Did you try (in fact, I'm
almost sure you did) using Outside to increase it ?

>are 70 MB+. I am recording the audio output from MIDI sequences to my
>Falcon with FreeRec, and would like to be able to write them to CD with CD
>Writer. Any good, (hopefully readily available in the USA) solutions?
So, what about ZeroX ?

J.-Luc

540. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 08:15:04 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.17bab21e.63c46542.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33900

Dans le message <3d180fd02d62b0@go2.pl>
Grzegorz Pawlik a ï¿½crit:
>Hi,

>Another problem is that the NOVA 2.97 drivers do not work. The card
>came with its own drivers, which are similar to NOVA (EMULATOR.PRG
>and STA_VDI.PRG). I cannot use VMG-4000 (a NVDI tool) to make NVDI
>work with this card, because this program says "Fur den korrektier
>betrieb auf der grafikkarte, ist ein neuerer XVGA-treiber notig."
>What does it mean?
That you need a newer XVGA driver. ;-)
Are you sure the term is "Korrektier" ?

J.-Luc

541. MyMAIL and MagiCNet

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 09:58:59 UTC
From: atari@goteborg.utfors.se
Message-ID: <1025002762-207385AEicMi@goteborg.utfors.se>
Source record: 33903

Hi all!

Finally, now MyMAIL works fine with MagiCNet and MagiCNet/GlueSTiK. After weeks of test and problemsolving by Erik Hï¿½ll he finally made it.

The problem was not in MyMAIL itself but the way MagiCNet/GlueSTiK works with TCP. He adopt MyMAIL and the latest test today makes my system and MyMAIL to bring attached files as fast as any modern system, through my LAN and Internet Cable.

Well done, Erik. I am a ASH Emailer fan but I do use several accounts and therefore need a another e-mail app aswell. :-)

This new fast MyMAIL version will be released at our Computer Show this very weekend http://www.sak.nu

Whatch out additional info about the convent at my homepage later today and NAS on-line events during the show. http://mille.atari.org

Best Regards

Mille Babic

542. Re: Vortex ATOnce Plus

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 10:30:26 UTC
From: <>
Message-ID: <1024995808-122795AEicMi@ntlworld.com>
Source record: 33902

From: "johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Date: Mon, 24 Jun 2002 16:42:22 +0200

>I've found an Atari 1040 STFM with the Vortex ATOnce Plus installed on it.
>Does anybody knows how is this activated (a combination of keys, I suppose)?

You need the driver disk, which does the necessary. You'll also need a copy of
DOS of course.

I have a copy of the disk which I can email to you if you wish, email me with a
working address to send it to.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

543. Re: Falcon, EtherNEC & ADSL

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 11:00:03 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1025002675.979112@ananke.eclipse.net.uk>
Source record: 33904

"T.J." <tjskidNOSPAM@libero.it> wrote in message
news:3D18347E.45BAA834@libero.it...
> Due to my provider decision, next month my flat-rate connection 56k will
> end, so I'm turning to ADSL. I've a Mac, a PC and the Falcon. With ADSL,
> I will buy a Zyxel Router (645R) to share the connection. With Mac and
> PC there will be no problem, but with the Falcon.... My Falcon run with
> MultiTOS, and I'm thinking about the EnterNEC adapter to connect to the
> hub/router. But, there's a way to go internet with the router and the
> multiTOS? Please help me :-)
>

Which stack do you run at present? The EtherNec card has drivers for Sting
and MintNet so provided there is a network stack which will use those
drivers you should be o.k. The default Zygel configuration reserves local
IP address 192.168.1.2 through 192.168.1.32 for static allocation so pick
one of those for your Falcon. Set the default gateway to 192.168.1.1 (the
default address of the Zygel). If your ISP provides static DNS add those,
otherwise point it at the Zygel as well.

>
>
>
> --
> Tony
> |||
> |||
> / | \
> Atari Maniac!
>
>

544. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 11:02:16 UTC
From: <>
Message-ID: <1024995808-122479AEicMi@ntlworld.com>
Source record: 33901

From: Raoul Teulings <rt@xs4all.nl>
Date: Mon, 24 Jun 2002 13:39:42 +0200

>Thanks a lot! You've done -again- a great job!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

545. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 11:15:14 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d18525c337090@madasafish.com>
Source record: 33934

Hi Grzegorz,

>The ET-4000AX
>chip gets very warm, I guess it isn't normal?

That's normal.

>Another problem is that the NOVA 2.97 drivers do not work. The card
>came with its own drivers, which are similar to NOVA (EMULATOR.PRG
>and STA_VDI.PRG). I cannot use VMG-4000 (a NVDI tool) to make NVDI
>work with this card, because this program says "Fur den korrektier
>betrieb auf der grafikkarte, ist ein neuerer XVGA-treiber notig."
>What does it mean?

I assume you set up the address OK for registers and memory? I
don't know what they're meant to be for the particular adaptor
you have. Unless you have some nvdi.inf file already with them
in.
--
Lyndon Amsdon
http://hardware.atari.org

546. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 14:53:00 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d1883ce1deb60@go2.pl>
Source record: 33905

> Dans le message <3d180fd02d62b0@go2.pl>
> Grzegorz Pawlik a ďž˝crit:
> >Hi,
>
> >Another problem is that the NOVA 2.97 drivers do not work. The card
> >came with its own drivers, which are similar to NOVA (EMULATOR.PRG
> >and STA_VDI.PRG). I cannot use VMG-4000 (a NVDI tool) to make NVDI
> >work with this card, because this program says "Fur den korrektier
> >betrieb auf der grafikkarte, ist ein neuerer XVGA-treiber notig."
> >What does it mean?
> That you need a newer XVGA driver. ;-)

Where to take it from? I installed NOVA 2.97 but it didn't work.
The one I use seem to be NOVA 2.12 (that's what is written in the
NOVA cpx module).

> Are you sure the term is "Korrektier" ?

It's "korrekten"... both does not mean much to me ;-)

--
Grzegorz Pawlik
http://marijuana.atari.org/

547. Help with Thalion Software "Magazine info" appreciated.

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 17:19:46 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <7f38b97b.0206250919.4bfaa285@posting.google.com>
Source record: 33906
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.amiga.games

Hi,

I'm just compiling a list of all the Amiga/ST magazines that have ever reviewed / previewed Thalion games, or run articles on the team.

Information is not readily available, and thanks to several mates, ebay, and AIM (http://home.hia.no/~jafrohol/magindex.html) I was able to produce a basic list, mainly of English Amiga magazines.

There are lots of missing entries, and entries with missing information, if you own any Amiga/ST magazines, and could take the time to help "Fill in" the gaps it would be much appreciated.

Cheers

Alex Holland
Thalion Webshrine
http://thalion.amiga.tm http://thalion.atari.org

NOTE: MONOSPACE Font REQUIRED

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-----------------------------------------------------------------------
| Game Title |Cou| Format | Magazine |No| Date |Pages |Rating |
|--------------+---+--------+--------------+--+------+------+-------|
|A320 Airbus |UK |C= Amiga|Amiga Action |31|Apr 92|P 34 | 92% |
|ï¿½25.99 |UK |C= Amiga|Amiga Computing|45|Nov 93|P 124 | 92% |
| |UK |C= Amiga|Amiga Format |31|Feb 92|P 98 | 78% |
| |UK |C= Amiga|Amiga Power |13|May 92|P 92 | 66% |
| |UK |C= Amiga|Amiga World | |Feb 94|P 82 | |
| |UK |C= Amiga|CU Amiga |NA|Jan 92|P 70 | |
| |UK |C= Amiga|The One |40|Jan 92| | 87% |
| |UK |Atari ST|ST Action |49|May 92|P 44 | 85% |
| |UK |Atari ST|ST Format |36|Jul 92|P 78 | 79% |
| |GER|Atari ST|ST-Computer | |Sep 93| | |
| |SW |Atari ST|Dator Mag |07| 92|P 65 | 86% |
| |SW |Atari ST|Hemdator Nytt |05| 92|P ?8 | 88% |
|--------------+---+--------+--------------+--+------+------+-------|
|A320 USA |UK |C= Amiga|Amiga Action |49|Oct 93| | |
|ï¿½35.99 |UK |C= Amiga|Amiga Computing|66|Nov 93|P 124 | 80% |
| |UK |C= Amiga|Amiga Format |49|Aug 93|P 98 | 60% |
| |UK |C= Amiga|CU Amiga |NA|Jul 93| | 43% |
| |UK |C= Amiga|The One | |Jul 93| | 81% |
| |UK |Atari ST|ST User |93|Nov 93|P72-73| 80% |
|--------------+---+--------+--------------+--+------+------+-------|
|A Prehistoric |UK |C= Amiga|Amiga Format |21|Apr 91|P 96 | 49% |
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| Tale ï¿½24.99 |UK |Atari ST|ST User |63| 91|P 53 | 76% |
|--------------+---+--------+--------------+--+------+------+-------|
|Ambermoon |UK |C= Amiga|Amiga Action |58|Jun 94|P 18 | 91% |
|ï¿½29.99 |UK |C= Amiga|Amiga Computing|75|Jul 94|P116-7| 81% |
| |UK |C= Amiga|Amiga Format |73|Jul 95|P 56 | 79% |
| |UK |C= Amiga|Amiga Power |51| |P 52 | 30% |
| |USA|C= Amiga|Amiga World | |Mar 94|P 82 | |
| |UK |C= Amiga|The One | |Apr 95|P 56-7| 84% |
| |GER|C= Amiga|A-Mag | |Dec 93| |10.4/12|
| |GER|C= Amiga|Power Play | |Dec 93| | 88% |
|--------------+---+--------+--------------+--+------+------+-------|
|Amberstar | | |Amiga Action | | |P42-44| |
|ï¿½29.99 |UK |C= Amiga|Amiga Format |42|Jan 93|P 128 | 81% |
| |USA|C= Amiga|Amiga World | |Aug 94|P 54 | |
| |UK |C= Amiga|CU Amiga |NA|Dec 92|P 53 | 65% |
| |UK |C= Amiga|The One | |Dec 92| | 78% |
| |UK |Atari ST|ST Action |53|Sep 92|P18-19| 92% |
| |UK |Atari ST|ST Format |41|Dec 92|P 92 | 73% |
| |UK |Atari ST|ST User |80|Oct 92|P 13 | 75% |
| |UK |Atari ST|ST Review |09|Jan 93|P64-66| 82% |
| |GER|Atari ST|ST Magazin | |Mar 92|P126/7| |
| |GER|Atari ST|Power Play | |Mar 92| | 85% |
| |GER|C= Amiga|A-Mag | |Jun 92|P98-99|10.5/12|
|--------------+---+--------+--------------+--+------+------+-------|
|Atomix |UK |C= Amiga|Amiga Format |10|Mar 90|P 59 | 61% |
|ï¿½19.99 |UK |C= Amiga|Amiga Power |27|Jul 93|P 89 | 3*/5* |
| |UK |C= Amiga|CU Amiga |NA|Sep 90| | 79% |
| |UK |C= Amiga|Zero |07|May 90| | 75% |
| |UK |Atari ST|ST Format |13|Aug 90|P 55 | 79% |
| |UK |Atari ST|ST User |53|Jul 90|P 61 | |
| |GER|ALL |ASM | |May 90| | 10/12 |
|--------------+---+--------+--------------+--+------+------+-------|
|Chambers of |UK |C= Amiga|Amiga Power |27|Jul 93|P 92 | 1*/5* |
|Shaolin ï¿½24.99|UK |Atari ST|ST Action |21|Jan 90| | |
| |SWE| |Dator Mag |01| 90| | 04/10 |
| |GER|C= CD-32|Amiga Fun | | | | 73% |
| |GER|C= Amiga|ASM | | | | 10/12 |
| |GER| C=64 |ASM | | | | 05/12 |
| |GER|Atari ST|ASM | |Nov 89|P 108 | 11/12 |
| |GER|C= Amiga|Power Play | | | | 77% |
| |GER|Atari ST|ST-Magazin | |Jan 90| | |
|--------------+---+--------+--------------+--+------+------+-------|
|Dragonflight |UK |C= Amiga|Amiga Format |16|Nov 90|P 76 | 70% |
|ï¿½34.99 |UK |Atari ST|ST Action |38|Nov 90|P 38 | 63% |
| |UK |Atari ST|ST Format |15|Oct 90| | 71% |
| |SWE|C= Amiga|Dator Mag |18| 90|P 91 | 08/10 |
| |GER|Atari ST|ASM | |Nov 90|P 128 | |
| |GER|Atari ST|Power Play | | |P 32 | 77% |
| |GER|Atari ST|TOS | | | | 08/10 |
|--------------+---+--------+--------------+--+------+------+-------|
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|Enchanted Land|UK |Atari ST|ST Format |20|Mar 91|P 70 | 92% |
|ï¿½24.99 |GER|Atari ST|Power Play | | | | 08/12 |
| |GER|Atari ST|ASM | |Sep 90|P 104 | |
| |GER|Atari ST|ASM | |Nov 91|P 124 | |
| |GER|Atari ST|ST Magazin | |May 91|P 144 | |
|--------------+---+--------+--------------+--+------+------+-------|
|Ghostbattle |UK |C= Amiga|Amiga Format |25|Aug 91|P 82 | 69% |
|ï¿½19.95 |UK |C= Amiga|Amiga Power |04|Aug 91|P 75 | 38% |
| |UK |C= Amiga|The One |34|Jul 91| | 77% |
| |UK |C= Amiga|A.C.E. |47|Aug 91| | 520 |
| |GER|C= Amiga|ASM | | | | 07/12 |
| |GER|Atari ST|ASM | | | | 07/12 |
| |GER|Atari ST|Power Play | | | | 22% |
| |GER|Atari ST|ST Magazin | |Dec 91|P 125 | |
|--------------+---+--------+--------------+--+------+------+-------|
|Jambala |UK |C= Amiga|Amiga Format |08|Jan 90|P 38 | 79% |
|ï¿½24.99 |UK |Atari ST|C&VG | | |P 41 | 71% |
| |UK |Atari ST|ST Action |21|Jan 90| | |
| |UK |Atari ST|ST Format |07|Feb 90| | 78% |
| |UK |Atari ST|ST User |49|Mar 90|P 29 | |
|--------------+---+--------+--------------+--+------+------+-------|
|Leavin'Teramis|UK |C= Amiga|Amiga Power |27|Jul 93|P 91 | 1*/5* |
| |UK |Atari ST|ST Action |25|May 90| | |
| |GER|C= Amiga|ASM | | | | 9/12 |
| |GER|Atari ST|ASM | | | | 9/12 |
|--------------+---+--------+--------------+--+------+------+-------|
|Lethal Xcess |UK |C= Amiga|Amiga Computing|60|May 93| | 83% |
| |UK |C= Amiga|Amiga Power |25|May 93|P 40 | 70% |
| |UK |Atari ST|ST User |86|Apr 93|P 72 | 83% |
| |GER|Amiga/ST|ASM | |Jan 92|P 47 | 09/12 |
| |GER|Amiga/ST|Power Play | |Mar 92|P 41 | 71% |
| |GER|Atari ST|ST Magazin | |May 92|P 124 | |
| |GER|C= Amiga|Amiga Magazin | |Mar 92|P 100 | 09/12 |
| |GER|C= Amiga|Amiga Joker | |Feb 92|P 57 | |
|--------------+---+--------+--------------+--+------+------+-------|
|Lionheart |UK |C= Amiga|Amiga Action |42|Mar 93|P48-49| 82% |
|ï¿½27.99 |UK |C= Amiga|Amiga Computing|60|May 93| | 85% |
| |UK |C= Amiga|Amiga Format |45|Apr 93|P 88 | 87% |
| |UK |C= Amiga|Amiga Power |22|Feb 93|P30-31| 87% |
| |USA|C= Amiga|Amiga World | |Aug 94|P 54 | |
| |UK |C= Amiga|CU Amiga |NA|Apr 93|P 64 | 84% |
| |UK |C= Amiga|The One | |Mar 93|P59-62| 91% |
| |GER|C= Amiga|A-Mag | |Apr 93|P 100 |10.3/12|
| |GER|C= Amiga|Power Play | |Feb 93| | 83% |
|--------------+---+--------+--------------+--+------+------+-------|
|Magic Lines |UK |Atari ST|ST Format |15|Oct 90|P 76 | 47% |
|--------------+---+--------+--------------+--+------+------+-------|
|Neuronics | | | | | | |
|--------------+---+--------+--------------+--+------+------+-------|
|No Second |UK |C= Amiga|Amiga Action |39|Dec 92|P28-29| 91% |
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|Prize ï¿½25.99 |UK |C= Amiga|Amiga Format |41|Dec 92|P 120 | 80% |
| |UK |C= Amiga|Amiga Computing|57|Feb 93|P 24 | 90% |
| |UK |C= Amiga|Amiga Power |20|Dec 92|P62-63| 84% |
| |USA|C= Amiga|Amiga World | |Jul 94|P 70 | |
| |UK |C= Amiga|CU Amiga |NA|Dec 92|P65-66| 90% |
| |UK |C= Amiga|The One | |Dec 92| | 91% |
| |UK |Atari ST|ST User |83|Jan 93|P 14 | 90% |
| |UK |Atari ST|ST Format |46|May 93| | |
| |UK |Falcon |ST Format |48|Jul 93|P 80 | 71% |
| |UK |Atari ST|ST Review |10|Feb 93|P66-68| 90% |
|--------------+---+--------+--------------+--+------+------+-------|
|Tangram |UK |C= Amiga|Amiga Format |25|Aug 91|P 70 | 60% |
|ï¿½19.99 |UK |C= Amiga|Amiga Power |04|Aug 91|P 74 | 40% |
| |UK |C= Amiga|CU Amiga |NA|Aug 91|P 107 | 70% |
|--------------+---+--------+--------------+--+------+------+-------|
|Tower FRA |UK |C= Amiga|Amiga Format |21|Apr 91|P 93 | 74% |
|ï¿½24.99 |UK |C= Amiga|The One |30|Mar 91|P 61 | 85% |
|--------------+---+--------+--------------+--+------+------+-------|
|Trex Warrior | | | | | | |
|--------------+---+--------+--------------+--+------+------+-------|
|Warp |UK |C= Amiga|Amiga Power |27|Jul 93|P 95 | 1*/5* |
| |UK |Atari ST|ST Action |25|May 90| | |
| |UK |Atari ST|ST Format | 7|Feb 90|P | 20% |
|--------------+---+--------+--------------+--+------+------+-------|
|Wings of Death|UK |C= Amiga|Amiga Format |18|Jan 91|P 112 | 75% |
|ï¿½24.99 |UK |Atari ST|ST Action |33|Jan 91| | |
| |UK |Atari ST|ST Format |16|Nov 90|P 97 | 81% |
| |SWE|C= Amiga|Dator Mag |19| 90|P 76 | 07/10 |
| |GER|Atari ST|Power Play | |Oct 90| | 77% |
| |GER|Atari ST|ASM | |Oct 90|P 18 | |
|--------------+---+--------+--------------+--+------+------+-------|
|X-Fighter CD32|UK |C= Amiga|Amiga Format |73|Jul 95|P 66 | 70% |
| |UK |C= Amiga|Amiga Power |51| |P 50 | 60% |
| |UK |C= Amiga|CU Amiga |NA|Jul 95|P 53 | 85% |
| |UK |C= Amiga|The One | |Jul 95|P40-42| 85% |
|--------------+---+--------+--------------+--+------+------+-------|
|The FirstYears|UK |Atari ST|ST Format |23|Jun 91|P 79 | 81% |
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548. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 18:05:32 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.6130c494.61606682.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33907

Dans le message <3d1883ce1deb60@go2.pl>
Grzegorz Pawlik a ï¿½crit:
>> Dans le message <3d180fd02d62b0@go2.pl>
>> Grzegorz Pawlik a ï¿½crit:
>> >Hi,
>>
>> [cut]

>> Are you sure the term is "Korrektier" ?

>It's "korrekten"... both does not mean much to me ;-)
Indeed... perhaps will the following do ?
ï¿½This graphic card needs a newer XVGA driver to run correctlyï¿½
However... this won't help you making it work.
Hey! I just realized that the message comes from NVDI, doesn't it ?
So, maybe your NVDI is too old ? And, maybe a newer one will help ?
Unfortunately, I can't do much more for you :-(

J.-Luc

549. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 19:26:52 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d18c3fe4ff340@go2.pl>
Source record: 33928

> >> Grzegorz Pawlik a ďż˝crit:
> >> >Hi,
> >>
> >> [cut]
>
> >> Are you sure the term is "Korrektier" ?
>
> >It's "korrekten"... both does not mean much to me ;-)
> Indeed... perhaps will the following do ?
> ďż˝This graphic card needs a newer XVGA driver to run correctlyďż˝
> However... this won't help you making it work.
> Hey! I just realized that the message comes from NVDI, doesn't it ?
> So, maybe your NVDI is too old ? And, maybe a newer one will help ?

It's the latest NVDI version, 5.03... ;-)

> Unfortunately, I can't do much more for you :-(

Anyway, thanx for translating that German message, I don't know German
at all ;-)

--
Grzegorz Pawlik
http://marijuana.atari.org/

550. UMAX scanner...

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 20:13:56 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1025039926-636340AEicMi@xs4all.nl>
Source record: 33908

I just bought today a UMAX scanner for 25 euro's
or $ 12. Are there any drivers for to connect it
to a TT? I till use a Epson scanner but this was
such a bargain....

Thanks,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

551. Re: Falcon, EtherNEC & ADSL

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 21:25:10 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1025040181.463456@ananke.eclipse.net.uk>
Source record: 33911

"Iggy Drougge" <optimus@canit.se> wrote in message
news:860.941T1600T13475097optimus@canit.se...
> T.J. skrev:
>
> >Due to my provider decision, next month my flat-rate connection 56k will
> >end, so I'm turning to ADSL. I've a Mac, a PC and the Falcon. With ADSL,
> >I will buy a Zyxel Router (645R) to share the connection. With Mac and
> >PC there will be no problem, but with the Falcon.... My Falcon run with
> >MultiTOS, and I'm thinking about the EnterNEC adapter to connect to the
> >hub/router. But, there's a way to go internet with the router and the
> >multiTOS? Please help me :-)
>
> The router will most probably take care of any of that hideous business.
> As long as you have a competent broadband router, you could probably
connect
> Babbage's analytical engine from the 1800s to the internet. ;-)

And how can it do that as as far as I know none of the ST/TT/Falcon IP
stacks support DHCP (Sting certainly does not) so whilst the router can do
all that for many machines you have to hand craft it in the Atari world.

>
> --
> En ligne avec Thor 2.6a.
>
> There are two major products that come from Berkeley: LSD and UNIX.
> We don't believe this to be a coincidence.
> -- Jeremy S. Anderson
>

552. Re: Falcon, EtherNEC & ADSL

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 21:27:32 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <860.941T1600T13475097optimus@canit.se>
Source record: 33910

T.J. skrev:

>Due to my provider decision, next month my flat-rate connection 56k will
>end, so I'm turning to ADSL. I've a Mac, a PC and the Falcon. With ADSL,
>I will buy a Zyxel Router (645R) to share the connection. With Mac and
>PC there will be no problem, but with the Falcon.... My Falcon run with
>MultiTOS, and I'm thinking about the EnterNEC adapter to connect to the
>hub/router. But, there's a way to go internet with the router and the
>multiTOS? Please help me :-)

The router will most probably take care of any of that hideous business.
As long as you have a competent broadband router, you could probably connect
Babbage's analytical engine from the 1800s to the internet. ;-)

--
En ligne avec Thor 2.6a.

There are two major products that come from Berkeley: LSD and UNIX.
We don't believe this to be a coincidence.
-- Jeremy S. Anderson

553. Re: Hot to put Atari ST files on Hotline?

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 21:31:32 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <588.941T1600T13515033optimus@canit.se>
Source record: 33909

George skrev:

>I can read the ST floppies with my Mac's FD and throw them a folder on my
>server in a second, that isn't a problem. The real question is, if any
>consensus or standard how Atari ST files should be prepared for online
>sharing? Should I compress them into ZIP format, or maybe I should make a
>disk image of the floppies with Toast, or... - ?

LZH and ZIP are both used on the ST. Unless the program in question requires
the floppy integrity to be preserved, just ZIP or LZH/LHA its contents.

--
En ligne avec Thor 2.6a.

A conservative is a worshipper of dead radicals.

554. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 22:06:17 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3D1967AE.AE0A7C0E@libero.it>
Source record: 33912

Uwe Seimet wrote:

> T.J. wrote:
>
> > Apart the partition/space problem, I've a question: the Falcon didn't have
> > only two ide interfaces for 2.5" HDs?
> >
> > I mean, not the 'standard' ide for the 3.5"?
>
> The Falcon has one IDE port, which supports two IDE/ATAPI devices. With
> an adapter you can use 3.5" drives.

Ok, an adapter is needed. Thanks :-)

--
Tony
|||
|||
/ | \
Atari Maniac!

555. Re: Falcon, EtherNEC & ADSL

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 22:11:44 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3D1968F5.B529B368@libero.it>
Source record: 33913

Dave Wade wrote:

> "T.J." <tjskidNOSPAM@libero.it> wrote in message
> news:3D18347E.45BAA834@libero.it...
> > Due to my provider decision, next month my flat-rate connection 56k will
> > end, so I'm turning to ADSL. I've a Mac, a PC and the Falcon. With ADSL,
> > I will buy a Zyxel Router (645R) to share the connection. With Mac and
> > PC there will be no problem, but with the Falcon.... My Falcon run with
> > MultiTOS, and I'm thinking about the EnterNEC adapter to connect to the
> > hub/router. But, there's a way to go internet with the router and the
> > multiTOS? Please help me :-)
> >
>
> Which stack do you run at present? The EtherNec card has drivers for Sting
> and MintNet so provided there is a network stack which will use those
> drivers you should be o.k. The default Zygel configuration reserves local
> IP address 192.168.1.2 through 192.168.1.32 for static allocation so pick
> one of those for your Falcon. Set the default gateway to 192.168.1.1 (the
> default address of the Zygel). If your ISP provides static DNS add those,
> otherwise point it at the Zygel as well.

I don't own - yet - the EtherNEC card, but due to the "incoming" adsl I
needed to know if that could permit to my Falcon to surf. And, reading your
message, it could be possible. Thank you! :)

--
Tony
|||
|||
/ | \
Atari Maniac!

556. anyone still has NOTATOR ALPHA

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 22:29:17 UTC
From: Alan <alan_vonlanthen@hotmail.com>
Message-ID: <3d18ee60$1_4@news.bluewin.ch>
Source record: 33914

Hi!

I shouldn't have done, but I did... I lent my old Atari 1040 STE to a friend, and he managed to lose the single disk I had containing Notator Alpha. I still have the dongle and everything, I just need a copy of the disk containing ALPHA.PRG.

I found tons of stuff on the internet, and also discovered (with great pleasure) that I'm not the only atari-nostalgic on Earth, but I couldn't find this specific program...

Could anyone send me a zip archive of that disk?

Thanks ever so much!!

a.

557. Re: Falcon, EtherNEC & ADSL

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 22:50:21 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1642.941T1050T14304603optimus@canit.se>
Source record: 33916

Dave Wade skrev:

>"Iggy Drougge" <optimus@canit.se> wrote in message
>> T.J. skrev:
>>
>> >Due to my provider decision, next month my flat-rate connection 56k will
>> >end, so I'm turning to ADSL. I've a Mac, a PC and the Falcon. With ADSL,
>> >I will buy a Zyxel Router (645R) to share the connection. With Mac and
>> >PC there will be no problem, but with the Falcon.... My Falcon run with
>> >MultiTOS, and I'm thinking about the EnterNEC adapter to connect to the
>> >hub/router. But, there's a way to go internet with the router and the
>> >multiTOS? Please help me :-)
>>
>> The router will most probably take care of any of that hideous business.
>> As long as you have a competent broadband router, you could probably
>connect
>> Babbage's analytical engine from the 1800s to the internet. ;-)

>And how can it do that as as far as I know none of the ST/TT/Falcon IP
>stacks support DHCP (Sting certainly does not) so whilst the router can do
>all that for many machines you have to hand craft it in the Atari world.

I don't really understand if you're trying to refute what I say or if you
actually concur.
Oh well, I'll go with the former.
The router is the one talking DHCP, PPP over Ethernet and all other weird and
wonderful contraptions which the broadband ISPs enforce in order to lessen
their number of potential customers. It will then route and masquerade this
onto your own LAN, where you may run DHCP, if you so desire, but unless it's
been designed by some utter pervert, it will also facilitate use of non-
public, static IP addresses, which even a 1982-vintage TCP/IP stack will
support.

--
En ligne avec Thor 2.6a.

558. FS: BNE - Lots of stuff: AMD K6-2-500, AT Case, Zip drive, mp3 player, Atari STE, etc...

Newsgroup: comp.sys.atari.st
Date: 2002-06-25 23:21:45 UTC
From: Andrew <a.nielson@NOSPAMmailbox.gu.edu.au>
Message-ID: <afatjcjcc2@kraken.itc.gu.edu.au>
Source record: 33915
Cross-posted to: aus.ads.forsale.computers.used,comp.sys.atari,comp.sys.atari.st,aus.ads.forsale.computers

Hi,

I have the following items for sale:

* Minx Mp3 Player (Same as: http://www.mp3.com.au/shop/purchase.asp?id=200
except 16MB), boxed with all manuals, usb cable, comes with 16MB but has
2 MMC Slots for adding more memory. Takes one AAA Battery, weighs only
38grams, has 5 preset EQ settings. Comes in original box (opened). $145

* External 100MB Parallel Port Zip drive and 2x100MB Zip Disks, comes with
all software, AC Adaptor, parallel port cable and in the
original box (opened). $145

* AMD K6-2-500 CPU and Soltek Super Socket 7 Motherboard, comes with all
motherboard manuals, drivers and in the original box (opened). $180

* AT Case and power supply - Suites above CPU/MB Combo, Mid Tower
construction, works fine. $10 (Pickup only)

* 1xAtari STE Computer and 1xAtari STFM Computer, includes games powerpack,
utilities, manuals, 25 blank disks,
1xMonochrome Monitor (they also plug into a Colour TV), 2 Mice, 1
Joystick. Would suit musician or gamer/collector. $145 (Pickup Only)

* Boston Accoustic BA375 Speakers (2 Satellites and 1 Sub) - only has a
digital input so they must be used with a soundcard that has a digital out,
boxed but opened - $50

* 14" KTX Monitor - includes manual. $20 (Pickup only)

* Vibra16 (Fully SoundBlaster16 Compatible) Sound card, Includes original
manual - $20

* SN3200 PCI Combo Network Card - Has bothe RJ-45 and BNC Connectors,
operates at 10Mbs or half-duplex only. $5

* GIVEAWAY!!! - Free AT CASE (Pickup Only)

NOTE:
With all these items I would prefer buyers to pay cash and pickup from
Brisbane, but will COD (at the buyers expense) except where specified as
pickup only

Please respond by emailing a.nielson@NOSPAMmailbox.gu.edu.au (REMOVE
NOSPAM)

559. Re: UMAX scanner...

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 00:27:58 UTC
From: lp <gfa@basic.net>
Message-ID: <B93E82CE.777E%gfa@basic.net>
Source record: 33917

in article 1025039926-636340AEicMi@xs4all.nl, Raoul Teulings at rt@xs4all.nl wrote on 6/25/02 4:13 PM:

> I just bought today a UMAX scanner for 25 euro's
> or $ 12. Are there any drivers for to connect it
> to a TT? I till use a Epson scanner but this was
> such a bargain....

SanX Pro, works with my Umax scanner.

http://www.geocities.com/nmontaser/

Lonny Pursell

560. Re: Sample rate conversion, large files

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 00:28:26 UTC
From: <>
Message-ID: <KU7S8.2843$mn4.88192350@newssvr17.news.prodigy.com>
Source record: 33918

On 25 Jun 2002 09:47:28 , Jean-Luc CECCOLI wrote:
>Hello!
>
>Dans le message <zHUQ8.1398$3i4.26011789@newssvr16.news.prodigy.com>
>Joseph D. Place a crit:
>>I'm looking for a utility to convert large audio files recorded at 49KHz
>>to 44.1KHz so I can write them to CD. I thought the program 525 was going
>>to do this, but it will only write a 2.5 MB file. Most of my audio files

>Isn't it because of the memory amount ? Did you try (in fact, I'm
>almost sure you did) using Outside to increase it ?

I'm not familiar with Outside, I'll have to look into that.

>
>>are 70 MB+. I am recording the audio output from MIDI sequences to my
>>Falcon with FreeRec, and would like to be able to write them to CD with CD
>>Writer. Any good, (hopefully readily available in the USA) solutions?
>So, what about ZeroX ?

I have a demo of ZeroX. It isn't apparent that it will convert sample
rates, just formats. Thanks!

>
>J.-Luc
>
>.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

561. Re: TT Crashing Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 02:51:46 UTC
From: jba4@nospam.po.cwru.edu
Message-ID: <3d192654.2612326@nntp.clvhoh.adelphia.net>
Source record: 33919

Hey everyone! Just wanted to let you all know that the TT was crashing due to a failing power supply. I was able to replace the TT power supply with a full size AT power supply rated at 250W. Since the new power supply doesn't fit in the system, it simply sits beside it with wires running through the now unused TT power socket. It powers the TT and its internal drives and also a new fan mounted where the old TT fan was.

The TT is now up and running as my main network server. I have it connected to my cable modem through a router and everything seems fine. Thanks for all the help!

Jeff Armstrong
jba4@nospam.po.cwru.edu

562. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 04:16:55 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0206252016.38fe23c7@posting.google.com>
Source record: 33920
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-1E8991.23471024062002@nr-ott01.bellnexxia.net>...
> In article <27ff51c3.0206241933.3bd299d0@posting.google.com>,
> sinclap@yahoo.com wrote:
>
> > "Jared Falvo" <luposian@azob.quik.com> wrote in message
> > news:<3d16beac_3@corp.newsgroups.com>...
> > > Been awhile since I was here last...
> > >
> > > Jared
> >
> > Kaput!
>
> ah contraire - still interesting and vibrant as ever.
>
> Compare this to The iDiot Forever Known As Sinclap, who, after all
> these years, still shows his lack of ambition and utter stupidity by
> hanging around Atari nesgroups trying to get a rise out of them, only to
> have his ass served back to him on a platter with a side of mint sauce.
> Not to mention his tendencies to pick the wrong people and things that
> will "crush Atari" who were themselves crushed. In other words, TiFKAS
> is nothing more than a pimple on the buttocks of progress, and a
> mumbling crank whose expiration date long passed.

I see...Crawled out under the rock for once. Guess the solo artist
career came to an end like your other career as a fuji author.

I see your significant other are double teaming..

> Plumbing is an exciting field, TiFKAS - look into it.

Thats okay, already involved in an exciting field.

No sig?

563. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 04:19:14 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0206252019.4fe8bb57@posting.google.com>
Source record: 33921
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D17ECC2.7AF3FCDB@rogers.com>...
> Hi Dan,
>
> Tifkas is already a plumber in the enploy of "winston rothschilds septic sewage
> sucking services" where he holds the title of "dumb & plumber". Why do you
> think he has a strange obsession with his imaginary friend "chunks"?
>

No obsession here. Your obsession is Chunks'.

564. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 04:23:06 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0206252023.7853c360@posting.google.com>
Source record: 33922
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

James Alexander <james-m-alexander@rogers.com> wrote in message >
> of course now that he's gotten another reply he'll no doubt crawl forth from
> his rock to spew more homophobic insults, and then log in under his sock
> puppets to pretend the "whole world" agrees with him to be followed by yet
> another lame denial that his email address is now tifkas@dell.com

I don't think so.. Can fight my own battles, thank you,

Sorry but Dell does not have an office in mn as far as I know..

565. Re: AT Speed installation

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 04:40:02 UTC
From: disciple7 <tcarman@telusplanet.net>
Message-ID: <CAbS8.47490$vo2.2197471@news2.telusplanet.net>
Source record: 33923

Hi Lyndon,
I have an AT Speed C16 manual. I could scan it, but that would be a lot of images. Where in the world are you? Maybe I could mail you copies of the appropriate pages. Or if there is a specific part of the install you're not sure of I might be able to just answer that from the manual.

Tom Carman <><
The Sermonator

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message news:3d0c6a662b6f61@madasafish.com...
> Hi
>
> Anyone have instructions on setting it up, have the disk kicking
> about somewhere? I downloaded what I hoped was the right
> software but if I run it from the floppy disk (TOS 1.04 STFM) it
> says AT Speed night vorhandan which sounds like it can't find it
> if my translation was right. Any ideas? Maybe the AT Speed is
> just dead.
> --
> Lyndon Amsdon
> http://hardware.atari.org

566. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 06:06:21 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206252206.4e162560@posting.google.com>
Source record: 33924

Could someone detail the parts list required to get an IDE drive running on a Falcon that did not come with a HD inside? My SyJet is getting a bit flaky, and my dedicated HD is only 230 Mb.

I suspect I will need a 2.5" drive, a cable of some kind, and a mounting bracket of some kind. Are these standard issue, or Atari specific? Do I need anything else? Does connecting an IDE drive interfere with the SCSI bus?

Galen

567. Re: Atari ST hardware in Australia (crosspost)

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 06:14:15 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206252214.1518074f@posting.google.com>
Source record: 33925
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Sciby" <sciby@overclockers.com.au> wrote in message
news:<af94tf$e2c$1@spider.cqu.edu.au>...
> Hi guys,
> I own an Atari ST 1040fm, and I'm interested in getting my hands on some
> more Atari gear, namely a 1040 STe, an Atari monitor and a SCSI adapter or
> an ASCI ext harddrive of some description.
>
> Could someone point me in the right direction here?

Since STe computers haven't been made in a decade or so, I'd keep an
eye on Ebay Australia. For the SCSI adapter,
http://www.atari-workshop.co.uk/products/host_adaptors.htm is a good
place to start.

Galen

568. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 06:20:13 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206252220.4c7dea39@posting.google.com>
Source record: 33926

Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message
news:<WS3.6130c494.61606682.Jean-Luc.Ceccoli@wanadoo.fr>...
> ï¿½This graphic card needs a newer XVGA driver to run correctlyï¿½
> However... this won't help you making it work.
> Hey! I just realized that the message comes from NVDI, doesn't it ?
> So, maybe your NVDI is too old ? And, maybe a newer one will help ?

I believe that NVDI up to version 4 was hardware specific. I know for
a fact that there is a NVDI4 for the ET4000. With NVDI5, all drivers
were included.

Galen

569. Re: AT Speed installation

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 06:55:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d196acc550cd0@madasafish.com>
Source record: 33940

Hi!

>I have an AT Speed C16 manual. I could scan it, but that would be a lot of
>images. Where in the world are you? Maybe I could mail you copies of the
>appropriate pages. Or if there is a specific part of the install you're not
>sure of I might be able to just answer that from the manual.

Pretty much all of it I don't really understand. Do you have
drivers too? It's the section on actually installing software,
I've installed hardware no problems. Had to rise the board with
a chip socket to clear the MMU chip.
--
Lyndon Amsdon
http://hardware.atari.org

570. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 07:08:09 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <afbqcj$28aj$1@news.comnet.co.nz>
Source record: 33927
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

<sinclap@yahoo.com> wrote ...
> "Jared Falvo" <luposian@azob.quik.com> wrote ...
> > Been awhile since I was here last...
> >
> > Jared
>
> Kaput!

Thank you for introducing yourself so succicntly.

Now say something that is on-topic to c.s.a.s ...

--

Quote for the month

"I sure hope I shot the right one of me"
(Maxwell Smart, "Get Smart", 1967)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

571. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 08:14:06 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.714ad4ee.63866942.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33930

Hello,

Dans le message <926a9946.0206252206.4e162560@posting.google.com>
Galen a ï¿½crit:
>Could someone detail the parts list required to get an IDE drive
>running on a Falcon that did not come with a HD inside? My SyJet is
>getting a bit flaky, and my dedicated HD is only 230 Mb.

>I suspect I will need a 2.5" drive, a cable of some kind, and a
Not necessarily... with the appropriate 2.5" to 3.5" converter, you
can plug every standard IDE device to your Falcon :-)

>mounting bracket of some kind. Are these standard issue, or Atari
>specific? Do I need anything else? Does connecting an IDE drive
>interfere with the SCSI bus?
Not at all - I know the Corp. did many things wrong, but hopefully
not this ;-)

>Galen

J.-Luc

572. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 08:26:02 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.75abd00f.66826942.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33931

Dans le message <3d197d2884be00@go2.pl>
Grzegorz Pawlik a ï¿½crit:

>> [...]

>I have now installed NVDI 5 again, selected NOVA Graphic card option
>and it seem to work (NVDI gives GDOS scalable fonts, and NOVA VDI
>works as VDI). But the problem is that the card is unstable. Whole
>system hangs very often. I realised that it does not hang when I use
>*only* EMULATOR.PRG from NOVA, but that gives 640x400 mono :-(
>So maybe it is software bug, not hardware. I have NOVA drivers 2.12
>version. I tried NOVA 2.67, but they don't work with that graphic
>card (I would say they do not work at all...)
Hmmm... sounds like PSU weakness :-(I'm experiencing same thing
with a TT-RAM card : works fine with 4MB, but randomly crashes
with 16 MB :-(
What about trying with an old (i.e. not an ATX) PC PSU, after
swapping wires so as to match the TT's one - but check with a
voltmeter, for some wires are different from TT's to PC's PSU :
usually, PC's yellow matches with TT's blue :-(and your TT would
not appreciate at all :-(:-(:-(

J.-Luc

573. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 08:36:00 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d197d2884be00@go2.pl>
Source record: 33929

> Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message
news:<WS3.6130c494.61606682.Jean-Luc.Ceccoli@wanadoo.fr>...
> > ďż˝This graphic card needs a newer XVGA driver to run correctlyďż˝
> > However... this won't help you making it work.
> > Hey! I just realized that the message comes from NVDI, doesn't it ?
> > So, maybe your NVDI is too old ? And, maybe a newer one will help ?
>
> I believe that NVDI up to version 4 was hardware specific. I know for
> a fact that there is a NVDI4 for the ET4000. With NVDI5, all drivers
> were included.

I have now installed NVDI 5 again, selected NOVA Graphic card option
and it seem to work (NVDI gives GDOS scalable fonts, and NOVA VDI
works as VDI). But the problem is that the card is unstable. Whole
system hangs very often. I realised that it does not hang when I use
only EMULATOR.PRG from NOVA, but that gives 640x400 mono :-(
So maybe it is software bug, not hardware. I have NOVA drivers 2.12
version. I tried NOVA 2.67, but they don't work with that graphic
card (I would say they do not work at all...)

--
Grzegorz Pawlik
http://marijuana.atari.org/

574. New MyMAIL version at NAS

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 09:06:54 UTC
From: epkerha@epk.ericsson.se
Message-ID: <afc07eadt1@newstoo.ericsson.se>
Source record: 33932

```
Hi all,

A new version of MyMAIL will be released at NAS 2002

Nordic Atari Show 2002
Date/Time: from 19:00 june 28th(friday) to 17:00 june 30(sunday) 2002
http://www.sak.nu/nasmain.htm

Best Regards
Erik Hall

--
-----------------------------------------------------------------

Erik Hï¿½ll
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with ISDN |||
ICQ 53094908 ------------------------- /|\
/ | \

http://www2.tripnet.se/~erikhall/index.html
-----------------------------------------------------------------
```

575. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 12:24:06 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d19b26890f7c0@go2.pl>
Source record: 33933

> Dans le message <3d197d2884be00@go2.pl>
> Grzegorz Pawlik a ďž˝crit:
>
> >> [...]
>
> >I have now installed NVDI 5 again, selected NOVA Graphic card option
> >and it seem to work (NVDI gives GDOS scalable fonts, and NOVA VDI
> >works as VDI). But the problem is that the card is unstable. Whole
> >system hangs very often. I realised that it does not hang when I use
> >*only* EMULATOR.PRG from NOVA, but that gives 640x400 mono :-(
> >So maybe it is software bug, not hardware. I have NOVA drivers 2.12
> >version. I tried NOVA 2.67, but they don't work with that graphic
> >card (I would say they do not work at all...)
> Hmmm... sounds like PSU weakness :-(I'm experiencing same thing
> with a TT-RAM card : works fine with 4MB, but randomly crashes
> with 16 MB :-(
> What about trying with an old (i.e. not an ATX) PC PSU, after
> swapping wires so as to match the TT's one - but check with a
> voltmeter, for some wires are different from TT's to PC's PSU :
> usually, PC's yellow matches with TT's blue :-(and your TT would
> not appreciate at all :-(:-(:-(

I don't have PC PSU, but I tried connecting the internal hard drive
to another PSU from and external CD-ROM drive (hope this reduced
the original TT PSU load?) but the problems remained... ;-(((

--
Grzegorz Pawlik
http://marijuana.atari.org/

576. GodPey - HELP!!

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 12:55:30 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3d19b9bd$0$29610$4c56ba96@master.news.zetnet.net>
Source record: 33935

Hi all!

I've been playing Reservoir Gods' excellent new game GodPey - see http://www.reservoir-gods.com - their new website.

It has numerous modes and play styles, but I'm getting frustrated with Puzzle mode.

I can complete the first nine levels fine, I understand that if I have only two pieces in a column I can, by swapping them, use them as an on/off switch - set the switch off, line up all the other columns to make up lines and then set the switch on to complete the level.

However this strategy falls apart when each column has three pieces in each, I can only swap two so three can't act as a switch. I thought that perhaps I can have a loop at the side to use up a third piece and the other two in that column to be a switch, but I can't visualise how this could work.

I know it must be possible - so many people are on the website highscore table above level 11.

(incidentally there is a bug that whatever level you reach, the highscore enters the level above, ie I can reach level 10, but can't complete it, but the highscore registers as 11)

Can some kind soul help or just give a hint please? :)

Cheers!

James


```
-------------------------------------------------------
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derrcyk |
-------------------------------------------------------
```

577. Re: Falcon, EtherNEC & ADSL

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 13:09:32 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <Y1jS8.177$6C5.67731@newsfeed.slurp.net>
Source record: 33936

I think he meant how the Falcon will get an IP from the router. If that's the case, disable DHCP on the router and assign an IP for each computer. Simple as that.

Joshua.

"Iggy Drougge" <optimus@canit.se> wrote in message news:1642.941T1050T14304603optimus@canit.se...
> Dave Wade skrev:
>
> >"Iggy Drougge" <optimus@canit.se> wrote in message
> >> T.J. skrev:
> >>
> >> >Due to my provider decision, next month my flat-rate connection 56k will
> >> >end, so I'm turning to ADSL. I've a Mac, a PC and the Falcon. With ADSL,
> >> >I will buy a Zyxel Router (645R) to share the connection. With Mac and
> >> >PC there will be no problem, but with the Falcon.... My Falcon run with
> >> >MultiTOS, and I'm thinking about the EnterNEC adapter to connect to the
> >> >hub/router. But, there's a way to go internet with the router and the
> >> >multiTOS? Please help me :-)
> >>
> >> The router will most probably take care of any of that hideous business.
> >> As long as you have a competent broadband router, you could probably
> >connect
> >> Babbage's analytical engine from the 1800s to the internet. ;-)
> >
> >And how can it do that as as far as I know none of the ST/TT/Falcon IP
> >stacks support DHCP (Sting certainly does not) so whilst the router can do
> >all that for many machines you have to hand craft it in the Atari world.
>
> I don't really understand if you're trying to refute what I say or if you
> actually concur.
> Oh well, I'll go with the former.
> The router is the one talking DHCP, PPP over Ethernet and all other weird and
> wonderful contraptions which the broadband ISPs enforce in order to lessen
> their number of potential customers. It will then route and masquerade this
> onto your own LAN, where you may run DHCP, if you so desire, but unless

```
it's
> been designed by some utter pervert, it will also facilitate use of non-
> public, static IP addresses, which even a 1982-vintage TCP/IP stack will
> support.
>
> --
> En ligne avec Thor 2.6a.
>
```

578. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 13:40:53 UTC
From: lp <gfa@basic.net>
Message-ID: <B93F3CA5.779A%gfa@basic.net>
Source record: 33937

in article 3d18c3fe4ff340@go2.pl, Grzegorz Pawlik at atarirulez@go2.pl wrote
on 6/25/02 3:26 PM:

>> Indeed... perhaps will the following do ?
>> Zï¿½This graphic card needs a newer XVGA driver to run correctlyZï¿½
>> However... this won't help you making it work.
>> Hey! I just realized that the message comes from NVDI, doesn't it ?
>> So, maybe your NVDI is too old ? And, maybe a newer one will help ?
>
> It's the latest NVDI version, 5.03... ;-)

You are aware that you need to install nvdi from a clean system?
Meaning if you had NVDI already on there you might want to remove it.
It has an ET4000 install option when first installed.

Also, when combined with the Nova drivers you might have to disable the
screen DRV*.SYS files. On my TT when I had an ET4000 card, this was the
case. I don't have the Nova ET4000 anymore though so my memory is fading.

Lonny Pursell

579. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 13:45:52 UTC
From: lp <gfa@basic.net>
Message-ID: <B93F3DD0.779C%gfa@basic.net>
Source record: 33938

in article 3d197d2884be00@go2.pl, Grzegorz Pawlik at atarirulez@go2.pl wrote
on 6/26/02 4:36 AM:

> I have now installed NVDI 5 again, selected NOVA Graphic card option
> and it seem to work (NVDI gives GDOS scalable fonts, and NOVA VDI
> works as VDI). But the problem is that the card is unstable. Whole
> system hangs very often. I realised that it does not hang when I use
> *only* EMULATOR.PRG from NOVA, but that gives 640x400 mono :-(
> So maybe it is software bug, not hardware. I have NOVA drivers 2.12
> version. I tried NOVA 2.67, but they don't work with that graphic
> card (I would say they do not work at all...)

Depending on the Nova driver version some have additional options
in a seperate file. One option directly effects how the mouse is
handled. For example if it is freezing while you drag windows and
such it might be this. I am headed to work, but I will see if I
still have this info on my hard drive when I get home later.
I'll get back to you...

Lonny Pursell

580. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 14:41:45 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3D19D28E.6318C00D@chello.nl>
Source record: 33939

Grzegorz Pawlik wrote:
>
> I tried NOVA 2.67, but they don't work with that graphic
> card (I would say they do not work at all...)
>

2.67 is for NOVA ATI mach cards.

I happen to have such a card in my TT. It runs a 17" TFT panel @ 1280*1024*256.

I am a very happy guy. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

581. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 15:20:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1025121516-88875AEicMi@gmx.net>
Source record: 33941

From: lp <gfa@basic.net>
Date: Mon, 24 Jun 2002 20:49:54 -0400

Hi Lonny,

>Dennis,
>Takes one to know one, welcome to the club...

Why aint I surprised ? :-)))

So I take it from your reaction that you fully agree with Frederics
statement ?

Congratulations, you're nominated as well...

Cheers from Belgium
Dennis
--
____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

582. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 15:23:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1025121512-88019AEicMi@gmx.net>
Source record: 33942

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Sun, 23 Jun 2002 13:13:42 -0500

Hi Frederic,

>yeah thanks.
>Next time try to understand, instead of being the csast referee.

Understand?
What I've understood from your contributions to this thread is that you regard *all* non-MiNT Atari users as Mr. clueless Joe average, who uses his computer once a week, and doesn't even know how to cut and paste... Sure... of course this was irony at his very best, but like usual, you don't reply to posts who oppose your views... so your statement still stands.
You not only insult me, but *EVERY* SingleTOS and MagiC user, anyone who doesn't share your views is put in the category "dumb ass", and then you are surprised that I react to this?

Instead of me categorizing MiNT users as well, let's for once turn this meaningless thread into an informative one.... Could you please tell me (us) what MiNT has done so far for this platform, why we should all use it, what the advantages of using it are, and what in your humble opinion the future holds for MiNT?
But please, don't reply with the usual meaningless hyped drivel, I don't want to read another post driving me up the wall, give us a posting full with pro's and contra's and convince us... if your arguments are really good and you succeed in converting us, then you'll actually turn minimum thousands of morons into normal living beings like yourself...
Go for it Frederic !!!

>Actually I don't expect you to understand at all, so that does not
>surprise me.

No, of course not...
How could I possibly understand it? May I remind you that I belong to that gang of dummies who use SingleTOS and MagiC...

>Have a good day, and tell me where I can pickup this prize.

Hohoho, you haven't won yet...
You're only nominated. But unless someone comes forward who succeeds in topping your nonsense, you'll probably be the winner.

Oh did I mention what the prize is? ;-)

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

583. Re: What's up in the Atari world?

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 17:49:02 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1025120088.25232.0@doris.uk.clara.net>
Source record: 33943

Hi Jared Falvo

And we're still celebrating your last leaving. So what's the latest idea, personal space shuttles, with TOS as an OS?.

> Been awhile since I was here last...

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

584. Re: What's up in the Atari world?

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 17:49:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1025120089.25232.1@doris.uk.clara.net>
Source record: 33944

Hi Lonny

Don't forget to check if I'm still in there!.

> > Been awhile since I was here last...
> >
> > Jared
>
> I knew I was forget a spam filter, thanks for reminding me.
>

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

585. Re: Vortex ATOnce Plus

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 17:50:45 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1025120090.25232.2@doris.uk.clara.net>
Source record: 33798

Hi Derryck

> I have a copy of the disk which I can email to you if you wish, email me
with a
> working address to send it to.

I can send you some working girl address!!.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

586. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 17:53:03 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1025120091.25232.3@doris.uk.clara.net>
Source record: 33796
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hi Sinclap

> > Plumbing is an exciting field, TiFKAS - look into it.
>
> Thats okay, already involved in an exciting field.

Child molesting no doubt.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

587. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 17:57:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1025120092.25232.4@doris.uk.clara.net>
Source record: 33797

Hi Grzegorz Pawlik

> The problem is that it hangs the computer after a while, mostly
> when I move GEM windows (in TOS, MagiC, MiNT+N.AES...). The ET-4000AX
> chip gets very warm, I guess it isn't normal? When I play Doom ;-)
> it does not hang the system, but it switches off the display after
> some time (Doom does not hang, it still works but without the
> display). What is wrong, what can I do about it? Placong a fan
> over the TC-4000AX didn't help BTW.

Does the TT have a blitter, i forgot, if it does can you try switching it
off, otherwise I'd cast stony glances at your power supply.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

588. Re: ARAnyM!!! (was: Re: price of a Falcon)

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 18:06:52 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1025120093.25232.5@doris.uk.clara.net>
Source record: 33945

Hi Dennis

> Over the years I've read many "weird" remarks here, but this one tops
> them all. In one single line you manage to turn every non-MiNT Atari
> user into some kind of stupid retarted bobo.... well done Frederic !!!

On the subject of retarded bob's, Jared Falvo is back in the yard, could i interest you in some new generation square wheels?.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

589. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 19:37:57 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3d1a1813$0$29611$4c56ba96@master.news.zetnet.net>
Source record: 33799

Hi Uwe!

On 25 Jun 2002 08:32:15 , Uwe Seimet wrote:

>The Falcon has one IDE port, which supports two IDE/ATAPI devices. With
>an adapter you can use 3.5" drives.

I have a 3.5" IDE HD internally in my recased Falcon. I see you say the
port supports two devices, so (theoretically) I could also have a modern
CD Rom drive also in there?

If this could be done, would Extendos Gold or similar support IDE CD Rom
drives?

Cheers!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derrcyk |
-------------------------------------------------------
```

590. Re: Vortex ATOnce Plus

Newsgroup: comp.sys.atari.st
Date: 2002-06-26 21:22:27 UTC
From: johnny farragut <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Message-ID: <afdbb9$d79i5$1@ID-108965.news.dfncis.de>
Source record: 33800

Thanks, Derrick, the driver disk you sent me works fine. I'm using it with
MS-DOS 4.0.
I've tried some commercial games, and they also work! I'm impressed!

Thanks again

Regards

<derryck@.NOT~THIS~cix.co.uk> escribi&#65533; en el mensaje
news:1024995808-122795AEicMi@ntlworld.com...
> From: "johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org>
> Date: Mon, 24 Jun 2002 16:42:22 +0200
>
> >I've found an Atari 1040 STFM with the Vortex ATOnce Plus installed on
it.
> >Does anybody knows how is this activated (a combination of keys, I
suppose)?
>
> You need the driver disk, which does the necessary. You'll also need a
copy of
> DOS of course.
>
> I have a copy of the disk which I can email to you if you wish, email me
with a
> working address to send it to.
>
> Cheers
>
> Derryck
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / / / /
> / / /_/ / / / /_/ / / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

591. trade / FS - laptops for STE, mega STE or TT

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 03:26:52 UTC
From: NoNeed@forSpam.com
Message-ID: <3d1a82f2.4333210@news.earthlink.net>
Source record: 33801

I have 5 Gateway solo laptops 2500 series

Spec:
Celeron 300 up to pII 400
6gb hard drive
up to 96mb ram
cd rom
floppy
2 type 2 pc card slots
composite video out
800x600 active tft color screen
power supply
docking station w/3com 10/100 nic

Looking to trade for Stacey, Falcon, TT, Mega STE and 1040 STE

If someone has a Jaguar catbox they would let go, I will trade all 5.

email me @ rdf0013@earthlink.net or leave message in group.

592. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 03:36:07 UTC
From: puffpuffin@aol.com
Message-ID: <20020626233607.26042.00001253@mb-mq.aol.com>
Source record: 33802

All you need is a Falcon internal IDE HD kit that you can get at Best Electronics or B&C Computervisions. It comes with the internal hard drive bracket and miniIDE cable to connect a 2.5" IDE HD to the Falcon. Just plug and play. They're dirt cheap - only US$15. (I hope you're not going to complain about that price!)

Personally, I say just stick with a 2.5" HD. The smaller models aren't that expensive.

>Could someone detail the parts list required to get an IDE drive
>running on a Falcon that did not come with a HD inside? My SyJet is
>getting a bit flaky, and my dedicated HD is only 230 Mb.
>
>I suspect I will need a 2.5" drive, a cable of some kind, and a
>mounting bracket of some kind. Are these standard issue, or Atari
>specific? Do I need anything else? Does connecting an IDE drive
>interfere with the SCSI bus?
>
>Galen

593. Re: trade / FS - laptops for STE, mega STE or TT

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 07:53:18 UTC
From: Mark <saleitemREMOVEME@hotmail.com>
Message-ID: <kwzS8.142$S1.23899@newsfep1-win.server.ntli.net>
Source record: 33803

would you be interested in any of these bits?
1 X ATARI 1040STE 4 MEG
1 X ATARI 520STFM 4 MEG
1 X ATARI 520STFM 2.5 MEG
1 X ATARI 520ST
TATUNG HI RES BLACK AND WHITE MONITOR
PHILIPS CM8833 MONITOR
PHILIPS CM8833 MKII MONITOR
SYSTEM SOLUTIONS MINIS HARD DISK
SCSI HARD DISK
SCSI CD ROM DRIVE
1 X ICD LINK 2 CONNECTOR
1 X ICD LINK 1 CONNECTOR
HAND SCANNER, TABLET, TRACKBALL
ATARI MICE, AND OTHER
FAX/MODEM 14400 BPS
MANY BOXES OF SOFTWARE DISK, ST FORMAT DISKS ETC
ST FORMAT MAGAZINES
LOADS OF BOOKS
EXTRA MIDI PORT
REPLAY 16 SAMPLER INTERFACE
PRINTERS
MANY CABLES CONNECTIONS AND OTHER ODDS AND ENDS

Based in Hertfordshire, UK.

saleitemREMOVEME@hotmail.com

"Someone's Fortune" <NoNeed@forSpam.com> wrote in message
news:3d1a82f2.4333210@news.earthlink.net...
> I have 5 Gateway solo laptops 2500 series
>
> Spec:
> Celeron 300 up to pII 400
> 6gb hard drive
> up to 96mb ram
> cd rom
> floppy
> 2 type 2 pc card slots
> composite video out
> 800x600 active tft color screen
> power supply
> docking station w/3com 10/100 nic
>
>

> Looking to trade for Stacey, Falcon, TT, Mega STE and 1040 STE
>
> If someone has a Jaguar catbox they would let go, I will trade all 5.
>
> email me @ rdf0013@earthlink.net or leave message in group.
>

594. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 08:56:28 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d1ad67e526c40@go2.pl>
Source record: 33804

> in article 3d18c3fe4ff340@go2.pl, Grzegorz Pawlik at atarirulez@go2.pl wrote
> on 6/25/02 3:26 PM:
>
> >> Indeed... perhaps will the following do ?
> >> Z?This graphic card needs a newer XVGA driver to run correctlyZđż˝
> >> However... this won't help you making it work.
> >> Hey! I just realized that the message comes from NVDI, doesn't it ?
> >> So, maybe your NVDI is too old ? And, maybe a newer one will help ?
> > >
> > > It's the latest NVDI version, 5.03... ;-)
> >
> > You are aware that you need to install nvdi from a clean system?
> > Meaning if you had NVDI already on there you might want to remove it.
> > It has an ET4000 install option when first installed.

Tried that, but it didn't work at all (black screen when rebooting).
Then I used "NOVA-Grafikkarte" option in the installation program,
and installed it together with NOVA 2.12 drivers. Now it "works" with
NVDI (I'm impressed by the speed and image quality, Papillon 3.04
works great) but it hangs quite often.

> Also, when combined with the Nova drivers you might have to disable the
> screen DRV*.SYS files. On my TT when I had an ET4000 card, this was the
> case. I don't have the Nova ET4000 anymore though so my memory is fading.

--
Grzegorz Pawlik
http://marijuana.atari.org/

595. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 09:07:04 UTC
From: g.swaine@the.gluepot.com
Message-ID: <3d1ad5b8_1@news.foxinternet.com>
Source record: 33806

On 20 Jun 2002 20:16:57 , Galen wrote:
>"n!" <dlacg@ic24.net> wrote in message news:<uh3egk9aof6dcb@corp.supernews.com>...
>> Hi there!
>>
>> I want to move a couple of gigs worth of files (mostly midifiles and very
>> large music samples) from the ATARI to the PC. Have scsi on PC but ATARI
>> hard drives not recognised. Any suitable suggestions welcome.
>
>Try Gemulator at www.emulators.com.
>
>Galen

Try a little program called "Gem Explorer" for your PC. It allows
a PC to read Atari formats. It worked on one of my Atari SCSI
drives, but could only see the first partition. The program is
made by the same people as "Gemulator", I think. It's free, and
quite small. Not sure where I found it now.

Hope it works for you,

-Clayton Murray
Seattle, WA USA

596. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 09:09:52 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d1ad67e526c41@go2.pl>
Source record: 33805

> in article 3d197d2884be00@go2.pl, Grzegorz Pawlik at atarirulez@go2.pl wrote
> on 6/26/02 4:36 AM:
>
> > I have now installed NVDI 5 again, selected NOVA Graphic card option
> > and it seem to work (NVDI gives GDOS scalable fonts, and NOVA VDI
> > works as VDI). But the problem is that the card is unstable. Whole
> > system hangs very often. I realised that it does not hang when I use
> > *only* EMULATOR.PRG from NOVA, but that gives 640x400 mono :-(
> > So maybe it is software bug, not hardware. I have NOVA drivers 2.12
> > version. I tried NOVA 2.67, but they don't work with that graphic
> > card (I would say they do not work at all...)
>
> Depending on the Nova driver version some have additional options
> in a seperate file. One option directly effects how the mouse is
> handled. For example if it is freezing while you drag windows and
> such it might be this.

The card hangs only while moving big blocks of image (real time
window dragging or scrolling the window contents in real time, not
only with mouse but also using the Shift+arrow keys) - but not always,
it does *not* happen when I do it slowly. Also it does *not* hang when
I leave it on for some time or when I just move the mouse cursor around.

It also *never* hanged (yet?) while performing VDI tests using zBench
or Kronos. But it can be very easily hanged just by fast scrolling
a desktop window in a real time, or by pressing Shift+UP/DOWN
keys in Papillon displaying a bigger picture. In any resolution
and in any color depth.

Is that something wrong with the software, with the VME-ISA adapter
or with the card itself?

--
Grzegorz Pawlik
http://marijuana.atari.org/

597. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 10:12:10 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d1ae55e897d70@go2.pl>
Source record: 33808

> in article 3d197d2884be00@go2.pl, Grzegorz Pawlik at atarirulez@go2.pl wrote
> on 6/26/02 4:36 AM:
>
> > I have now installed NVDI 5 again, selected NOVA Graphic card option
> > and it seem to work (NVDI gives GDOS scalable fonts, and NOVA VDI
> > works as VDI). But the problem is that the card is unstable. Whole
> > system hangs very often. I realised that it does not hang when I use
> > *only* EMULATOR.PRG from NOVA, but that gives 640x400 mono :-(
> > So maybe it is software bug, not hardware. I have NOVA drivers 2.12
> > version. I tried NOVA 2.67, but they don't work with that graphic
> > card (I would say they do not work at all...)
>
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> in a seperate file. One option directly effects how the mouse is
> handled. For example if it is freezing while you drag windows and
> such it might be this.

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window dragging or scrolling the window contents in real time, not
only with mouse but also using the Shift+arrow keys) - but not always,
it does *not* happen when I do it slowly. Also it does *not* hang when
I leave it on for some time or when I just move the mouse cursor around.

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or Kronos. But it can be very easily hanged just by fast scrolling
a desktop window in a real time, or by pressing Shift+UP/DOWN
keys in Papillon displaying a bigger picture. In any resolution
and in any color depth.

Is that something wrong with the software, with the VME-ISA adapter
or with the card itself?

--
Grzegorz Pawlik
http://marijuana.atari.org/

598. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 10:13:48 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d1ae55e897d71@go2.pl>
Source record: 33809

> in article 3d18c3fe4ff340@go2.pl, Grzegorz Pawlik at atarirulez@go2.pl wrote
> on 6/25/02 3:26 PM:
>
> >> Indeed... perhaps will the following do ?
> >> Z?This graphic card needs a newer XVGA driver to run correctlyZđż˝
> >> However... this won't help you making it work.
> >> Hey! I just realized that the message comes from NVDI, doesn't it ?
> >> So, maybe your NVDI is too old ? And, maybe a newer one will help ?
> > >
> > > It's the latest NVDI version, 5.03... ;-)
>
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> Meaning if you had NVDI already on there you might want to remove it.
> It has an ET4000 install option when first installed.

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and installed it together with NOVA 2.12 drivers. Now it "works" with
NVDI (I'm impressed by the speed and image quality, Papillon 3.04
works great) but it hangs quite often.

> Also, when combined with the Nova drivers you might have to disable the
> screen DRV*.SYS files. On my TT when I had an ET4000 card, this was the
> case. I don't have the Nova ET4000 anymore though so my memory is fading.

--
Grzegorz Pawlik
http://marijuana.atari.org/

599. Re: Vortex ATOnce Plus

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 10:22:16 UTC
From: <>
Message-ID: <1025169208-107716AEicMi@ntlworld.com>
Source record: 33807

From: "johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Date: Wed, 26 Jun 2002 23:22:27 +0200

>Thanks, Derrick, the driver disk you sent me works fine. I'm using it with
>MS-DOS 4.0.
>I've tried some commercial games, and they also work! I'm impressed!
>
>Thanks again

You're most welcome.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

600. Re: software request.

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 18:00:58 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3D1B52DA.F84873EA@madasafish.com>
Source record: 33811

James Bird wrote:
>
> This is something of a long shot but here goes...
>
> Many years ago - around 1994 - I ran a short-lived science fiction
> disk magazine called NovaDisk. It was mainly occupied with Star Trek
> and had about 10 issues.
>

If it's any consolation I remember NovaDisk, but I don't have any.
Sorry!

I want to know what happened to FOG. It seemed to disappear even while
the Falcon was a going concern...
--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

601. Re: Atari ST hardware in Australia (crosspost)

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 18:01:43 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <DP$yapBHM1G9Ewt5@atari.org.uk>
Source record: 33810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <926a9946.0206252214.1518074f@posting.google.com>, Galen
<ekaljuma@mtsac.edu> writes
>Since STe computers haven't been made in a decade or so, I'd keep an
>eye on Ebay Australia. For the SCSI adapter,
>http://www.atari-workshop.co.uk/products/host_adaptors.htm is a good
>place to start.
>
>Galen

A scsi adaptor, like link & link 2, shouldn't cost that much to be
posted to you as they are relatively light.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

602. New Falcons

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 18:07:39 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3D1B546B.EB457FBF@madasafish.com>
Source record: 33812

Who sells these machines now, and what form do they come in? Prices
etc?
And what about things like Cubase, is that still supported and for sale?

Thanks

--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

603. Re: New Falcons

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 20:47:09 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <6QKS8.1423$xn1.88518@news8-gui.server.ntli.net>
Source record: 33816

Hello.

"Jonathan Mortimer" <jonathanmortimer@madasafish.com> wrote in message
news:3D1B546B.EB457FBF@madasafish.com...
> Who sells these machines now?

No new Falcons, I sell refurbed.

> and what form do they come in?

How long is a piece of string, what do you want?

Currently I have C-Lab and Mk X in stock.

Also a few mobos, an empty Mk X case, FDI and CAC.

> Prices

Depends on spec. I don't give 'em away......

> And what about things like Cubase, is that still supported and for sale?

Cubase for the ST needs no support, it works. I sell used V3 and Audio.

Barrie at Keychange. www.keychange.co.uk.

604. Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 21:47:15 UTC
From: jdplace@prodigy.net
Message-ID: <3bc0d60.0206271347.6340c411@posting.google.com>
Source record: 33817

Will this FPU work in my Falcon?
Motorola MC6882FN33A
Thanks,
Joseph D. Place

605. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 21:57:00 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1025190866-615826AEicMi@williams-net.com>
Source record: 33813

Grzegorz,
Are you using MAGIC with Jinnee 2.5 on this TT????
I had the same problem with my Falcon when I installed
my Eclipse with an 4 meg ATI GC!!!!! Inside of
Jinnee go to SPECIAL, SETTINGS then DRAGGING. Inside
of DRAGGING towards the top there is 2 things that
say DRAG TEXT IN REAL-TIME AND DRAG ICONS IN REAL-
TIME. With those checked it will cause our GC's to
hang on us for some reason!!!! See if that helps for
you!!!! Let me know how you come out!!!

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

606. Re: Atari ST hardware in Australia (crosspost)

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 22:20:28 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1025191246-691997AEicMi@williams-net.com>
Source record: 33814

To whom it may concern,
I have 2 LINK's for my 1040STf. At the moment I
only need 1. I would be willing to sell my LINK for a
reasonable offer. I think I paid around 75 dollars
around a year ago. Anyone make me an offer????

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
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20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

607. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 22:36:12 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1025192188-880361AEicMi@williams-net.com>
Source record: 33815

Grzegorz,
I forgot to add with the previous post that if the
graphic card is not have a good soldered connection
from the power supply that it will give you various
problems as well. I dont believe that your power
supply is bad. If it turns the computer ON and
functions just fine without the GC adding the GC will
NOT put that much of a load on the PS!!!!! Guarantee
that. Problems I had with my soldered connection to
the power supply gave these results!!!! Computer
locking up on bootup, moving icons around very fast on
the screen locked up the computer as well as moving
windows did the same thing!!!!! Basically anytime the
GC had to work to compute and show items on the screen
it would hang because it could not draw enough from
the poor connection. Check this out and let me know
if anything helped. Oh, and BTW anyone who thinks
that a poor connection would not cause these results
and jump to the conclusion that I had something
installed incorrectly might want to reconsider. I am
an electrical engineer and am by NO means a MORON. So
think before you respond!!!

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
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14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

608. Re: Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 22:45:58 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.e1cb446f.6b7a7002.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33818

Dans le message <3bc0d60.0206271347.6340c411@posting.google.com>
Joseph D. Place a ï¿½crit:
>Will this FPU work in my Falcon?
>Motorola MC6882FN33A
>Thanks,
>Joseph D. Place

Yes!

J.-Luc

609. Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 23:48:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0206271644140.8100-100000@shell1.aracnet.com>
Source record: 33821
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm announcing a Contest! Whoever can write the best Submission for the "Why you should buy Atari from Bravo Sierra Contest!" My Customers are living examples of why to buy from Bravo Sierra! More satisfied Customers & the number keeps growing! Submissions judged on persuasiveness. Originality would be nice but not required. Personal testimonials preferred! Please include your real name (No aliases without your real name!) and where your from. Please submit your entry by Thursday, August 15th. Contest will last 6 weeks, but could last longer should I deem necessary. Prize for the most persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can come from any Country! All entries become the property of Bravo Sierra Computers! Please E-Mail all entries to atari@aracnet.com plus results will be shown at the HotLink Below!

http://www.aracnet.com/~atari/whybuyben.htm Contest WebPage

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

610. Re: Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2002-06-27 23:52:59 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3D1C23AF.5F7E81F@libero.it>
Source record: 33819

Jean-Luc CECCOLI wrote:

> Dans le message <3bc0d60.0206271347.6340c411@posting.google.com>
> Joseph D. Place a ï¿½crit:
> >Will this FPU work in my Falcon?
> >Motorola MC6882FN33A
> >Thanks,
> >Joseph D. Place
>
> Yes!
>
> J.-Luc

MP3 playing on Falcon will receive benefits from the FPU, right?

--
Tony
|||
|||
/ | \
Atari Maniac!

611. Lots for sale

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 00:35:31 UTC
From: FBI <sintech@online.de>
Message-ID: <afg987$m2g$1@news.online.de>
Source record: 33820

```
--
SINTECH-Shop
Your computer shop for retro
and actual computer and consoles.
http://www.sintech-shop.de
```

612. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 02:04:55 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <avPS8.419047$Gs.31220527@bin5.nnrp.aus1.giganews.com>
Source record: 33822
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0206271644140.8100-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith of Bravo Sierra Computers. I'll put down people in the
Atari community just to make a buck. As everyone knows, I should be the
only Atari reseller because I'm Ben Smith. Did I mention auctions suck and
the people that run them are criminals? I didn't? Here's a link to my page
on that subject: http://www.aracnet.com/~atari/auctions.htm

http://www.myatari.com

613. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 02:32:43 UTC
From: lp <gfa@basic.net>
Message-ID: <B941430B.77FC%gfa@basic.net>
Source record: 33823

in article avPS8.419047$Gs.31220527@bin5.nnrp.aus1.giganews.com, Paul
Gifford at paul.gifford@comcast.excise-this.net wrote on 6/27/02 10:04 PM:

> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.33.0206271644140.8100-100000@shell1.aracnet.com...
>> Hi, I'm Ben Smith of Bravo Sierra Computers. I'll put down people in the
> Atari community just to make a buck. As everyone knows, I should be the
> only Atari reseller because I'm Ben Smith. Did I mention auctions suck and
> the people that run them are criminals? I didn't? Here's a link to my page
> on that subject: http://www.aracnet.com/~atari/auctions.htm

Is that your contest submission? ;-P

Lonny Pursell

614. TextView and AtarIRC

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 02:54:36 UTC
From: lp <gfa@basic.net>
Message-ID: <B941482C.77FD%gfa@basic.net>
Source record: 33824

Hi,

For those of you that use aIRC, the number one feature request is always a scrollback buffer. In case some have not read the docs, you can use STeno as a full session buffer with aIRC. Not just a mere 200 or so lines, but an entire session and you can edit it, save it, print it, or whatever. With todays multitasking setups, larger memory models, and such I really do not want to re-invent what STeno can already do. I also prefer the modular approach. The main problem is that STeno is not free, it's commercial. That's not a bad thing mind you but most people don't have it, or don't wish to buy it just for that purpose. Although I must say I bought STeno, and I love it.

Well I would like to see TextView coded by AssemSoft Productions tweaked to support the same AES msg's used by STeno for text capturing. The author seems to think this would be do-able. TextView is already a rather speedy text viewer. Check it out at: http://assemsoft.atari.org/#ss

If you'd like to see TextView work with aIRC as a full scrollback buffer please take a moment to send Odd Skancke an e-mail! Show your support. ;o) Thanks for your time...

Lonny Pursell

615. Re: Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 04:11:18 UTC
From: rs.mac@t-online.de
Message-ID: <1feh4g9.f3wdo7ywmzu6N%rs.mac@t-online.de>
Source record: 33825

Joseph D. Place <jdplace@prodigy.net> wrote:

> Will this FPU work in my Falcon?
> Motorola MC6882FN33A

Yes

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

616. MIDI file to CD - what software/hardware is needed?

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 04:48:13 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3d1bea8f$0$1433$1dc6e903@news.corecomm.net>
Source record: 33826

Hello,

Does anyone know how to convert a MIDI file to .AIF, .AVR or .WAV
format.
What additional software/hardware is needed?

The goal is to burn a MIDI file to CD.
Strictly Atari Platform - Hopefully using CDWriter Suite.

Cost is a factor.

Thank you very much in advance.

ken

617. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 05:24:11 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1025241851.251654@pikachu>
Source record: 33827
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Bravo Sierra Computers wrote:

> Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New
> Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm
> announcing a Contest! Whoever can write the best Submission for the "Why
> you should buy Atari from Bravo Sierra Contest!" My Customers are living
> examples of why to buy from Bravo Sierra! More satisfied Customers & the
> number keeps growing! Submissions judged on persuasiveness. Originality
> would be nice but not required. Personal testimonials preferred! Please
> include your real name (No aliases without your real name!) and where your
> from. Please submit your entry by Thursday, August 15th. Contest will last
> 6 weeks, but could last longer should I deem necessary. Prize for the most
> persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can
> come from any Country! All entries become the property of Bravo Sierra
> Computers! Please E-Mail all entries to atari@aracnet.com plus results
> will be shown at the HotLink Below!
>
> http://www.aracnet.com/~atari/whybuyben.htm Contest WebPage
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@aracnet.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Bravo Sierra Computers has moved to a new Internet Provider
> atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software,
> Hardware/Accessories & References/ Books. FREE Catalogs on the web at
> http://www.aracnet.com/~atari or at Ben's SubDomain at
> http://www.atari.benjamin.net Catalogs Requested by and Received Through
> E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari
> 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

I'm sorry. This is just a little too self-serving for my tastes. Between
this and the auction page, my respect dwindles rapidly.

Mark
http://atari-source.com

618. Re: MIDI file to CD - what software/hardware is needed?

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 05:28:16 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1025242096.835503@pikachu>
Source record: 33828

Ken Kosut wrote:

>
>

Ken,

In order to do this you need some sort of program to do it. I know there was a software package out for Atari that would do this.

In order to figure out what you need you should understand what is going on. A midi file is basically like a music script. It is a piece of a puzzle to reproduce it. In order to reproduce it you'll need samples, and a soft/hard synthesizer.

One approach can be to play the midi file -> sound canvas or other sound module -> record the resulting sound.

another method is TiMidity++ for linux which is a "midi converter" this will basically play the "script" out to a set of samples that you have defined to reproduce the song.

Any of these types of programs though need a set of samples to work with. You can use the piano samples from a Yamaha Clavinova or a Roland Grand Piano, etc, so forth and so on. So it's like personal preference. I am pretty sure Gravis Ultrasound sample packs are pretty easy to find (and what you are supposed to use with Timidity. Timidity is for linux. When it comes to Windows software or that particular software package for atari, I'm not sure ;)

Hope this helps out

Mark <- New MIDI experimenter
http://atari-source.com

619. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 06:05:12 UTC
From: just little ole me <not@home.com>
Message-ID: <3D1BFC98.B913063D@home.com>
Source record: 33829
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.33.0206271644140.8100-100000@shell1.aracnet.com...
> > Hi, I'm Ben Smith of Bravo Sierra Computers. I'll put down people in the
> Atari community just to make a buck. As everyone knows, I should be the
> only Atari reseller because I'm Ben Smith. Did I mention auctions suck and
> the people that run them are criminals? I didn't? Here's a link to my page
> on that subject: http://www.aracnet.com/~atari/auctions.htm
>

Hey Ben, I took the bait and visited your web page. Doesn't that Atari have a grammer and spell checker on it? It would certainly look a lot more professional if you used it.

620. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 07:36:05 UTC
From: claytone@foxinternet.com
Message-ID: <3d1c11e5_1@news.foxinternet.com>
Source record: 33830

>> Hi there!
>>
>> I want to move a couple of gigs worth of files (mostly midifiles and very
>> large music samples) from the ATARI to the PC. Have scsi on PC but ATARI
>> hard drives not recognised. Any suitable suggestions welcome.

Try a little program called "Gem Explorer" for your PC. It allows
a PC to read Atari formats. It worked on one of my Atari SCSI
drives, but could only see the first partition. The program is
made by the same people as "Gemulator", I think. It's free, and
quite small. Not sure where I found it now.

Hope it works for you,

-Clayton Murray
Seattle, WA USA

621. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 08:19:41 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1025252249.441882@ananke.eclipse.net.uk>
Source record: 33831

Its on the Gemulator web site

"Clayton Murray" <claytone@foxinternet.com> wrote in message
news:3d1c11e5_1@news.foxinternet.com...
> >> Hi there!
> >>
> >> I want to move a couple of gigs worth of files (mostly midifiles and
very
> >> large music samples) from the ATARI to the PC. Have scsi on PC but
ATARI
> >> hard drives not recognised. Any suitable suggestions welcome.
>
> Try a little program called "Gem Explorer" for your PC. It allows
> a PC to read Atari formats. It worked on one of my Atari SCSI
> drives, but could only see the first partition. The program is
> made by the same people as "Gemulator", I think. It's free, and
> quite small. Not sure where I found it now.
>
> Hope it works for you,
>
> -Clayton Murray
> Seattle, WA USA

622. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 10:07:48 UTC
From: <>
Message-ID: <1025337524-96629AEicMi@ntlworld.com>
Source record: 33843

From: "Grzegorz Pawlik" <atarirulez@go2.pl>
Date: Thu, 27 Jun 2002 11:13:48 +0100 (BST)

>Tried that, but it didn't work at all (black screen when rebooting).
>Then I used "NOVA-Grafikkarte" option in the installation program,
>and installed it together with NOVA 2.12 drivers. Now it "works" with
>NVDI (I'm impressed by the speed and image quality, Papillon 3.04
>works great) but it hangs quite often.

I know next to nothing about the TT, but have you tried the suggestion that
someone came up with of disabling the blitter?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

623. Re: TextView and AtariIRC

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 10:17:16 UTC
From: <>
Message-ID: <1025337526-96941AEicMi@ntlworld.com>
Source record: 33844

From: lp <gfa@basic.net>
Date: Thu, 27 Jun 2002 22:54:36 -0400

>entire session and you can edit it, save it, print it, or whatever. With
>todays multitasking setups, larger memory models, and such I really do not

If you're really supporting multi-tasking setups, why not consider allowing
aIRC to also run with the appropriate STiK/STinG gateway under IConnect or
the Magxnet IConnect equivalent?

I probably haven't phrased that too well, but you probably understand... I've
mentioned it before.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

624. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 10:19:34 UTC
From: <>
Message-ID: <1025337528-97233AEicMi@ntlworld.com>
Source record: 33845

From: "Paul Gifford" <paul.gifford@comcast.excise-this.net>
Date: Fri, 28 Jun 2002 02:04:55 GMT

>only Atari reseller because I'm Ben Smith. Did I mention auctions suck and
>the people that run them are criminals? I didn't? Here's a link to my page

I remember that the BBS OLR reader LED allowed me to send standard messages
out to the echos on a calendar basis.

--
Regards, Derryck

625. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 12:39:36 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uhom8ameutf741@corp.supernews.com>
Source record: 33832
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Ben didn't write the message you quoted.

The message you responded to was cowardly attempt to dump on Ben. Maybe my comment is a bit harsh, lets just say the individual was having a monthly pms attack.

Don
Vancouver, USA

"just little ole me" <not@home.com> wrote in message news:3D1BFC98.B913063D@home.com...
>
>
>
> > "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> > news:Pine.LNX.4.33.0206271644140.8100-100000@shell1.aracnet.com...
> > > Hi, I'm Ben Smith of Bravo Sierra Computers. I'll put down people in the
> > Atari community just to make a buck. As everyone knows, I should be the
> > only Atari reseller because I'm Ben Smith. Did I mention auctions suck and
> > the people that run them are criminals? I didn't? Here's a link to my page
> > on that subject: http://www.aracnet.com/~atari/auctions.htm
> >
>
> Hey Ben, I took the bait and visited your web page. Doesn't that Atari have a
> grammer and spell checker on it? It would certainly look a lot more
> professional if you used it.
>
>

626. Re: Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 13:49:09 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10206281548430.16301-100000@kairos>
Source record: 33833

On Thu, 27 Jun 2002, T.J. wrote:

>
>
> Jean-Luc CECCOLI wrote:
>
> > Dans le message <3bc0d60.0206271347.6340c411@posting.google.com>
> > Joseph D. Place a écrit:
> > >Will this FPU work in my Falcon?
> > >Motorola MC6882FN33A
> > >Thanks,
> > >Joseph D. Place
> >
> > Yes!
> >
> > J.-Luc
>
> MP3 playing on Falcon will receive benefits from the FPU, right?

No.

Fredrik.

627. Re: New Falcons

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 14:02:14 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3D1C6C66.C28419B8@madasafish.com>
Source record: 33834

Barrie at Keychange wrote:
>
> Hello.

>
> Currently I have C-Lab and Mk X in stock.
>
What spec are they, and how much are you selling them for?

>
> Cubase for the ST needs no support, it works. I sell used V3 and Audio.
>
How much is Audio and V3? Do either/both work on a standard 4MB Falcon?
Do they come with full manuals etc? I recall there was an indipendant
manual available for Cubase...

--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

628. Atari hardware and new PC cards

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 14:15:49 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3D1C6F95.B7697F00@madasafish.com>
Source record: 33835

Did anyone ever try encorporating a TT or Medusa etc into a PC-style
chasis and hooking up 3D cards or whatever? Would be an interesting
machine...

--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

629. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 14:16:41 UTC
From: donw@intergate.com
Message-ID: <afhr49$22k6$1@trip.net>
Source record: 33836

On 20 Jun 2002 12:22:25 , "n!" wrote:
>Hi there!
>
>I want to move a couple of gigs worth of files (mostly midifiles and very
>large music samples) from the ATARI to the PC. Have scsi on PC but ATARI
>hard drives not recognised. Any suitable suggestions welcome.
>Thanks

I've never used this hook-up, but have heard its supposed to work.
Connect the Atari modem to the PC modem (with a phone wire) open a
terminal prg in the Atari and the PC and D/L your files to the PC..

Maybe someone who has tried this will give us some more details, as I
will need to do some file transfers before long myself.

Regards, Donner.....

630. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 19:24:18 UTC
From: orc@pell.portland.or.us
Message-ID: <afid52$l5e@pell.pell.portland.or.us>
Source record: 33838
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

In article <uhom8ameutf741@corp.supernews.com>,
Don Schmidt <dschmidt@pacifier.com> wrote:
>Ben didn't write the message you quoted.

But the webpage, which is what jlom was actually commenting on, is
actually one of atari@aracnet's pages. And it's kind of painful
to read (as, distressingly, are all of his other pages.)

---
david parsons \bi/ It would be fun to get another mega, but I've still
\/ got the carcass of the first lying around somewhere
in Chicago.

631. Re: Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 19:27:09 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d1cb52e_1@corp.newsgroups.com>
Source record: 33837

Joseph D. Place <jdplace@prodigy.net> wrote in message
news:3bc0d60.0206271347.6340c411@posting.google.com...
> Will this FPU work in my Falcon?
> Motorola MC6882FN33A
> Thanks,
> Joseph D. Place

Any math-intensive operations will benefit from the MC68882 Math
co-processor. But otherwise, you should see little, if any, difference in
overall operation.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

632. The biggest event in Scandinavia have started

Newsgroup: comp.sys.atari.st
Date: 2002-06-28 23:14:33 UTC
From: atari@goteborg.utfors.se
Message-ID: <1025309694-400090AEicMi@goteborg.utfors.se>
Source record: 33839

Hi all!

NAS 2002 is now On-Line and you can meet all of us at #atarinas IRCnet.
I will attend tomorrow (saturday) and start up two webcams and fill my homepage
with a plenthora of pictures this NAS weekend.

Most of us from The Swedish Atari Users Association board will arrive tomorrow,
but there already some folks att NAS. Erik Hï¿½ll, Kenneth Medin, Nick Harlow to
mention a few known.

From my homepage you can participate with additional info have to get in touch or
whatch all the pictures taken.

http://mille.atari.org

Best Regards

Mille Babic
The Swedish Atari Users Association
Chairman

633. Re: Atari hardware and new PC cards

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 00:22:48 UTC
From: lp <gfa@basic.net>
Message-ID: <B9427618.783C%gfa@basic.net>
Source record: 33840

in article 3D1C6F95.B7697F00@madasafish.com, Jonathan Mortimer at jonathanmortimer@madasafish.com wrote on 6/28/02 10:15 AM:

> Did anyone ever try encorporating a TT or Medusa etc into a PC-style
> chasis and hooking up 3D cards or whatever? Would be an interesting
> machine...

My Hades060 is in a PC style case, however unless there are drivers for 3D cards it's mostly pointless. I do not have the skill to code drivers or I'd of done it some time ago. ;-)

Lonny Pursell

634. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 04:43:10 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <yVaT8.455596$%y.32156376@bin4.nnrp.aus1.giganews.com>
Source record: 33841
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

```
Cowardly? Hardly, as I don't post under an alias. I was making a point
through sarcasm.

Paul

"Don Schmidt" <dschmidt@pacifier.com> wrote in message
news:uhom8ameutf741@corp.supernews.com...
> Ben didn't write the message you quoted.
>
> The message you responded to was cowardly attempt to dump on Ben. Maybe
my
> comment is a bit harsh, lets just say the individual was having a monthly
> pms attack.
>
> Don
> Vancouver, USA
>
>
> "just little ole me" <not@home.com> wrote in message
> news:3D1BFC98.B913063D@home.com...
> >
> >
> >
> > > "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> > > news:Pine.LNX.4.33.0206271644140.8100-100000@shell1.aracnet.com...
> > > > Hi, I'm Ben Smith of Bravo Sierra Computers. I'll put down people
in
> the
> > > > Atari community just to make a buck. As everyone knows, I should be
the
> > > > only Atari reseller because I'm Ben Smith. Did I mention auctions
suck
> and
> > > > the people that run them are criminals? I didn't? Here's a link to
my
> page
> > > > on that subject: http://www.aracnet.com/~atari/auctions.htm
> > > >
> >
> > Hey Ben, I took the bait and visited your web page. Doesn't that Atari
> have a
> > grammer and spell checker on it? It would certainly look a lot more
> > professional if you used it.
> >
```

> >
>
>

635. Re: MIDI file to CD - what software/hardware is needed?

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 06:05:00 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0206282204.1fad32ad@posting.google.com>
Source record: 33842

Ken Kosut <kjcat@shell.voyager.net> wrote in message
news:<3d1bea8f$0$1433$1dc6e903@news.corecomm.net>...
> Hello,
>
> Does anyone know how to convert a MIDI file to .AIF, .AVR or .WAV
> format.
> What additional software/hardware is needed?
>
> The goal is to burn a MIDI file to CD.
> Strictly Atari Platform - Hopefully using CDWriter Suite.
>
> Cost is a factor.
>
> Thank you very much in advance.
>
> ken

Hi Ken... I know I somewhat answered your Q on the Notator list (
http://www.notator.org)but my suggestion is to record your MIDI parts
to cassette tape (I do this all the time)and then you will need to
find an application for your Falcon that records and saves as WAVE,
AIF or AVR which is what CDW needs to make a CD from.Then simply
record the cassette mix to your falcon.

Anyone know of an Audio recorder for Falcon that saves as WAVE, AIF or
AVR ???

Tim Conrardy
http://tamw.atari-users.net

636. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 08:39:10 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <afjsrb$11ls$1@news.comnet.co.nz>
Source record: 33846

<derryck@.NOT~THIS~cix.co.uk> wrote
> Date: Thu, 27 Jun 2002 11:13:48 +0100 (BST)
>
> >Tried that, but it didn't work at all (black screen when
rebooting).
> >Then I used "NOVA-Grafikkarte" option in the installation program,
> >and installed it together with NOVA 2.12 drivers. Now it "works"
with
> >NVDI (I'm impressed by the speed and image quality, Papillon 3.04
> >works great) but it hangs quite often.
>
> I know next to nothing about the TT, but have you tried the
suggestion that
> someone came up with of disabling the blitter?

The TT does not have a blitter.

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"I sure hope I shot the right one of me"
(Maxwell Smart, "Get Smart", 1967)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

637. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 10:41:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1025350921.6901.0@demeter.uk.clara.net>
Source record: 33847
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi you brain damaged spamming mong!.

> Hi, I'm Ben Smith of Bravo Sierra Computers.

And your brain damaged.

> A SCAM MERCHANT of Used and New
> Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm
> announcing a Contest! Whoever can write the best Submission for the "Why
> you should buy Atari from Bravo Sierra Contest!"

> My Customers are living examples of why to buy from Bravo Sierra!

The dead one's aren't living examples asshole.

>All entries become the property of Bravo Sierra Computers!

No they do not asshole, they remain the property of the author, who may
licence the same to you if they wished.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

638. Re: TextView and AtarIRC

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 14:10:27 UTC
From: lp <gfa@basic.net>
Message-ID: <B9433813.785F%gfa@basic.net>
Source record: 33848

in article 1025337526-96941AEicMi@ntlworld.com, derryck@.NOT~THIS~cix.co.uk
at derryck@.NOT~THIS~cix.co.uk wrote on 6/28/02 6:17 AM:

> If you're really supporting multi-tasking setups, why not consider allowing
> aIRC to also run with the appropriate STiK/STinG gateway under IConnect or
> the Magxnet IConnect equivalent?

IFusion does not follow the STiK v1.0 API. All attempts to reach the
author failed and I am not the only person who could not reach him.
Therefore it's not my problem. I also have none of the software
here to test with and since aIRC is 100% FREE it's not a priority of mine.

Lonny Pursell

639. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 14:15:04 UTC
From: atarirulez@go2.pl
Message-ID: <afkfd6$f3a$1@news.tpi.pl>
Source record: 33849

On 27 Jun 2002 16:36:12 , carey christenson wrote:
> Grzegorz,
> I forgot to add with the previous post that if the
> graphic card is not have a good soldered connection
> from the power supply that it will give you various
> problems as well. I dont believe that your power
> supply is bad. If it turns the computer ON and
> functions just fine without the GC adding the GC will
> NOT put that much of a load on the PS!!!!! Guarantee
> that. Problems I had with my soldered connection to
> the power supply gave these results!!!! Computer
> locking up on bootup, moving icons around very fast on
> the screen locked up the computer as well as moving
> windows did the same thing!!!!! Basically anytime the
> GC had to work to compute and show items on the screen
> it would hang because it could not draw enough from
> the poor connection. Check this out and let me know
> if anything helped.

Thanx for your suggestions. I have checked the connections
of the card (both ISA and VME) and the connection of the power
supply to the mainboard (they seem OK). But it still crashes. :-(

What I observed: when the crash occurs (before the crash to be
exact) several gray, white or black lines appear on the screen at
random positions (1 pixel of height and 3 pixels of width).
They are not 8 pixels wide, just 3. The same white lines also appear
and disappear while loading something from hard drive. When the
loading is finished, they disappear from the screen. Is it normal?

Another weird thing is that it never crashed when pmDoom is running,
although it certainly transfers a lot of data to the card.

Maybe (just *maybe*, I didn't tested it for a longer time)
removing the TT-RAM card seem to help, or at least those crashes
appeared less frequently.

--
Grzegorz Pawlik
http://marijuana.atari.org/

640. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 14:15:08 UTC
From: atarirulez@go2.pl
Message-ID: <afkfd9$f3a$2@news.tpi.pl>
Source record: 33850

On 27 Jun 2002 15:57:00 , carey christenson wrote:
> Grzegorz,
> Are you using MAGIC with Jinnee 2.5 on this TT????
> I had the same problem with my Falcon when I installed
> my Eclipse with an 4 meg ATI GC!!!!! Inside of
> Jinnee go to SPECIAL, SETTINGS then DRAGGING. Inside
> of DRAGGING towards the top there is 2 things that
> say DRAG TEXT IN REAL-TIME AND DRAG ICONS IN REAL-
> TIME. With those checked it will cause our GC's to
> hang on us for some reason!!!! See if that helps for
> you!!!! Let me know how you come out!!!

I can't even start Jinnee 2.5, it causes 68k-exception error.
I can only work with Thing (MiNT/n.aes) or MagXDesk (MagiC)
with the card. I assume my NOVA drivers (2.12) are too old,
because Jinnee works with NOVA 2.67 - but then, NOVA 2.67
does not work with this card... :-((

--
Grzegorz Pawlik
http://marijuana.atari.org/

641. Re: Atari hardware and new PC cards

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 15:09:10 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3D1DCD96.277B5B1E@madasafish.com>
Source record: 33851

lp wrote:
>
> in article 3D1C6F95.B7697F00@madasafish.com, Jonathan Mortimer at
> jonathanmortimer@madasafish.com wrote on 6/28/02 10:15 AM:
>
> > Did anyone ever try encorporating a TT or Medusa etc into a PC-style
> > chasis and hooking up 3D cards or whatever? Would be an interesting
> > machine...
>
> My Hades060 is in a PC style case, however unless there are drivers for
> 3D cards it's mostly pointless. I do not have the skill to code drivers
> or I'd of done it some time ago. ;-)
>
> -------------
> Lonny Pursell
Someone should. I'm no coder either, but I bet it'd make a damn fine
machine if they would. Only trouble is then the software, it'd take a
long while to port/write any decent games or software to take
advantage. Still, something to do on yer days off...

--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

642. Anybody need joystick ports?

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 15:33:09 UTC
From: Benny-Roger Gundersen <mms@c2i.net>
Message-ID: <VqkT8.1398$Wb1.113415@juliett.dax.net>
Source record: 33852

After cleaning up my shop I discovered houndreds of joystick ports that fit Ataris and other computers (9pin)

I will sell each for $2,- including postage to anywhere in the world, if you need more 2=$3 4=$4.

Benny

Til de I Norge har jeg noen splitter nye AtariST-FM

643. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 17:00:46 UTC
From: vdjole@EUnet.yu
Message-ID: <afkp3sfqq1@news.eunet.yu>
Source record: 33853

On 23 Jun 2002 10:29:56 , <derryck@.NOT~THIS~cix.co.uk> wrote:
>I've just uploaded a complete English version of PixArt 4.52, the last
>version of this great art package, to my web site.

I would like to suggest that PIXART.RSC file be corrected slightly, adjusting the number of blanks behind menu items, so that any assigned keyboard shortcuts would appear right-justified in the menus (e.g. try assigning some keyboard shortcuts to Cut, Copy and Paste and see where they appear in the menus)

>Thanks to Peter West for the hard work he put into this, especially the
>completely updated ST-Guide hypertext.

Indeed, it is nice.

Regards;

644. Re: Help with Thalion Software "Magazine info" appreciated.

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 18:00:37 UTC
From: Peter Olafson <pnolafson@attbi.com>
Message-ID: <9BmT8.35089$Uu2.6348@sccrnsc03>
Source record: 33854
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.amiga.games

Amiga World ran a preview of Ambermoon and reviews of Amberstar, No Second Prize and <ulp> one other--all c. 1994.

Peter

"Alexander Holland" <a1_nocrap_exh@hotmail.com> wrote in message news:7f38b97b.0206250919.4bfaa285@posting.google.com...
> Hi,
>
> I'm just compiling a list of all the Amiga/ST magazines that have ever
> reviewed / previewed Thalion games, or run articles on the team.
>
> Information is not readily available, and thanks to several mates,
> ebay, and AIM (http://home.hia.no/~jafrohol/magindex.html) I was able
> to produce a basic list, mainly of English Amiga magazines.
>
> There are lots of missing entries, and entries with missing
> information, if you own any Amiga/ST magazines, and could take the
> time to help "Fill in" the gaps it would be much appreciated.
>
> Cheers
>
> Alex Holland
> Thalion Webshrine
> http://thalion.amiga.tm http://thalion.atari.org
>
> NOTE: MONOSPACE Font REQUIRED
>
> ---
> | Game Title |Cou| Format | Magazine |No| Date |Pages |Rating |
> |---|---|---|---|---|---|---|
> |A320 Airbus |UK |C= Amiga|Amiga Action |31|Apr 92|P 34 | 92% |
> |£25.99 |UK |C= Amiga|Amiga Computing|45|Nov 93|P 124 | 92% |
> | |UK |C= Amiga|Amiga Format |31|Feb 92|P 98 | 78% |
> | |UK |C= Amiga|Amiga Power |13|May 92|P 92 | 66% |
> | |UK |C= Amiga|Amiga World | |Feb 94|P 82 | |
> | |UK |C= Amiga|CU Amiga |NA|Jan 92|P 70 | |
> | |UK |C= Amiga|The One |40|Jan 92| | 87% |
> | |UK |Atari ST|ST Action |49|May 92|P 44 | 85% |
> | |UK |Atari ST|ST Format |36|Jul 92|P 78 | 79% |
> | |GER|Atari ST|ST-Computer | |Sep 93| | |
> | |SW |Atari ST|Dator Mag |07| 92|P 65 | 86% |
> | |SW |Atari ST|Hemdator Nytt |05| 92|P ?8 | 88% |

> |--------------+---+--------+--------------+--+------+------+-------|
> |A320 USA |UK |C= Amiga|Amiga Action |49|Oct 93| | |
> |�35.99 |UK |C= Amiga|Amiga Computing|66|Nov 93|P 124 | 80% |
> | |UK |C= Amiga|Amiga Format |49|Aug 93|P 98 | 60% |
> | |UK |C= Amiga|CU Amiga |NA|Jul 93| | 43% |
> | |UK |C= Amiga|The One | |Jul 93| | 81% |
> | |UK |Atari ST|ST User |93|Nov 93|P72-73| 80% |
> |--------------+---+--------+--------------+--+------+------+-------|
> |A Prehistoric |UK |C= Amiga|Amiga Format |21|Apr 91|P 96 | 49% |
> | Tale �24.99 |UK |Atari ST|ST User |63| 91|P 53 | 76% |
> |--------------+---+--------+--------------+--+------+------+-------|
> |Ambermoon |UK |C= Amiga|Amiga Action |58|Jun 94|P 18 | 91% |
> |�29.99 |UK |C= Amiga|Amiga Computing|75|Jul 94|P116-7| 81% |
> | |UK |C= Amiga|Amiga Format |73|Jul 95|P 56 | 79% |
> | |UK |C= Amiga|Amiga Power |51| |P 52 | 30% |
> | |USA|C= Amiga|Amiga World | |Mar 94|P 82 | |
> | |UK |C= Amiga|The One | |Apr 95|P 56-7| 84% |
> | |GER|C= Amiga|A-Mag | |Dec 93| |10.4/12|
> | |GER|C= Amiga|Power Play | |Dec 93| | 88% |
> |--------------+---+--------+--------------+--+------+------+-------|
> |Amberstar | | |Amiga Action | | |P42-44| |
> |�29.99 |UK |C= Amiga|Amiga Format |42|Jan 93|P 128 | 81% |
> | |USA|C= Amiga|Amiga World | |Aug 94|P 54 | |
> | |UK |C= Amiga|CU Amiga |NA|Dec 92|P 53 | 65% |
> | |UK |C= Amiga|The One | |Dec 92| | 78% |
> | |UK |Atari ST|ST Action |53|Sep 92|P18-19| 92% |
> | |UK |Atari ST|ST Format |41|Dec 92|P 92 | 73% |
> | |UK |Atari ST|ST User |80|Oct 92|P 13 | 75% |
> | |UK |Atari ST|ST Review |09|Jan 93|P64-66| 82% |
> | |GER|Atari ST|ST Magazin | |Mar 92|P126/7| |
> | |GER|Atari ST|Power Play | |Mar 92| | 85% |
> | |GER|C= Amiga|A-Mag | |Jun 92|P98-99|10.5/12|
> |--------------+---+--------+--------------+--+------+------+-------|
> |Atomix |UK |C= Amiga|Amiga Format |10|Mar 90|P 59 | 61% |
> |�19.99 |UK |C= Amiga|Amiga Power |27|Jul 93|P 89 | 3*/5* |
> | |UK |C= Amiga|CU Amiga |NA|Sep 90| | 79% |
> | |UK |C= Amiga|Zero |07|May 90| | 75% |
> | |UK |Atari ST|ST Format |13|Aug 90|P 55 | 79% |
> | |UK |Atari ST|ST User |53|Jul 90|P 61 | |
> | |GER|ALL |ASM | |May 90| | 10/12 |
> |--------------+---+--------+--------------+--+------+------+-------|
> |Chambers of |UK |C= Amiga|Amiga Power |27|Jul 93|P 92 | 1*/5* |
> |Shaolin �24.99|UK |Atari ST|ST Action |21|Jan 90| | |
> | |SWE| |Dator Mag |01| 90| | 04/10 |
> | |GER|C= CD-32|Amiga Fun | | | | 73% |
> | |GER|C= Amiga|ASM | | | | 10/12 |
> | |GER| C=64 |ASM | | | | 05/12 |
> | |GER|Atari ST|ASM | |Nov 89|P 108 | 11/12 |
> | |GER|C= Amiga|Power Play | | | | 77% |

> | |GER|Atari ST|ST-Magazin | |Jan 90| | |
> |--------------+---+--------+--------------+--+------+------+-------|
> |Dragonflight |UK |C= Amiga|Amiga Format |16|Nov 90|P 76 | 70% |
> |�34.99 |UK |Atari ST|ST Action |38|Nov 90|P 38 | 63% |
> | |UK |Atari ST|ST Format |15|Oct 90| | 71% |
> | |SWE|C= Amiga|Dator Mag |18| 90|P 91 | 08/10 |
> | |GER|Atari ST|ASM | |Nov 90|P 128 | |
> | |GER|Atari ST|Power Play | | |P 32 | 77% |
> | |GER|Atari ST|TOS | | | | 08/10 |
> |--------------+---+--------+--------------+--+------+------+-------|
> |Enchanted Land|UK |Atari ST|ST Format |20|Mar 91|P 70 | 92% |
> |�24.99 |GER|Atari ST|Power Play | | | | 08/12 |
> | |GER|Atari ST|ASM | |Sep 90|P 104 | |
> | |GER|Atari ST|ASM | |Nov 91|P 124 | |
> | |GER|Atari ST|ST Magazin | |May 91|P 144 | |
> |--------------+---+--------+--------------+--+------+------+-------|
> |Ghostbattle |UK |C= Amiga|Amiga Format |25|Aug 91|P 82 | 69% |
> |�19.95 |UK |C= Amiga|Amiga Power |04|Aug 91|P 75 | 38% |
> | |UK |C= Amiga|The One |34|Jul 91| | 77% |
> | |UK |C= Amiga|A.C.E. |47|Aug 91| | 520 |
> | |GER|C= Amiga|ASM | | | | 07/12 |
> | |GER|Atari ST|ASM | | | | 07/12 |
> | |GER|Atari ST|Power Play | | | | 22% |
> | |GER|Atari ST|ST Magazin | |Dec 91|P 125 | |
> |--------------+---+--------+--------------+--+------+------+-------|
> |Jambala |UK |C= Amiga|Amiga Format |08|Jan 90|P 38 | 79% |
> |�24.99 |UK |Atari ST|C&VG | | |P 41 | 71% |
> | |UK |Atari ST|ST Action |21|Jan 90| | |
> | |UK |Atari ST|ST Format |07|Feb 90| | 78% |
> | |UK |Atari ST|ST User |49|Mar 90|P 29 | |
> |--------------+---+--------+--------------+--+------+------+-------|
> |Leavin'Teramis|UK |C= Amiga|Amiga Power |27|Jul 93|P 91 | 1*/5* |
> | |UK |Atari ST|ST Action |25|May 90| | |
> | |GER|C= Amiga|ASM | | | | 9/12 |
> | |GER|Atari ST|ASM | | | | 9/12 |
> |--------------+---+--------+--------------+--+------+------+-------|
> |Lethal Xcess |UK |C= Amiga|Amiga Computing|60|May 93| | 83% |
> | |UK |C= Amiga|Amiga Power |25|May 93|P 40 | 70% |
> | |UK |Atari ST|ST User |86|Apr 93|P 72 | 83% |
> | |GER|Amiga/ST|ASM | |Jan 92|P 47 | 09/12 |
> | |GER|Amiga/ST|Power Play | |Mar 92|P 41 | 71% |
> | |GER|Atari ST|ST Magazin | |May 92|P 124 | |
> | |GER|C= Amiga|Amiga Magazin | |Mar 92|P 100 | 09/12 |
> | |GER|C= Amiga|Amiga Joker | |Feb 92|P 57 | |
> |--------------+---+--------+--------------+--+------+------+-------|
> |Lionheart |UK |C= Amiga|Amiga Action |42|Mar 93|P48-49| 82% |
> |�27.99 |UK |C= Amiga|Amiga Computing|60|May 93| | 85% |
> | |UK |C= Amiga|Amiga Format |45|Apr 93|P 88 | 87% |
> | |UK |C= Amiga|Amiga Power |22|Feb 93|P30-31| 87% |

> | |USA|C= Amiga|Amiga World | |Aug 94|P 54 | |
> | |UK |C= Amiga|CU Amiga |NA|Apr 93|P 64 | 84% |
> | |UK |C= Amiga|The One | |Mar 93|P59-62| 91% |
> | |GER|C= Amiga|A-Mag | |Apr 93|P 100 |10.3/12|
> | |GER|C= Amiga|Power Play | |Feb 93| | 83% |
> |-------------+---+--------+--------------+--+------+------+-------|
> |Magic Lines |UK |Atari ST|ST Format |15|Oct 90|P 76 | 47% |
> |-------------+---+--------+--------------+--+------+------+-------|
> |Neuronics | | | | | | |
> |-------------+---+--------+--------------+--+------+------+-------|
> |No Second |UK |C= Amiga|Amiga Action |39|Dec 92|P28-29| 91% |
> |Prize ¢25.99 |UK |C= Amiga|Amiga Format |41|Dec 92|P 120 | 80% |
> | |UK |C= Amiga|Amiga Computing|57|Feb 93|P 24 | 90% |
> | |UK |C= Amiga|Amiga Power |20|Dec 92|P62-63| 84% |
> | |USA|C= Amiga|Amiga World | |Jul 94|P 70 | |
> | |UK |C= Amiga|CU Amiga |NA|Dec 92|P65-66| 90% |
> | |UK |C= Amiga|The One | |Dec 92| | 91% |
> | |UK |Atari ST|ST User |83|Jan 93|P 14 | 90% |
> | |UK |Atari ST|ST Format |46|May 93| | |
> | |UK |Falcon |ST Format |48|Jul 93|P 80 | 71% |
> | |UK |Atari ST|ST Review |10|Feb 93|P66-68| 90% |
> |-------------+---+--------+--------------+--+------+------+-------|
> |Tangram |UK |C= Amiga|Amiga Format |25|Aug 91|P 70 | 60% |
> |¢19.99 |UK |C= Amiga|Amiga Power |04|Aug 91|P 74 | 40% |
> | |UK |C= Amiga|CU Amiga |NA|Aug 91|P 107 | 70% |
> |-------------+---+--------+--------------+--+------+------+-------|
> |Tower FRA |UK |C= Amiga|Amiga Format |21|Apr 91|P 93 | 74% |
> |¢24.99 |UK |C= Amiga|The One |30|Mar 91|P 61 | 85% |
> |-------------+---+--------+--------------+--+------+------+-------|
> |Trex Warrior | | | | | | |
> |-------------+---+--------+--------------+--+------+------+-------|
> |Warp |UK |C= Amiga|Amiga Power |27|Jul 93|P 95 | 1*/5* |
> | |UK |Atari ST|ST Action |25|May 90| | |
> | |UK |Atari ST|ST Format | 7|Feb 90|P | 20% |
> |-------------+---+--------+--------------+--+------+------+-------|
> |Wings of Death|UK |C= Amiga|Amiga Format |18|Jan 91|P 112 | 75% |
> |¢24.99 |UK |Atari ST|ST Action |33|Jan 91| | |
> | |UK |Atari ST|ST Format |16|Nov 90|P 97 | 81% |
> | |SWE|C= Amiga|Dator Mag |19| 90|P 76 | 07/10 |
> | |GER|Atari ST|Power Play | |Oct 90| | 77% |
> | |GER|Atari ST|ASM | |Oct 90|P 18 | |
> |-------------+---+--------+--------------+--+------+------+-------|
> |X-Fighter CD32|UK |C= Amiga|Amiga Format |73|Jul 95|P 66 | 70% |
> | |UK |C= Amiga|Amiga Power |51| |P 50 | 60% |
> | |UK |C= Amiga|CU Amiga |NA|Jul 95|P 53 | 85% |
> | |UK |C= Amiga|The One | |Jul 95|P40-42| 85% |
> |-------------+---+--------+--------------+--+------+------+-------|
> |The FirstYears|UK |Atari ST|ST Format |23|Jun 91|P 79 | 81% |
> ----------

645. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 18:35:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1025386818-49668AEicMi@gmx.net>
Source record: 33857

From: "Grzegorz Pawlik" <atarirulez@go2.pl>
Date: Thu, 27 Jun 2002 09:56:28 +0100 (BST)

Hi Grzegorz,

>Tried that, but it didn't work at all (black screen when rebooting).
>Then I used "NOVA-Grafikkarte" option in the installation program,
>and installed it together with NOVA 2.12 drivers. Now it "works" with
>NVDI (I'm impressed by the speed and image quality, Papillon 3.04
>works great) but it hangs quite often.

I've never seen the Nova interface for the ET-4000, so this is a long
shot...

1. Remove the interface from the TT and see if there isn't a jumper on it
labeled TT/MegaSTE.... that jumper is present on the Nova VME interface
for the MACH 32 and 64 cards... when the jumper is set to "MegaSTE" I used
to get, more or less the same phenomenae...

2. Are you sure the graphic card is the original one? If not you may have
to change the GAL chip on the VME interface, IIRC Nova had three different
GAL's for the ET-4000 cards.

Cheers from Belgium
Dennis
--


```
____ ____ ____
/ __ \ / __ \ / __ \
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

646. Gosh. (Was: Why Buy Atari from Bravo Sierra Contest!)

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 18:41:12 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <1dnT8.3911$t4.10032@nntpserver.swip.net>
Source record: 33855

Hi,

Gosh, I wonder why we have so few Atari resellers left.
Bravo Sierra may be expensive etc, but you still have the option to go
elsewhere, or dig up something yourself.
Be creative instead. Talk to the guy. Make a difference.

/Peter Persson

647. Re: Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 18:48:54 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <fknT8.3912$t4.10092@nntpserver.swip.net>
Source record: 33856

Hi,

> Any math-intensive operations will benefit from the MC68882 Math
> co-processor. But otherwise, you should see little, if any, difference in
> overall operation.

Allmost. Math intensive programs that are designed to take advantage of a
match co processor will benefit from it.

Comparison: Audio stuff don't automatically sound better just because you
happen to have a Falcon with a DSP and 16 bit sound capability, right?

I have an FPU. Most stuff don't use it. Some demos and raytracing stuff
requires it however.

Regards

/Peter

648. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 20:09:27 UTC
From: vdjole@EUnet.yu
Message-ID: <afl45ljsu1@news.eunet.yu>
Source record: 33858

On 28 Jun 2002 14:16:41 , don wolfe wrote:

>>I want to move a couple of gigs worth of files (mostly midifiles and very
>>large music samples) from the ATARI to the PC.

>I've never used this hook-up, but have heard its supposed to work.
>Connect the Atari modem to the PC modem (with a phone wire)

Unfortunately, in this particular case it is not a practical approach.
Note the words "a couple of gigs worth". With a transfer rate of a couple
of kilobytes/second through the serial line (modem), it would take a
considerable number of days to transfer all those files.

cu;

649. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-06-29 20:55:08 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <3d1e2cc66ea4490@pandora.be>
Source record: 33859
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**archivers**

ftp://chapelie.rma.ac.be/atari/archivers/upx122a.zip
(191.212 bytes) UPX is an advanced executable file compressor.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-156.zip
(1.151.799 bytes) Very nice GEM based email client.
Works with STik/STing/Gluestik

ftp://chapelie.rma.ac.be/atari/internet/mymail-156g.zip
(60.995 bytes) German rsc for Mymail v 1.56. Needs complete package

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

650. Atari Times Update - 6-29-2002

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 01:43:10 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D1E627D.953797C4@ataritimes.com>
Source record: 33860
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Updates since June 6, 2002 include:

* Review of Starflight for the Atari ST.
* Review of Awesome Golf for Lynx.
* Review of Pac-Man for the 2600.
* Review of Starmaster for the 2600.
* What's wrong with 2600 Pac-Man anyway?
* New TAT Poll: How many Atari games do you own?
* New 2600 review form for including scores to the 2600 list! Let's build up the 2600 Review List!

Be sure to check out the new review page format too!

http://www.ataritimes.com/

--
Gregory D. George

=-=-=-

651. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 04:11:09 UTC
From: donw@intergate.com
Message-ID: <afm0cs$11bb$1@trip.net>
Source record: 33861

On 29 Jun 2002 20:09:27 , Djordje Vukovic wrote:
>On 28 Jun 2002 14:16:41 , don wolfe wrote:
>
>>>I want to move a couple of gigs worth of files (mostly midifiles and very
>>>large music samples) from the ATARI to the PC.
>
>>I've never used this hook-up, but have heard its supposed to work.
>>Connect the Atari modem to the PC modem (with a phone wire)
>
>Unfortunately, in this particular case it is not a practical approach.
>Note the words "a couple of gigs worth". With a transfer rate of a couple
>of kilobytes/second through the serial line (modem), it would take a
>considerable number of days to transfer all those files.

CU,

Thanks for the update, it will save me from learming the hard way :)

Donner....

652. Re: Anybody need joystick ports?

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 04:15:45 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D1E85CB.80585DF0@rogers.com>
Source record: 33862

Hi Benny,

Benny-Roger Gundersen wrote:

> After cleaning up my shop I discovered houndreds of joystick ports that fit
> Ataris and other computers (9pin)
>
> I will sell each for $2,- including postage to anywhere in the world, if you
> need more 2=$3 4=$4.
>
> Benny
>
> Til de I Norge har jeg noen splitter nye AtariST-FM

These are not rare by any means, I can get them from any of 4 dozen local
suppliers for 50 to 75 cents each.

653. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 06:20:47 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0206292220.33c46fa5@posting.google.com>
Source record: 33863
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1025120091.25232.3@doris.uk.clara.net>...
> Hi Sinclap
>
> > > Plumbing is an exciting field, TiFKAS - look into it.
> >
> > Thats okay, already involved in an exciting field.
>
> Child molesting no doubt.

I wasn't aware it was a field. Are you trying to inform all of something?

> --
>
>
> Regards, Steve S.

sinclap!

>
> ---
> Outgoing mail has been scanned by AVG and is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

654. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 06:25:34 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0206292225.3a542f26@posting.google.com>
Source record: 33864
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

"G Swaine" <g.swaine@the.gluepot.com> wrote in message
news:<afbqcj$28aj$1@news.comnet.co.nz>...
> <sinclap@yahoo.com> wrote ...
> > "Jared Falvo" <luposian@azob.quik.com> wrote ...
> > > Been awhile since I was here last...
> > >
> > > Jared
> >
> > Kaput!
>
> Thank you for introducing yourself so succicntly.
>
> Now say something that is on-topic to c.s.a.s ...

Okay...Is the S(fuji)T used as the primary computer or all have
succumbed to the cutting edge platforms?

> --
>
> Quote for the month
>
> "I sure hope I shot the right one of me"
> (Maxwell Smart, "Get Smart", 1967)

655. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 08:41:14 UTC
From: atarirulez@go2.pl
Message-ID: <afmg78$ct5$1@news.tpi.pl>
Source record: 33865

On 29 Jun 2002 19:35:24 , Dennis Vermeire wrote:
> From: "Grzegorz Pawlik" <atarirulez@go2.pl>
> Date: Thu, 27 Jun 2002 09:56:28 +0100 (BST)
>
> Hi Grzegorz,
>
> >Tried that, but it didn't work at all (black screen when rebooting).
> >Then I used "NOVA-Grafikkarte" option in the installation program,
> >and installed it together with NOVA 2.12 drivers. Now it "works" with
> >NVDI (I'm impressed by the speed and image quality, Papillon 3.04
> >works great) but it hangs quite often.
>
> I've never seen the Nova interface for the ET-4000, so this is a long
> shot...

The interface has a writing "VME TO IBM" on it, no manufacturer or
anything else is stated. The card has ET4000AX graphic chip on it
(Tseng TC6100AF to be exact). Together with it I got NOVA 2.12 drivers.

> 1. Remove the interface from the TT and see if there isn't a jumper on it
> labeled TT/MegaSTE.... that jumper is present on the Nova VME interface
> for the MACH 32 and 64 cards... when the jumper is set to "MegaSTE" I used
> to get, more or less the same phenomenae...

There are no jumpers on my ISA/VME interface :-(

> 2. Are you sure the graphic card is the original one? If not you may have
> to change the GAL chip on the VME interface, IIRC Nova had three different
> GAL's for the ET-4000 cards.

I don't know if it's the original one. How can I check for which type of
card the GAL chip is for? What card would work well with this interface?

BTW in 32k color modes no icons are displayed, why? There are just
black squares instead of them... :-(
And (in all modes) the vector fonts are smaller, I have to change 10pt to
14pt in CAB to get a readable text. In Papyrus it's the same, text is
displayed smaller than is printed out... No more WYSIWYG :-((

--
Grzegorz Pawlik
http://marijuana.atari.org/

656. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 12:37:36 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.43.0206300836590.519-100000@moose.erie.net>
Source record: 33866
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

```
Still using your Newton, Clapman? Bwaaaaa ha ha hah!!!!!!

On 29 Jun 2002 sinclap@yahoo.com wrote:

> "G Swaine" <g.swaine@the.gluepot.com> wrote in message
news:<afbqcj$28aj$1@news.comnet.co.nz>...
> > <sinclap@yahoo.com> wrote ...
> > > "Jared Falvo" <luposian@azob.quik.com> wrote ...
> > > > Been awhile since I was here last...
> > > >
> > > > Jared
> > >
> > > Kaput!
> >
> > Thank you for introducing yourself so succicntly.
> >
> > Now say something that is on-topic to c.s.a.s ...
>
> Okay...Is the S(fuji)T used as the primary computer or all have
> succumbed to the cutting edge platforms?
>
> > --
> >
> > Quote for the month
> >
> > "I sure hope I shot the right one of me"
> > (Maxwell Smart, "Get Smart", 1967)
>
```

657. Re: MIDI file to CD - what software/har

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 12:41:36 UTC
From: swampfax@atlantic.net
Message-ID: <40DT8.1$vh1.1008@news1.atlantic.net>
Source record: 33867

On 28 Jun 2002 01:28:16 , Mark Duckworth wrote:
>Ken Kosut wrote:
>
>>
>>
>
>Ken,
>
>In order to do this you need some sort of program to do it. I know there
>was a software package out for Atari that would do this.
>
>In order to figure out what you need you should understand what is going on.
>A midi file is basically like a music script. It is a piece of a puzzle to
>reproduce it. In order to reproduce it you'll need samples, and a
>soft/hard synthesizer.
>
>One approach can be to play the midi file -> sound canvas or other sound
>module -> record the resulting sound.
>
>
>another method is TiMidity++ for linux which is a "midi converter" this
>will basically play the "script" out to a set of samples that you have
>defined to reproduce the song.
>
>Any of these types of programs though need a set of samples to work with.
>You can use the piano samples from a Yamaha Clavinova or a Roland Grand
>Piano, etc, so forth and so on. So it's like personal preference. I am
>pretty sure Gravis Ultrasound sample packs are pretty easy to find (and
>what you are supposed to use with Timidity. Timidity is for linux. When
>it comes to Windows software or that particular software package for atari,
>I'm not sure ;)
>
>Hope this helps out
>
>Mark <- New MIDI experimenter
>http://atari-source.com
>.
Hi All,
I use Cubase on a Falcon to record the audio from a mixing board fed
by a MegaST4 running an older sequencer program (Midisoft) which plays
MIDI files and sounds out of several modules. Then convert the Cubase AIF
to WAV with 525. Then CDwriter to record the WAV on CD. Whew!
John G.

658. Atari Online News, Etc. #04-36

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 13:14:56 UTC
From: danap8@aol.com
Message-ID: <20020630091456.23773.00000958@mb-cc.aol.com>
Source record: 33868

```
A-ONE #0426 06/28/02

~ Yahoo Bills Old Fees! ~ People Are Talking! ~ PC Recycling Losing!
~ A-ONE Reader Feedback! ~ Retrogaming Lives On! ~ NAS 2002 News!
~ GameSpy Spread Virus! ~ The Dark Side of eBay! ~ Software Error Costs!
~ Napster To Get A Loan! ~ Xbox 'Mod' Chip Killed ~ Pop-up Ads Suit!

-* Net Child-Porn Ban Bill Okay *-
-* New Pentium 4-M Breaks 2GHz Barrier *-
-* Internet Bigwigs Label Their Site Contents *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

659. Re: Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 13:46:22 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0206300546.7f278fab@posting.google.com>
Source record: 33869

>
> Comparison: Audio stuff don't automatically sound better just because you
> happen to have a Falcon with a DSP and 16 bit sound capability, right?

You need a different comparison. Audio stuff most definately does
sound better on a falcon with DSP & 16 bit sound, at least compared to
ST's - TT's. My audio also sounded better when I got a FAD from Line
Audio with 18 bit converters.

An interesting thing - I had to send my CT2B Falcon to Mr. Cuzba in
France to fix my lousy installation. I was not aware that my Falcon
had an FPU at all. It was apparently disconnected, and he reconnected
it for me. Good thing too, because I wanted to make mp3's with
Aniplayer, and it requires an FPU for that.

The main thing is that a program will only benifit from an FPU if the
code was written to use it, otherwise you won't notice a difference.
Wayne.

660. Elite/Elite II wanted - Very good price paid

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 15:05:08 UTC
From: Davey <daveblack58@hotmail.com>
Message-ID: <afn6on$frftg$1@ID-80227.news.dfncis.de>
Source record: 33870

Must be in original box contain all manuals + overlays/poster and as mint as possible. All versions wanted. Also Elite on any other computer/console formats.

Will pay VERY good price for perfect/near perfect examples. Please email me if you have anything.

Dave.

661. Re: Gosh. (Was: Why Buy Atari from Bravo Sierra Contest!)

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 16:16:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Q4PGX5DA7yH9Ew1I@atari.org.uk>
Source record: 33871

On Sat, 29 Jun 2002 at 20:41:12 a message from Peter Persson was created
on the subject of Gosh. (Was: Why Buy Atari from Bravo Sierra
Contest!).
>Hi,
>
>Gosh, I wonder why we have so few Atari resellers left.
>Bravo Sierra may be expensive etc, but you still have the option to go
>elsewhere, or dig up something yourself.
>Be creative instead. Talk to the guy. Make a difference.
>
>/Peter Persson

Hi All

Yup there maybe few of us Atari resellers, I prefer to be called
supporters, but Ben's postings are rather tedious and repetitive.

If Ben's also saying he never uses auctions, I find that hard to
believe. I admit it I buy from auctions and got some lovely rare stuff
to add to my collection. E.g. a Lynex 16-bit stereo sampler rack unit
that connects via an interface to the Atari cartridge port (not tried it
on a Falcon yet).

I should be back up and running soon:)) at last:P

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

662. Re: Anybody need joystick ports?

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 17:54:04 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <bifnfa.6ju.ln@speaker.rodsbooks.com>
Source record: 33872

In article <3D1E85CB.80585DF0@rogers.com>,
James Alexander <james-m-alexander@rogers.com> writes:
> Hi Benny,
>
> Benny-Roger Gundersen wrote:
>
>> After cleaning up my shop I discovered houndreds of joystick ports that fit
>> Ataris and other computers (9pin)
>>
>> I will sell each for $2,- including postage to anywhere in the world, if you
>> need more 2=$3 4=$4.
>
> These are not rare by any means, I can get them from any of 4 dozen local
> suppliers for 50 to 75 cents each.

Just to elaborate, Atari joystick connectors are standard 9-pin "D"
connectors that are physically identical to 9-pin RS-232 serial port
connectors as used on x86 computers.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

663. Falcon030 wanted

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 18:36:54 UTC
From: Chris <capw@rogers.com>
Message-ID: <3D1F4FF7.3B644F13@rogers.com>
Source record: 33874

Hi,

Does anyone have an Atari Falcon030 for SALE??

MUST be in working condition. i.e.: powers-up fine and works for hours on end.
Preferred w/14 megs of RAM.

Internal hard drive would be nice but not necessarily needed. Don't care for the mouse as I got plenty of them here at home.
Monitor adapter would be nice too.

Please name your price and am hoping you are flexible in negotiate for Best Offer. As I am on a budget.

I live in Toronto, Ontario. Canada (eh). Would prefer to buy in Canada with Canadian funds. Or from the U.S at a REASONABLE cost in U.S funds or Canadian funds.

Please e-mail me directly at capw@rogers.com (mailto:capw@rogers.com)

Thanks,
g'day

664. Re: Gosh. (Was: Why Buy Atari from Bravo Sierra Contest!)

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 18:38:43 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <1025462188.421482@ananke.eclipse.net.uk>
Source record: 33873

"Steve Stupple" <Steve@steverosie.demon.co.uk> wrote in message
news:Q4PGX5DA7yH9Ew1I@atari.org.uk...
> On Sat, 29 Jun 2002 at 20:41:12 a message from Peter Persson was created
> on the subject of Gosh. (Was: Why Buy Atari from Bravo Sierra
> Contest!).
> >Hi,
> >
> >Gosh, I wonder why we have so few Atari resellers left.
> >Bravo Sierra may be expensive etc, but you still have the option to go
> >elsewhere, or dig up something yourself.
> >Be creative instead. Talk to the guy. Make a difference.
> >
> >/Peter Persson
>
> Hi All
>
> Yup there maybe few of us Atari resellers, I prefer to be called
> supporters, but Ben's postings are rather tedious and repetitive.
>

I think you omitted "Over Frequent". Once a month fine, but these days they seem like a weekly event, and they are really tedious. I also think that the other people who have a pecuniary interest in Ataris and who frequent this list (and there are a few) seem to be "real" Atari enthusiasts. They contribute to the list. They interact with every one on here, and they also take the odd ribbing and leg pulling in the spirit in which it was intended. What they don't do is post a monotonous item at short intervals that says "come and look at my Web site but guess what its not changged much since last week"..

> If Ben's also saying he never uses auctions, I find that hard to
> believe. I admit it I buy from auctions and got some lovely rare stuff
> to add to my collection. E.g. a Lynex 16-bit stereo sampler rack unit
> that connects via an interface to the Atari cartridge port (not tried it
> on a Falcon yet).
>

I have not bought Atari stuff from Auctions. I understand they can be problems, but the same goes for dealers as well.... I have bought things offered on the list and so far am reasonably happy. Its arrived in good order and on time..

> I should be back up and running soon:)) at last:P
>
> --

> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

665. Re: MIDI file to CD - what software/hardware is needed?

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 19:50:07 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0206301150.9f1e4ee@posting.google.com>
Source record: 33875

> Ken Kosut <kjcat@shell.voyager.net> wrote in message
news:<3d1bea8f$0$1433$1dc6e903@news.corecomm.net>...

>
> Anyone know of an Audio recorder for Falcon that saves as WAVE, AIF or
> AVR ???
>
>
> Tim Conrardy
> http://tamw.atari-users.net

OK...did some searching and found this:

http://gbarges.free.fr/quincy_e.html

QUINCY

It's shareware...you can download it. The shareware price is only
40.00, which seems very reasonable.Great looking interface. You can
even import MIDI files and synconise Audio with it!It saves as AIF
format. As someone else mentioned, you can convert it using a utility
called 525, however if CD writer accepts AIF format you are set. I
think this is your solution. I am going to try the program myself!

Tim

666. XaAES v0.950

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 20:06:00 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3D1F6481.1748B10E@chello.nl>
Source record: 33876

LS

There is a new version available on my homepage.

Done:

1
open_window()
Removed any adaptation of the coordinates of a window when it is opened.
(Giving apps the opportunity to open ghost windows (for whatever reason).

2
Reorganization of options database. Make it more work as the syntax suggests.
Any groupimg of options and program names is allowed.

Options specifications always add up per specified program.

3
The file xa_exec.scl is now executed by a separate program xa_scl.prg
This is done completely automatic. just make sure the program is in the
same folder as XaAES.
The program is started after the XaAES is fully started, making the
setup procedure run much smoother.

4
A log of XaAES booting up is written to xa_setup.log
A log of what xa_scl.prg does is written to xa_scl.log

5
Implemented boolean variable type 'bool':
boolean value denotations are 'true' and 'false'.
Any other type is coerced to one of these.
int: not zero yields true,
string: not empty yields true.
undefined yields false.

Simple if statement implemented.
In the setup the statement is restricted to 1 bool and there is no nesting.
No expressions.

Same restriction for xa_scl. But that will change in the future.

The simple if statement is mainly implemented to make it easier to have
different versions of your setup in a single file without the excessive and
cumbersome use of commenting by '#'.

See the example xa_exec.scl included.

6
The run command in xa_exec.scl can have wildcards.
All matching names in the directory are launched.

Sort of autogem function.
Thanks Martin Tarenskeen and Patrick Prokopovitch for the idees.

The explode program has thus moved to a folder named 'autogem' that has become
part of the distribution.

7
Fixed the 3 pixel gap that sometimes occur when a dialogue is windowed
by XaAES.

9
Implemented the easiest (and rather effective) redraw optimization:
'engulfing' queued redraw message are amalgamated.

10
Fixed transparency of text objects with 3d effects set.

10
Restrictions on the XaAES function of putting dialogues in windows.

No window is created:
1 If the application does not call form_do at all.
2 The application already locked the screen (wind_update()) beforehand.

In both cases XaAES behaves as all the other AES's.

Because many applications rely on the fact that all AES's restore a form_alert
background, this is done by XaAES as well now, be it only when the app has
locked the screen.
There might be something on the screen underneath the alert
that is not a window.

This might fix problems with programs that do wild things on the screen.

Have fun!

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

667. XaAES v0.950

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 20:29:51 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3D1F6A13.3CE1D9DF@chello.nl>
Source record: 33877

PS

Those who want to use taskbar at its full potential under XaAES should
contact its author Jo Even Skarstein.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

668. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 20:48:57 UTC
From: atarirulez@go2.pl
Message-ID: <afnqrojsa1@news.tpi.pl>
Source record: 33878

On 30 Jun 2002 08:41:14 , Grzegorz Pawlik wrote:
> On 29 Jun 2002 19:35:24 , Dennis Vermeire wrote:
> > From: "Grzegorz Pawlik" <atarirulez@go2.pl>
> > Date: Thu, 27 Jun 2002 09:56:28 +0100 (BST)
> >
> > Hi Grzegorz,
> >
> > >Tried that, but it didn't work at all (black screen when rebooting).
> > >Then I used "NOVA-Grafikkarte" option in the installation program,
> > >and installed it together with NOVA 2.12 drivers. Now it "works" with
> > >NVDI (I'm impressed by the speed and image quality, Papillon 3.04
> > >works great) but it hangs quite often.
> >
> > I've never seen the Nova interface for the ET-4000, so this is a long
> > shot...
>
> The interface has a writing "VME TO IBM" on it, no manufacturer or
> anything else is stated.

Sorry, there is manufacturer's name there: MIAN Electronics.

--
Grzegorz Pawlik
http://marijuana.atari.org/

669. rare golden oldies here

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 21:39:59 UTC
From: FBI <sintech@online.de>
Message-ID: <afnsfpgad5@news.online.de>
Source record: 33879

SINTECH-Shop
Your computer shop for retro
and actual computer and consoles.
http://www.sintech-shop.de

670. TOS 4.92 ?

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 21:55:53 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3D1FFCC2.A51A00D0@libero.it>
Source record: 33880

Someone has really tried to use the TOS 4.92, or it is too buggy to be used? Maybe with MultiTOS...

--
Tony
|||
|||
/ | \
Atari Maniac!

671. Re: MIDI file to CD - what software/hardware is needed?

Newsgroup: comp.sys.atari.st
Date: 2002-06-30 22:28:06 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3d1f85f8$0$3569$1dc6e903@news.corecomm.net>
Source record: 33881

On 30 Jun 2002, Tim Conrardy wrote:

> > Anyone know of an Audio recorder for Falcon that saves as WAVE, AIF or
> > AVR ???
>
> OK...did some searching and found this:
>
> http://gbarges.free.fr/quincy_e.html
>
> QUINCY
>
> It's shareware...you can download it. The shareware price is only
> 40.00, which seems very reasonable.Great looking interface. You can > even import MIDI
files and synconise Audio with it!It saves as AIF
> format. As someone else mentioned, you can convert it using a utility
> called 525, however if CD writer accepts AIF format you are set. I
> think this is your solution. I am going to try the program myself!
>
> Tim

Hi Tim,

Thanks a lot for your search.
I would be very interested in what you think about the program.

ken

672. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-07-01 00:10:04 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0206301610.1c3b7453@posting.google.com>
Source record: 33882
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Sage <sagedm@erie.net> wrote in message
news:<Pine.BSI.4.43.0206300836590.519-100000@moose.erie.net>...
> Still using your Newton, Clapman? Bwaaaaa ha ha hah!!!!!!
>

is that suppose to be an insult? The last newton model is still more
advanced in what is available today.

Still using the 4 bit Portfolio?

sinclap!

673. Re: MIDI file to CD - what software/har

Newsgroup: comp.sys.atari.st
Date: 2002-07-01 01:56:02 UTC
From: swampfax@atlantic.net
Message-ID: <SEOT8.24$5w3.6295@news1.atlantic.net>
Source record: 33883

On 30 Jun 2002 12:50:07 , Tim Conrardy wrote:
>> Ken Kosut <kjcat@shell.voyager.net> wrote in message
news:<3d1bea8f$0$1433$1dc6e903@news.corecomm>.net>...
>
>>
>> Anyone know of an Audio recorder for Falcon that saves as WAVE, AIF or
>> AVR ???
>>
>>
>> Tim Conrardy
>> http://tamw.atari-users.net
>
>OK...did some searching and found this:
>
>
>http://gbarges.free.fr/quincy_e.html
>
>QUINCY
>
>It's shareware...you can download it. The shareware price is only
>40.00, which seems very reasonable.Great looking interface. You can
>even import MIDI files and synconise Audio with it!It saves as AIF
>format. As someone else mentioned, you can convert it using a utility
>called 525, however if CD writer accepts AIF format you are set. I
>think this is your solution. I am going to try the program myself!
>
>Tim
>.
Hi Tim,
I don't see how that program can save a MIDI file as AIF ! The audio
part, yes, but how MIDI? Also, a note about CD writing, my Yamaha manual
states it "prefers" WAV files when writing an audio CD to be played on
standard CD players.
Later,
John G.

674. Re: Falcon030 wanted

Newsgroup: comp.sys.atari.st
Date: 2002-07-01 02:20:54 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d1fc100503c00@madasafish.com>
Source record: 33886

Hi Chris,

>Hi,
>
>Does anyone have an Atari Falcon030 for SALE??

I seen one www.ebay.co.uk, but think it ended last night.

>MUST be in working condition. i.e.: powers-up fine and works for hours
>on end.
>Preferred w/14 megs of RAM.

You can count yourself lucky if you have a Falcon that can work
for hours when doing DMA intensive work. I've never got mine
faultless, tried all sorts. Still, is a lot better than it was,
plays MP3 for about an hour or so before it hangs.

--
Lyndon Amsdon
http://hardware.atari.org

675. Re: MIDI file to CD - what software/har

Newsgroup: comp.sys.atari.st
Date: 2002-07-01 05:32:34 UTC
From: <>
Message-ID: <SPRT8.1526$mt5.44560566@newssvr17.news.prodigy.com>
Source record: 33884

On 30 Jun 2002 12:50:07 , Tim Conrardy wrote:
>> Ken Kosut <kjcat@shell.voyager.net> wrote in message
news:<3d1bea8f$0$1433$1dc6e903@news.corecomm>.net>...
>
>>
>> Anyone know of an Audio recorder for Falcon that saves as WAVE, AIF or
>> AVR ???
>>
>>
>> Tim Conrardy
>> http://tamw.atari-users.net
>
>OK...did some searching and found this:
>
>
>http://gbarges.free.fr/quincy_e.html
>
>QUINCY
>
>It's shareware...you can download it. The shareware price is only
>40.00, which seems very reasonable.Great looking interface. You can
>even import MIDI files and synconise Audio with it!It saves as AIF
>format. As someone else mentioned, you can convert it using a utility
>called 525, however if CD writer accepts AIF format you are set. I
>think this is your solution. I am going to try the program myself!
>
>Tim
>.
I'm trying Quincy myself, and the english (short) manual is not adequate
for me to learn the program. It sure would be nice if someone would
translate the french (full) manual :-)

I am having trouble understanding all the aspects of mixing down and
editing, and saving to a stereo file. I've also had trouble with the
disk not tracking, even though I have followed all the suggestions in
the troubleshooting section of the manual. Sure looks like a great
program though, and inexpensive.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

676. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-07-01 06:02:59 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D1FF093.6000602@seimet.de>
Source record: 33885

Djordje Vukovic wrote:

> Unfortunately, in this particular case it is not a practical approach.
> Note the words "a couple of gigs worth". With a transfer rate of a couple
> of kilobytes/second through the serial line (modem), it would take a
> considerable number of days to transfer all those files.

You can easily transfer huge amounts of data using a hard disk. With
MiNT or MagiC and/or HDDRIVER you can use PC-compatible partitions with
the Atari.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

677. Re: XaAES v0.950

Newsgroup: comp.sys.atari.st
Date: 2002-07-01 09:42:34 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <3D20240A.6060003@systinet.com>
Source record: 33887

Hi Henk!

I love to see several things I metioned are fixed now! You are doing a good job as always. :)

Hey, Jo! What about some new update of TaskBar that would be XaAES compatible? There will be more people using XaAES I'm sure in the near future.

best regards

STan
JAY Software / ARAnyM Team

Henk Robbers wrote:
> PS
>
> Those who want to use taskbar at its full potential under XaAES should
> contact its author Jo Even Skarstein.
>

678. Re: TextView and AtarIRC

Newsgroup: comp.sys.atari.st
Date: 2002-07-01 09:58:26 UTC
From: <>
Message-ID: <1025596806-284719AEicMi@ntlworld.com>
Source record: 33747

From: lp <gfa@basic.net>

>> aIRC to also run with the appropriate STiK/STinG gateway under IConnect or
>> the Magxnet IConnect equivalent?
>
>IFusion does not follow the STiK v1.0 API. All attempts to reach the
>author failed and I am not the only person who could not reach him.

Yes, that's fair enough :-)

But is there a way that you could get aIRC to work when Vassilis' Magxnet IConnect gateway happens to be loaded alongside his GlueSTiK port? At the moment one has to disable the IConnect gateway. I dare say that the removal of the check that I guess you make for the presence of IConnect would do it.

>Therefore it's not my problem. I also have none of the software
>here to test with and since aIRC is 100% FREE it's not a priority of mine.

At the very least may I respectfully suggest that aIRC exit gracefully if the environment is not to its liking?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

679. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-07-01 10:01:48 UTC
From: <>
Message-ID: <1025596806-284407AEicMi@ntlworld.com>
Source record: 33746

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Sat, 29 Jun 2002 17:00:46 +0000 (UTC)

>>I've just uploaded a complete English version of PixArt 4.52,

>I would like to suggest that PIXART.RSC file be corrected slightly, adjusting
>the number of blanks behind menu items, so that any assigned keyboard shortcuts
>would appear right-justified in the menus (e.g. try assigning some keyboard

I don't believe that we tried assigning any shortcuts, so thanks for the
suggestion. I'll look into it in the coming weeks and publicise any update that
might be forthcoming here.

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

680. Re: TOS 4.92 ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-01 13:06:04 UTC
From: Jean <kjpark@changshin.co.kr>
Message-ID: <3d20547c$0$489$626a54ce@news.free.fr>
Source record: 33888

Hi !

> Someone has really tried to use the TOS 4.92, or it is too buggy to be
> used? Maybe with MultiTOS...
>
I used it for years, never saw big bugs, the only (little) one was the fact
that the desktop did not redraw correclty sometimes, but pressing the 'Clr
Home' key fixed it anyway...

--
IMPORTANT:
In order to avoid s.p.a.m.s, "ReplyTo" and "From" fields are addresses of
websites using s.p.a.m.
Afin d'�viter des s.p.a.m.s, les champs "ReplyTo" et "From" sont des
adresses de site utilisant le s.p.a.m

681. Re: Falcon030 wanted

Newsgroup: comp.sys.atari.st
Date: 2002-07-01 15:32:39 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1025537639.633748@pikachu>
Source record: 33889

Lyndon Amsdon wrote:

> Hi Chris,
>
>>Hi,
>>
>>Does anyone have an Atari Falcon030 for SALE??
>
> I seen one www.ebay.co.uk, but think it ended last night.
>
>>MUST be in working condition. i.e.: powers-up fine and works for hours
>>on end.
>>Preferred w/14 megs of RAM.
>
> You can count yourself lucky if you have a Falcon that can work
> for hours when doing DMA intensive work. I've never got mine
> faultless, tried all sorts. Still, is a lot better than it was,
> plays MP3 for about an hour or so before it hangs.
>

Lyndon,

I can play mp3 on mine for I think 34 hours I have tried so far ;)

Mark
http://atari-source.com

682. Re: Falcon030 wanted

Newsgroup: comp.sys.atari.st
Date: 2002-07-01 22:00:23 UTC
From: swampfax@atlantic.net
Message-ID: <Xh4U8.48$5w3.20923@news1.atlantic.net>
Source record: 33890

On 1 Jul 2002 03:20:54 +, "Lyndon Amsdon" wrote:
SNIP
>You can count yourself lucky if you have a Falcon that can work
>for hours when doing DMA intensive work. I've never got mine
>faultless, tried all sorts. Still, is a lot better than it was,
>plays MP3 for about an hour or so before it hangs.
>
>--
>Lyndon Amsdon
>http://hardware.atari.org
>.

overheating?
John G.

683. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-07-01 23:07:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <afqnaqakc1@thorium.cix.co.uk>
Source record: 33891

In message <afkp3sfqq1@news.eunet.yu>, vdjole@EUnet.yu said:

>I would like to suggest that PIXART.RSC file be corrected slightly, adjusting
>the number of blanks behind menu items, so that any assigned keyboard shortcuts
>would appear right-justified in the menus (e.g. try assigning some keyboard
>shortcuts to Cut, Copy and Paste and see where they appear in the menus)

Hi Djordje!

If you look at the RSC in Interface, you will see that it has the
spaces after the menu items. For instance, all items in the Edit
menu are 22 characters long overall. Unfortunately the program
seems to ignore these when you assign shortcuts to them :-(

Regards, /Peter/

684. Falcon030 with newer IDE Hard drives?

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 02:05:36 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1025550410-290830AEicMi@williams-net.com>
Source record: 33892

Anyone,
I have a Falcon030 about the end of February I went
out and bought a 40 GB 7200 RPM IDE Maxtor Hard drive.
I am still using my 84 meg stock Falcon IDE hard drive
as the Boot-up partition. I forgot to mention the
part number MX6L040J2, this is Maxtor's own part
number that I found on there web-site. My question is
this, I have the stock IDE 84 meg hard drive first
inline on the ribbon cable then the Maxtor 40 GB is
last or second on the chain. When I first boot-up the
Maxtor spins up but is not recognized by my HD
software. Once I get to the XBOOT screen I can power
down and reboot and it is recognized and all is well.
I forgot to mention that if I would have continued on
after the XBOOT screen on the first boot-up that NONE
of the partitions would be seen by my OS!!! OK, now
that is one way of booting up, the other and this is
really wierd, is to power up the 40 GB Maxtor (It is
hooked to my PC tower which houses my SCSI CD-Rom and
CD-Burner I also turn the power on in the first method
as well.) Then UNHOOK the 40 pin ribbon cable the
hard drive begins to spin up and then plug it back in.
It is recognized and all is well. It is my
understanding that there maybe a spin up jumper on the
hard drive after going to the web-site. I failed to
turn up anything. Any suggestions are welcomed. I am
thinking of calling Maxtor and finding out if there is
such a jumper in the meantime I am open to
suggestions.

Thanks to all,

Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive

24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

685. Re: Falcon030 with newer IDE Hard drives?

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 02:32:38 UTC
From: lp <gfa@basic.net>
Message-ID: <B9468906.78CF%gfa@basic.net>
Source record: 33893

in article 1025550410-290830AEicMi@williams-net.com, carey christenson at firest@williams-net.com wrote on 7/1/02 10:05 PM:

> Anyone,
> I have a Falcon030 about the end of February I went
> out and bought a 40 GB 7200 RPM IDE Maxtor Hard drive.
> I am still using my 84 meg stock Falcon IDE hard drive
> as the Boot-up partition. I forgot to mention the
> part number MX6L040J2, this is Maxtor's own part
> number that I found on there web-site. My question is
> this, I have the stock IDE 84 meg hard drive first
> inline on the ribbon cable then the Maxtor 40 GB is
> last or second on the chain. When I first boot-up the
> Maxtor spins up but is not recognized by my HD
> software. Once I get to the XBOOT screen I can power
> down and reboot and it is recognized and all is well.
> I forgot to mention that if I would have continued on
> after the XBOOT screen on the first boot-up that NONE
> of the partitions would be seen by my OS!!! OK, now
> that is one way of booting up, the other and this is
> really wierd, is to power up the 40 GB Maxtor (It is
> hooked to my PC tower which houses my SCSI CD-Rom and
> CD-Burner I also turn the power on in the first method
> as well.) Then UNHOOK the 40 pin ribbon cable the
> hard drive begins to spin up and then plug it back in.
> It is recognized and all is well. It is my
> understanding that there maybe a spin up jumper on the
> hard drive after going to the web-site. I failed to
> turn up anything. Any suggestions are welcomed. I am
> thinking of calling Maxtor and finding out if there is
> such a jumper in the meantime I am open to
> suggestions.

I had a similar problem with my Hades060 and a brand new
Maxtor IDE drive. I could do weird things like plug the drive
into the 40pin cable after it spun up, then the machine would see it.
However, no combination of jumpers or drive arrangements would
make it boot like it was suppose to. In the end Fredi at
Medusa Systems told me not to use newer Maxtor drives. Due to
the language barrier I am not sure exactly why, only that
he said he tested one and found it to be non-standard,
or rather not backward compatible to EIDE I assume. Needless to say
I bought a Quantum as he suggested and it took right
off, bought another one a bit newer and it works great
too. I eventually re-sold the Maxtor to a PC user and

it worked fine, so the Maxtor driver certainly had issues
with the Hades EIDE bus. I don't know if this info is helpful
but I thought I'd share it. I know I was sweating bullets
over it at the time.

Lonny Pursell

686. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 02:41:34 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207011841.7bd4f57d@posting.google.com>
Source record: 33894

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-417366.22040730062002@nr-tor02.bellnexxia.net>...
> In article <Pine.BSI.4.43.0206300836590.519-100000@moose.erie.net>,
> Sage <sagedm@erie.net> wrote:
>
> > Still using your Newton, Clapman? Bwaaaaa ha ha hah!!!!!!
>
> you mispelled "Cartman". Whom TiFKAS is just as pathetic as :)

Not a VP of Taf no more? Lost ambition?

687. BlowUP030

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 06:45:10 UTC
From: <>
Message-ID: <WZbU8.1610$e67.69976191@newssvr16.news.prodigy.com>
Source record: 33895

I just received a copy of BlowUP030 (software only) for my Falcon. I was sure that it would not work
with MagiC/NVDI, but I am trying it, and so far no problems but typing is slowed down a bit. Should I
expect some problems? Is there a better way to get higher screen resolutions without hardware?

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

688. NOVA_VDI driver?

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 08:01:30 UTC
From: mathman242000@yahoo.com
Message-ID: <59f561e5.0207020001.1d50a7a@posting.google.com>
Source record: 33748

For a long time Ive had an old graphics card
and adapter for a MegaST sitting around. Ive
recently found out that this is a very old
Nova card - possibly one of the first. Apparantly
I need a NOVA_VDI driver to use it - but the disks
are long gone. Does anyone know where I can get
this driver or updates? Thanks!

mathman2420000RANGE@yahooAPPLE.com
(remove the fruit)

689. Re: Falcon030 wanted

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 09:29:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d2174e62c80d0@madasafish.com>
Source record: 33760

Hi John,

> overheating?

I have about 4 fans in the tower case :)
--
Lyndon Amsdon
http://hardware.atari.org

690. Re: Falcon030 wanted

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 09:30:40 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d2174e62c80d1@madasafish.com>
Source record: 33761

Hi Mark,

>I can play mp3 on mine for I think 34 hours I have tried so far ;)

Hmm, well it beats my 233 MMX laptop. It only just plays MP3s.
I think it needs more than 32MB of RAM but considering the
Falcon is about 8 years older technology, it ain't bad :)
--
Lyndon Amsdon
http://hardware.atari.org

691. Re: BlowUP030

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 09:37:47 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <afrs6m$2gd8$1@news.vol.cz>
Source record: 33749

> I just received a copy of BlowUP030 (software only) for my Falcon. I was sure that it would not work
> with MagiC/NVDI, but I am trying it, and so far no problems but typing is slowed down a bit. Should I
> expect some problems? Is there a better way to get higher screen resolutions without hardware?

Yes, use Videlity.

Ctirad

692. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 10:30:50 UTC
From: rand@cd.chalmers.se
Message-ID: <afrvcq$b2r$1@nyheter.chalmers.se>
Source record: 33751

```
In article <afjsrb$11ls$1@news.comnet.co.nz>,
G Swaine <g.swaine@the.gluepot> wrote:
><derryck@.NOT~THIS~cix.co.uk> wrote
>> Date: Thu, 27 Jun 2002 11:13:48 +0100 (BST)
...
>> I know next to nothing about the TT, but have you tried the
>suggestion that
>> someone came up with of disabling the blitter?
>
>The TT does not have a blitter.

And it wouldn't have been used with a graphics card in any case.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)
```

693. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 10:42:40 UTC
From: rand@cd.chalmers.se
Message-ID: <afs030$b5h$1@nyheter.chalmers.se>
Source record: 33752

In article <afkfd6$f3a$1@news.tpi.pl>,
Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>On 27 Jun 2002 16:36:12 , carey christenson wrote:
...
>What I observed: when the crash occurs (before the crash to be
>exact) several gray, white or black lines appear on the screen at
>random positions (1 pixel of height and 3 pixels of width).

Sounds like memory access errors, but could of course also be due to
accesses to bad locations on the card.

>They are not 8 pixels wide, just 3. The same white lines also appear
>and disappear while loading something from hard drive. When the

Hmm. Interference (insufficient shielding) might perhaps cause something
like that. Possibly also insufficient power-supply, as was suggested
earlier.

>loading is finished, they disappear from the screen. Is it normal?

Shouldn't be.

> ...thing is that it never crashed when pmDoom is running,
>although it certainly transfers a lot of data to the card.

Transfers to the card are not likely to be a problem, as they are quite
slow. Things are very different when the card itself is moving a lot of
data around, as is the case with the scrolling and window moving you
have mentioned as causes for hangs.

>Maybe (just *maybe*, I didn't tested it for a longer time)
>removing the TT-RAM card seem to help, or at least those crashes
>appeared less frequently.

That would point to a power-supply problem, IMO.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

694. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 10:44:45 UTC
From: rand@cd.chalmers.se
Message-ID: <afs06t$b6a$1@nyheter.chalmers.se>
Source record: 33753

In article <3d197d2884be00@go2.pl>, Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>> Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message
news:<WS3.6130c494.61606682.Jean-Luc.Ceccoli@wanadoo.fr>...
...
>system hangs very often. I realised that it does not hang when I use
>*only* EMULATOR.PRG from NOVA, but that gives 640x400 mono :-(
>So maybe it is software bug, not hardware. I have NOVA drivers 2.12

That mode also puts a lot less stress on the card, so it does not really
say much about whether the problem is hardware or software related.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

695. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 10:56:53 UTC
From: rand@cd.chalmers.se
Message-ID: <afs0tl$b84$1@nyheter.chalmers.se>
Source record: 33754

In article <afmg78$ct5$1@news.tpi.pl>,
Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>On 29 Jun 2002 19:35:24 , Dennis Vermeire wrote:
>> From: "Grzegorz Pawlik" <atarirulez@go2.pl>
...
>BTW in 32k color modes no icons are displayed, why? There are just
>black squares instead of them... :-(

You are using the standard desktop, right?

The TT desktop has no knowledge of anything besides mapped colour modes.
So, it has no choice but to try to use the same method to draw icons
in a true colour mode as it always does. However, as you have found out,
this does not work.

The exact same thing happens if you try to use a 23/32 bit mode with
the standard desktop on a Falcon. The Falcon obviously knows about 16
bit true colour mode, and handles that fine, but it thinks anything else
than 16 bit must be a mapped colour mode...

A modern third party desktop would know about these things and display
the icons correctly.

>And (in all modes) the vector fonts are smaller, I have to change 10pt to

Since vector fonts always need to be scaled, they have to rely on some
kind of information about the pixel size. It might be that the NOVA
VDI provides different values from what you might expect.
It is not unlikely that the people who wrote the NOVA VDI did something
similar to what I did in fVDI and provided a way to set these values
in a configuration file.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

696. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 11:11:24 UTC
From: <>
Message-ID: <1025603534-908099AEicMi@ntlworld.com>
Source record: 33750

From: xlator@cix.compulink.co.uk
Date: Mon, 1 Jul 2002 23:07:06 +0000 (UTC)

>In message <afkp3sfqq1@news.eunet.yu>, vdjole@EUnet.yu said:
>
>>I would like to suggest that PIXART.RSC file be corrected slightly,
>>adjusting the number of blanks behind menu items, so that any assigned
>>keyboard

>If you look at the RSC in Interface, you will see that it has the
>spaces after the menu items. For instance, all items in the Edit
>menu are 22 characters long overall. Unfortunately the program
>seems to ignore these when you assign shortcuts to them :-(

Djordje is right Peter, if you add spaces to those menu items to pad them out to be the same width as the German version (viz 27 characters overall in this case), added shortcuts are then correctly aligned. I think that's acceptable behaviour.

I'll do the honours if you like.

Djordje, are there any other instances of this aside from the main menu?

Cheers

Derryck

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

697. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 11:18:58 UTC
From: rand@cd.chalmers.se
Message-ID: <afs272$ba6$1@nyheter.chalmers.se>
Source record: 33755

In article <3d1ad67e526c41@go2.pl>, Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>> in article 3d197d2884be00@go2.pl, Grzegorz Pawlik at atarirulez@go2.pl wrote
>> on 6/26/02 4:36 AM:
...
>The card hangs only while moving big blocks of image (real time
>window dragging or scrolling the window contents in real time, not
>only with mouse but also using the Shift+arrow keys) - but not always,
>it does *not* happen when I do it slowly. Also it does *not* hang when
>I leave it on for some time or when I just move the mouse cursor around.

If it had not been for the fact that you get this problem even when
scrolling using the keyboard, an interrupt problem might have been the
cause (assuming the NOVA/ET4000 uses the hardware mouse cursor of the
ET4000 card).

The only remaining causes I can think of are power-supply issues and
overheating of the ET4000 chip.
You might want to try putting a heatsink on the chip.

>It also *never* hanged (yet?) while performing VDI tests using zBench
>or Kronos. But it can be very easily hanged just by fast scrolling

That does seem a bit strange. IIRC, zBench does not do any actual
screen to screen blits, but I'm pretty sure Kronos does.
Sounds strange that there should be a difference compared to manual
scrolling. Have you tried moving the mouse around while running those
programs?

You might want to try my VDIbench too. Aside from testing some other
(more interesting ;-) things, it also does not attempt to give any
kind of silly 'average performance' number. :-)
Unfortunately, I don't seem to have put it up on my Web page
(http://217.215.149.49), but I'll do that shortly.

>Is that something wrong with the software, with the VME-ISA adapter

Does not seem like it to me.

>or with the card itself?

My bet would be on that or the power-supply.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

698. Atari Stuff giveaway

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 12:42:34 UTC
From: steve.rodgers@ts-associates.com
Message-ID: <904f6401.0207020442.2802c917@posting.google.com>
Source record: 33756

Just moved house and have had a big clear out of lots of my old junk.
I'm sad to see my atari ST stuff go, but I just don't think I'll make any
use of it any more.

I'm in sevenoaks in Kent - just off M25/M26

Atari STE - 4MB
Two A4 paper boxes filled with ST Format, Atari User and ST World magazines.
There are many issues of these, going way back - I haven't the time to
catalogue them right now.

SM124 mono monitor.

External DD floppy - with blitz turbo copier widget built in.

Most original manuals, and a few books like STOS, ST BASIC etc.

Tons of ST Format and Atari User coverdisks.
A smattering of original games and apps - (not many).
Hundreds of menudisks - automation, pompey pirates, medway boys etc.

Panasonic 360DPI 24pin dot matrix printer.

A couple of midi cables I'd used for networking between ST and falcon.

If anyone wants to pick this stuff up - let me know via email:

steve.rodgers@ts-associates.com

699. Re: TextView and AtarIRC

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 13:43:45 UTC
From: lp <gfa@basic.net>
Message-ID: <B9472651.78FD%gfa@basic.net>
Source record: 33757

in article 1025596806-284719AEicMi@ntlworld.com, derryck@.NOT~THIS~cix.co.uk
at derryck@.NOT~THIS~cix.co.uk wrote on 7/1/02 5:58 AM:

>> IFusion does not follow the STiK v1.0 API. All attempts to reach the
>> author failed and I am not the only person who could not reach him.
>
> Yes, that's fair enough :-)
>
> But is there a way that you could get aIRC to work when Vassilis' Magxnet
> IConnect gateway happens to be loaded alongside his GlueSTiK port? At the
> moment one has to disable the IConnect gateway. I dare say that the removal
> of the check that I guess you make for the presence of IConnect would do it.

Even if that were the case, DCC would still be broken since the author
failed to reply, I offered to work with him to fix that. I'd rather it did
run at all than run crippled, it's rather annoying to get mails about a
broken feature you have no control over.

> At the very least may I respectfully suggest that aIRC exit gracefully if the
> environment is not to its liking?

Been working on that. Hopefully, the next release will resolve all magxnet
issues. No release date available.

Lonny Pursell

700. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 14:19:58 UTC
From: atarirulez@go2.pl
Message-ID: <afscqcamv1@news.tpi.pl>
Source record: 33758

On 2 Jul 2002 10:56:53 G, Johan Klockars wrote:
> In article <afmg78$ct5$1@news.tpi.pl>,
> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
> >On 29 Jun 2002 19:35:24 , Dennis Vermeire wrote:
> >> From: "Grzegorz Pawlik" <atarirulez@go2.pl>
> ....
> >BTW in 32k color modes no icons are displayed, why? There are just
> >black squares instead of them... :-(
>
> You are using the standard desktop, right?
>
> The TT desktop has no knowledge of anything besides mapped colour modes.
> So, it has no choice but to try to use the same method to draw icons
> in a true colour mode as it always does. However, as you have found out,
> this does not work.
>
> A modern third party desktop would know about these things and display
> the icons correctly.

In fact the standard desktop displays icons correctly (they are
monochrome, as usual in TOS 3.06). Problem is with 3rd party desktops,
MagXDesk displays black squares instead of icons, Thing and Jinnee
cannot even start (Thing runs in 256 colors only and crashes in 15 bit
color modes, Jinnee does not work at all, even in monochrome).

BTW I have realised that no matter what color depth is used, MagiC
uses MFA16.SYS screen driver and NVDI uses OFF002.OSD (I believe
this is off-screen-bitmap driver). Why? There are MFA32K.SYS and similar
files, they are never used. Is that OK?

> >And (in all modes) the vector fonts are smaller, I have to change 10pt to
>
> Since vector fonts always need to be scaled, they have to rely on some
> kind of information about the pixel size. It might be that the NOVA
> VDI provides different values from what you might expect.
> It is not unlikely that the people who wrote the NOVA VDI did something
> similar to what I did in fVDI and provided a way to set these values
> in a configuration file.

Yes, it is available in NOVA 2.55 and up. I have NOVA 2.12 (which does
not have this feature) and NOVA 2.67 (which does not work with my
graphic card at all). :-(((

Could anyone (please!) send me NOVA 2.55 or similar version (higher than
2.12 and lower than 2.60 because 2.60 and 2.67 does not work with my
card....)

--
Grzegorz Pawlik
http://marijuana.atari.org/

701. Re: Atari Stuff giveaway

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 14:46:58 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d21b7c6$1_5@news.teranews.com>
Source record: 33759

Would you be willing to ship portions of it or is it all or none?

"Steve Rodgers" <steve.rodgers@ts-associates.com> wrote in message
news:904f6401.0207020442.2802c917@posting.google.com...
> Just moved house and have had a big clear out of lots of my old junk.
> I'm sad to see my atari ST stuff go, but I just don't think I'll make any
> use of it any more.
>
> I'm in sevenoaks in Kent - just off M25/M26
>
> Atari STE - 4MB
> Two A4 paper boxes filled with ST Format, Atari User and ST World
magazines.
> There are many issues of these, going way back - I haven't the time to
> catalogue them right now.
>
> SM124 mono monitor.
>
> External DD floppy - with blitz turbo copier widget built in.
>
> Most original manuals, and a few books like STOS, ST BASIC etc.
>
> Tons of ST Format and Atari User coverdisks.
> A smattering of original games and apps - (not many).
> Hundreds of menudisks - automation, pompey pirates, medway boys etc.
>
> Panasonic 360DPI 24pin dot matrix printer.
>
> A couple of midi cables I'd used for networking between ST and falcon.
>
> If anyone wants to pick this stuff up - let me know via email:
>
> steve.rodgers@ts-associates.com

702. How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 17:49:13 UTC
From: potts <potts@mobiremtoreplees.com>
Message-ID: <agp3iu4l8be96u6c18m8i93tdu2v6bes2d@4ax.com>
Source record: 33762

Just a quick question.

I have an old 2meg Stacy (20meg HD, no battery, box or manuals). It worked about 4 years ago when I last used it.

The question is, is it worth anything?
I tried looking on Ebay, but couldn't find anything similar.

I don't want to throw it out if it's worth a few quid, but I don't want to waste time cleaning and mending it (if it's broken) if it's worth bugger all.

Cheers,
Potts.

take out remtorep from the email

703. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 18:01:26 UTC
From: rand@cd.chalmers.se
Message-ID: <afsppm$cj6$1@nyheter.chalmers.se>
Source record: 33763

In article <afscqcamv1@news.tpi.pl>,
Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>On 2 Jul 2002 10:56:53 G, Johan Klockars wrote:
>> In article <afmg78$ct5$1@news.tpi.pl>,
>> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>> >On 29 Jun 2002 19:35:24 , Dennis Vermeire wrote:
>> >> From: "Grzegorz Pawlik" <atarirulez@go2.pl>
...
>> The TT desktop has no knowledge of anything besides mapped colour modes.
...
>> A modern third party desktop would know about these things and display
>> the icons correctly.
>
>In fact the standard desktop displays icons correctly (they are
>monochrome, as usual in TOS 3.06). Problem is with 3rd party desktops,

Ah, yes. I forgot that the colour icons didn't appear until the Falcon.
Monochrome icons are indeed likely to work fine.

>MagXDesk displays black squares instead of icons, Thing and Jinnee

Now, that is a bit strange. Although I've found that third party
desktops tend to do strange things regarding icons.
For example, while Thing gets things right on my Eclipse/RageII when
it is started up, reloading the icons may turn them into monochrome...

Unfortunately, it's next to impossible to debug these kinds of things,
since the actual problem occurs long before the symptom. :-(

>cannot even start (Thing runs in 256 colors only and crashes in 15 bit
>color modes, Jinnee does not work at all, even in monochrome).

Sounds like you need a newer version of the NOVA VDI, although these
problems seem a bit on the extreme side even for a somewhat buggy VDI
implementation.

Anyway, I have a small utility that you can use to find out what your
VDI has to say regarding its graphics mode. I don't seem to have it
up on my Web site, but I'll try to fix that shortly.

>BTW I have realised that no matter what color depth is used, MagiC
>uses MFA16.SYS screen driver and NVDI uses OFF002.OSD (I believe
>this is off-screen-bitmap driver). Why? There are MFA32K.SYS and similar
>files, they are never used. Is that OK?

I have never done anything about any such drivers when using my
Eclipse/RageII and have not run into any trouble. I simply remove the

NVDI 'screen driver' that would have been used if the system had started up without fVDI (normally the monochrome one).

I do believe you are correct regarding the NVDI OFF* files, but since I've not run into any program that uses off-screen bitmaps (AFAIK), I don't know if I'd have any problem here. If anyone knows about such a program, I'd be interested in hearing about it so that I can test it with fVDI (in which off-screen bitmaps are currently non-working).

Regarding MagiC, I can only assume that it uses its driver files similarly to NVDI. I know nothing about them, but MagiC is supposed to work fine with an Eclipse/RageII without doing anything about them.

By the way, how did you find out what files NVDI and MagiC used?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

704. Re: Atari Stuff giveaway

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 18:27:39 UTC
From: steve.rodgers@ts-associates.com
Message-ID: <904f6401.0207021027.5eb860ac@posting.google.com>
Source record: 33764

If you pay for the packaging and shipping, I'll ship whatever you want.

Steve

"Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
news:<3d21b7c6$1_5@news.teranews.com>...
> Would you be willing to ship portions of it or is it all or none?
>
> "Steve Rodgers" <steve.rodgers@ts-associates.com> wrote in message
> news:904f6401.0207020442.2802c917@posting.google.com...
> > Just moved house and have had a big clear out of lots of my old junk.
> > I'm sad to see my atari ST stuff go, but I just don't think I'll make any
> > use of it any more.
> >
> > I'm in sevenoaks in Kent - just off M25/M26
> >
> > Atari STE - 4MB
> > Two A4 paper boxes filled with ST Format, Atari User and ST World
> magazines.
> > There are many issues of these, going way back - I haven't the time to
> > catalogue them right now.
> >
> > SM124 mono monitor.
> >
> > External DD floppy - with blitz turbo copier widget built in.
> >
> > Most original manuals, and a few books like STOS, ST BASIC etc.
> >
> > Tons of ST Format and Atari User coverdisks.
> > A smattering of original games and apps - (not many).
> > Hundreds of menudisks - automation, pompey pirates, medway boys etc.
> >
> > Panasonic 360DPI 24pin dot matrix printer.
> >
> > A couple of midi cables I'd used for networking between ST and falcon.
> >
> > If anyone wants to pick this stuff up - let me know via email:
> >
> > steve.rodgers@ts-associates.com

705. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 18:51:33 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1025635984.113623@pikachu>
Source record: 33765

potts wrote:

>
> Just a quick question.
>
> I have an old 2meg Stacy (20meg HD, no battery, box or manuals). It
> worked about 4 years ago when I last used it.
>
> The question is, is it worth anything?
> I tried looking on Ebay, but couldn't find anything similar.
>
> I don't want to throw it out if it's worth a few quid, but I don't
> want to waste time cleaning and mending it (if it's broken) if it's
> worth bugger all.
>
> Cheers,
> Potts.
>
> take out remtorep from the email
>
>

Man I wouldn't throw a STacy out. I bet they're worth some cash

Mark
http://atari-source.com

706. YSEDITOR & JXEDITOR updates

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 19:30:29 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207022112280.97-100000@easymint>
Source record: 33766

Hi,

I was having some nntp problems with my provider, so it's possible that I have already posted this anouncement. If this is the case forgive me, but here it looks like my previous posting failed.

Ok, here I go again:

I have released new updates of the YSEDITOR series of Atari editor/librarian software for Yamaha 4-Op FM synths. New in these versions: Newly compiled with GfaBasic 3.6TT. After all these years I finally found an alternative for some routines that only worked with GfaBasic 3.5 :-) The Midi-receive functions seems to be a little improved, but for me the most important thing is that they now also run happily with my Falcon030/CT2b in turbomode. (Previous versions crashed). And yes, it still runs on my humble 1040 STf too.

The new versions of YSEDITOR PLUS, YSEDITOR V50, and YSEDITOR FB-01 can be downloaded from: http://yseditor.atari.org

My latest project, JXEDITOR, for Rolands JX-8P/JX-10/MKS-70 also has had several updates lately. Take a look at

http://www.home.zonnet.nl/jxeditor.htm

if you're interested.

You see, new apps for our platform are still being developed. But MIDI doesn't seem to have high priority among the few Atari programmers that are still around. Any other active MIDI-app programmers around here ?

Martin Tarenskeen

707. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 19:54:01 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <fivsfa.qqn.ln@speaker.rodsbooks.com>
Source record: 33767

In article <agp3iu4l8be96u6c18m8i93tdu2v6bes2d@4ax.com>,
potts <potts@mobiremtoreplees.com> writes:
>
> Just a quick question.
>
> I have an old 2meg Stacy (20meg HD, no battery, box or manuals). It
> worked about 4 years ago when I last used it.
>
> The question is, is it worth anything?
> I tried looking on Ebay, but couldn't find anything similar.
>
> I don't want to throw it out if it's worth a few quid, but I don't
> want to waste time cleaning and mending it (if it's broken) if it's
> worth bugger all.

There was a Stacy that sold on eBay in the US a few months back for a few hundred dollars, but I don't recall the precise amount. My (vague) recollection is that it was somewhere in the $200-$500 range. I assume from your mention of "a few quid" that you're in the UK, and I don't know if you checked the US eBay site or a UK-only site. The auction might also have been old enough that it's no longer on the site. Of course, with auctions it's always a gamble about how much you'll get for something. My hunch, though, is that you'll get enough to justify checking it out and creating an eBay listing. The lack of a battery might be a problem, though; I don't know how easy it'd be for a buyer to replace that item.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

708. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 20:01:11 UTC
From: Potts <potts@mobiremtoreplees.com>
Message-ID: <pc14iukj7lbajdsb1f1mqae7g51h7mg5in@4ax.com>
Source record: 33768

On Tue, 02 Jul 2002 19:54:01 GMT, rodsmith@speaker.rodsbooks.com (Rod Smith) wrote:

>In article <agp3iu4l8be96u6c18m8i93tdu2v6bes2d@4ax.com>,
> potts <potts@mobiremtoreplees.com> writes:
>>
>> Just a quick question.
>>
>> I have an old 2meg Stacy (20meg HD, no battery, box or manuals). It
>> worked about 4 years ago when I last used it.
>>
>> The question is, is it worth anything?
>> I tried looking on Ebay, but couldn't find anything similar.
>>
>> I don't want to throw it out if it's worth a few quid, but I don't
>> want to waste time cleaning and mending it (if it's broken) if it's
>> worth bugger all.
>
>There was a Stacy that sold on eBay in the US a few months back for a
>few hundred dollars, but I don't recall the precise amount. My (vague)
>recollection is that it was somewhere in the $200-$500 range. I assume
>from your mention of "a few quid" that you're in the UK, and I don't
>know if you checked the US eBay site or a UK-only site. The auction
>might also have been old enough that it's no longer on the site. Of
>course, with auctions it's always a gamble about how much you'll get
>for something. My hunch, though, is that you'll get enough to justify
>checking it out and creating an eBay listing. The lack of a battery
>might be a problem, though; I don't know how easy it'd be for a buyer
>to replace that item.

Hi Rod,
Thanks for the reply, yes I'm in the UK and I checked the UK,
US and (with a bit of guessing at the lingo) the German Ebay sites,
but to no avail.
I bought the thing 2nd hand from an Atari show and it didn't have a
battery then, but even so I don't imagine the battery would have
lasted that long anyway.
As you say, even if I get 1-200 pounds for it, it's better than
chucking it in the bin.

Thanks,

Potts.

709. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 20:47:06 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <4joU8.276$pb7.139208@newsfeed.slurp.net>
Source record: 33769

Don't listen to these guys. The Stacy is worth nothing. Give it to me. ;)

Joshua.

"Potts" <potts@mobiremtoreplees.com> wrote in message
news:pc14iukj7lbajdsb1f1mqae7g51h7mg5in@4ax.com...
> On Tue, 02 Jul 2002 19:54:01 GMT, rodsmith@speaker.rodsbooks.com (Rod
> Smith) wrote:
>
> >In article <agp3iu4l8be96u6c18m8i93tdu2v6bes2d@4ax.com>,
> > potts <potts@mobiremtoreplees.com> writes:
> >>
> >> Just a quick question.
> >>
> >> I have an old 2meg Stacy (20meg HD, no battery, box or manuals). It
> >> worked about 4 years ago when I last used it.
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> >> The question is, is it worth anything?
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> >> worth bugger all.
> >
> >There was a Stacy that sold on eBay in the US a few months back for a
> >few hundred dollars, but I don't recall the precise amount. My (vague)
> >recollection is that it was somewhere in the $200-$500 range. I assume
> >from your mention of "a few quid" that you're in the UK, and I don't
> >know if you checked the US eBay site or a UK-only site. The auction
> >might also have been old enough that it's no longer on the site. Of
> >course, with auctions it's always a gamble about how much you'll get
> >for something. My hunch, though, is that you'll get enough to justify
> >checking it out and creating an eBay listing. The lack of a battery
> >might be a problem, though; I don't know how easy it'd be for a buyer
> >to replace that item.
>
> Hi Rod,
> Thanks for the reply, yes I'm in the UK and I checked the UK,
> US and (with a bit of guessing at the lingo) the German Ebay sites,
> but to no avail.
> I bought the thing 2nd hand from an Atari show and it didn't have a
> battery then, but even so I don't imagine the battery would have
> lasted that long anyway.
> As you say, even if I get 1-200 pounds for it, it's better than
> chucking it in the bin.

>
> Thanks,
>
> Potts.
>

710. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-07-02 21:16:29 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d22130a$1_6@news.teranews.com>
Source record: 33770

I'll give you $25 for it and pay shipping. :)

"Potts" <potts@mobiremtoreplees.com> wrote in message
news:pc14iukj7lbajdsb1f1mqae7g51h7mg5in@4ax.com...
> On Tue, 02 Jul 2002 19:54:01 GMT, rodsmith@speaker.rodsbooks.com (Rod
> Smith) wrote:
>
> >In article <agp3iu4l8be96u6c18m8i93tdu2v6bes2d@4ax.com>,
> > potts <potts@mobiremtoreplees.com> writes:
> >>
> >> Just a quick question.
> >>
> >> I have an old 2meg Stacy (20meg HD, no battery, box or manuals). It
> >> worked about 4 years ago when I last used it.
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> >recollection is that it was somewhere in the $200-$500 range. I assume
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> >course, with auctions it's always a gamble about how much you'll get
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> >checking it out and creating an eBay listing. The lack of a battery
> >might be a problem, though; I don't know how easy it'd be for a buyer
> >to replace that item.
>
> Hi Rod,
> Thanks for the reply, yes I'm in the UK and I checked the UK,
> US and (with a bit of guessing at the lingo) the German Ebay sites,
> but to no avail.
> I bought the thing 2nd hand from an Atari show and it didn't have a
> battery then, but even so I don't imagine the battery would have
> lasted that long anyway.
> As you say, even if I get 1-200 pounds for it, it's better than
> chucking it in the bin.
>

> Thanks,
>
> Potts.
>

711. Re: Falcon030 with newer IDE Hard drives?

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 00:15:51 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <518.949T2550T755703optimus@canit.se>
Source record: 33771

carey christenson skrev:

>CD-Burner I also turn the power on in the first method
>as well.) Then UNHOOK the 40 pin ribbon cable the
>hard drive begins to spin up and then plug it back in.
>It is recognized and all is well. It is my
>understanding that there maybe a spin up jumper on the
>hard drive after going to the web-site. I failed to
>turn up anything. Any suggestions are welcomed. I am

Slow spin-up? Try cutting wire 0 on the IDE cable (usually marked with nuance
of red).

--
En ligne avec Thor 2.6a.

712. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 04:22:41 UTC
From: lp <gfa@basic.net>
Message-ID: <B947F450.7942%gfa@basic.net>
Source record: 33772

in article afsppm$cj6$1@nyheter.chalmers.se, Johan Klockars at
rand@cd.chalmers.se wrote on 7/2/02 2:01 PM:

> I do believe you are correct regarding the NVDI OFF* files, but since
> I've not run into any program that uses off-screen bitmaps (AFAIK), I
> don't know if I'd have any problem here. If anyone knows about such a
> program, I'd be interested in hearing about it so that I can test it
> with fVDI (in which off-screen bitmaps are currently non-working).

Mario's asteriod game used offscreen calls of nvdi.
It's here: http://gem.win.co.nz/mario/software/asteroids.html

---
Lonny Pursell

713. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 04:24:47 UTC
From: Steve Green <greenienet@btinternet.com>
Message-ID: <B9483B0B.665B%greenienet@btinternet.com>
Source record: 33773

Hmm, not much, I'll give you a tenner.

Seriously, if you can get it to boot and screen is OK, stick it up on eBay
and I'd be very surprised if it didn't reach 150+ ukp.

Regards, Steve.

in article agp3iu4l8be96u6c18m8i93tdu2v6bes2d@4ax.com, potts at
potts@mobiremtoreplees.com wrote on 02/07/02 18:49:

>
> Just a quick question.
>
> I have an old 2meg Stacy (20meg HD, no battery, box or manuals). It
> worked about 4 years ago when I last used it.
>
> The question is, is it worth anything?
> I tried looking on Ebay, but couldn't find anything similar.
>
> I don't want to throw it out if it's worth a few quid, but I don't
> want to waste time cleaning and mending it (if it's broken) if it's
> worth bugger all.
>
> Cheers,
> Potts.
>
> take out remtorep from the email
>

714. Apple Acquires Emagic!

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 04:48:15 UTC
From: Mark Phillips <moongravySPAM@TRAPntlworld.com>
Message-ID: <9mvU8.3497$jN2.719888@news11-gui.server.ntli.net>
Source record: 33774

Some Atari freeware in the making :-).....

http://www.apple.com/pr/library/2002/jul/01emagic.html

715. Re: YSEDITOR & JXEDITOR updates

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 05:21:43 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0207022121.11038585@posting.google.com>
Source record: 33775

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0207022112280.97-100000@easymint>...
> Hi,
>
> I was having some nntp problems with my provider, so it's possible that I
> have already posted this anouncement. If this is the case forgive me, but
> here it looks like my previous posting failed.
>
> Ok, here I go again:>

Thank Martin. I will copy this to the Atari-MIDI Forum. Keep up the
good work!

> You see, new apps for our platform are still being developed. But MIDI
> doesn't seem to have high priority among the few Atari programmers that
> are still around. Any other active MIDI-app programmers around here ?

There is now an Atari-MIDI PROGRAMMERS Yahoo Forum.

Subscribe: atari-midi-programming-subscribe@yahoogroups.com
List owner: atari-midi-programming-owner@yahoogroups.com

The list owner is Dr Ambient who programmed AEX. I have offered my
services as beta tester :-) Mail the list owner for more info, or you
can directly subscribe with the above subscribe email address.

Hope to see you there!

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

716. Re: YSEDITOR & JXEDITOR updates

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 05:23:24 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0207022123.5fdd8575@posting.google.com>
Source record: 33776

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0207022112280.97-100000@easymint>...
> Hi,
>
> I was having some nntp problems with my provider, so it's possible that I
> have already posted this anouncement. If this is the case forgive me, but
> here it looks like my previous posting failed.
>
> Ok, here I go again:>

Thank Martin. I will copy this to the Atari-MIDI Forum. Keep up the
good work!

> You see, new apps for our platform are still being developed. But MIDI
> doesn't seem to have high priority among the few Atari programmers that
> are still around. Any other active MIDI-app programmers around here ?

There is now an Atari-MIDI PROGRAMMERS Yahoo Forum.

Subscribe: atari-midi-programming-subscribe@yahoogroups.com
List owner: atari-midi-programming-owner@yahoogroups.com

The list owner is Dr Ambient who programmed AEX. I have offered my
services as beta tester :-) Mail the list owner for more info, or you
can directly subscribe with the above subscribe email address.

Hope to see you there!

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

717. Re: YSEDITOR & JXEDITOR updates

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 05:23:24 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0207022123.2d538f0f@posting.google.com>
Source record: 33777

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news:<Pine.MNT.4.31.0207022112280.97-100000@easymint>...
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>
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> have already posted this anouncement. If this is the case forgive me, but
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> Ok, here I go again:>

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> doesn't seem to have high priority among the few Atari programmers that
> are still around. Any other active MIDI-app programmers around here ?

There is now an Atari-MIDI PROGRAMMERS Yahoo Forum.

Subscribe: atari-midi-programming-subscribe@yahoogroups.com
List owner: atari-midi-programming-owner@yahoogroups.com

The list owner is Dr Ambient who programmed AEX. I have offered my
services as beta tester :-) Mail the list owner for more info, or you
can directly subscribe with the above subscribe email address.

Hope to see you there!

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

718. Re: YSEDITOR & JXEDITOR updates

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 09:05:00 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207031103540.174-100000@easymint>
Source record: 33778

On 2 Jul 2002, Tim Conrardy wrote:

> > are still around. Any other active MIDI-app programmers around here ?
>
> There is now an Atari-MIDI PROGRAMMERS Yahoo Forum.
>
> Subscribe: atari-midi-programming-subscribe@yahoogroups.com
> List owner: atari-midi-programming-owner@yahoogroups.com
>

Thanks for the tip.

Martin Tarenskeen

719. Re: TextView and AtarIRC

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 12:03:38 UTC
From: <>
Message-ID: <1025703890-903081AEicMi@ntlworld.com>
Source record: 33779

From: lp <gfa@basic.net>
Date: Tue, 02 Jul 2002 09:43:45 -0400

>> At the very least may I respectfully suggest that aIRC exit gracefully if the
>> environment is not to its liking?
>
>Been working on that. Hopefully, the next release will resolve all magxnet
>issues. No release date available.

Thanks Lonny, that will be a great help.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

720. Re: BlowUP030

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 16:39:41 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3D2328CD.FF3D25BF@madasafish.com>
Source record: 33780

Ctirad Fertr wrote:
>
> > I just received a copy of BlowUP030 (software only) for my Falcon. I was
> sure that it would not work
> > with MagiC/NVDI, but I am trying it, and so far no problems but typing is
> slowed down a bit. Should I
> > expect some problems? Is there a better way to get higher screen
> resolutions without hardware?
>
> Yes, use Videlity.
>
> Ctirad
I agree. It's very quick!
--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

721. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 17:11:08 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <mFtF9vfsAzI9Ew54@my-ste.demon.co.uk>
Source record: 33781

On Sat, 29 Jun 2002, Djordje Vukovic <vdjole@EUnet.yu> wrote:-

>On 28 Jun 2002 14:16:41 , don wolfe wrote:

<Snip>

>>I've never used this hook-up, but have heard its supposed to work.
>>Connect the Atari modem to the PC modem (with a phone wire)
>
>Unfortunately, in this particular case it is not a practical approach.
>Note the words "a couple of gigs worth". With a transfer rate of a couple
>of kilobytes/second through the serial line (modem), it would take a
>considerable number of days to transfer all those files.

He could try using ParCP instead. It's much faster than floppies or
serial ports but does require a custom cable[0] to link the parallel
ports together.

When I used it, quite some time ago, I consistently achieved transfer
rates of 30 to 40kbytes/sec between an STE and 233MHz PC. I know someone
else that has used it between a Falcon and a PC and achieved steady
rates of over 60kbytes/sec.

[0] Instructions on how to make the cable are included in the program
archive, which should be quite straightforward to anyone that can handle
a soldering iron.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 14.8Mkeys/sec
AMD Duron/1100 32Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 64Mb SuSE 7.3

722. Re: So wuz up wth the Atari scene?

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 18:14:27 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D233EE4.35AA558@rogers.com>
Source record: 33782
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Sinflops a confirmed DELL user. He mistakenly let it sleep some months ago in a fit of hubris. He's
been backpedalling ever since which explains the long gaps of new messages from him. It also explains
why ne's never posted in any mac newsgroups and knows nothing of the mac at all.

Sage wrote:

> Still using your Newton, Clapman? Bwaaaaa ha ha hah!!!!!!
>
> On 29 Jun 2002 sinclap@yahoo.com wrote:
>
> > "G Swaine" <g.swaine@the.gluepot.com> wrote in message
news:<afbqcj$28aj$1@news.comnet.co.nz>...
> > > <sinclap@yahoo.com> wrote ...
> > > > "Jared Falvo" <luposian@azob.quik.com> wrote ...
> > > > > Been awhile since I was here last...
> > > > >
> > > > > Jared
> > > >
> > > > Kaput!
> > >
> > > Thank you for introducing yourself so succicntly.
> > >
> > > Now say something that is on-topic to c.s.a.s ...
> >
> > Okay...Is the S(fuji)T used as the primary computer or all have
> > succumbed to the cutting edge platforms?
> >
> > > --
> > >
> > > Quote for the month
> > >
> > > "I sure hope I shot the right one of me"
> > > (Maxwell Smart, "Get Smart", 1967)
> >

723. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 18:27:37 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D2341FA.A7A62F17@rogers.com>
Source record: 33783

David Bolt wrote:

> On Sat, 29 Jun 2002, Djordje Vukovic <vdjole@EUnet.yu> wrote:-
>
> >On 28 Jun 2002 14:16:41 , don wolfe wrote:
>
> <Snip>
>
> >>I've never used this hook-up, but have heard its supposed to work.
> >>Connect the Atari modem to the PC modem (with a phone wire)
> >
> >Unfortunately, in this particular case it is not a practical approach.
> >Note the words "a couple of gigs worth". With a transfer rate of a couple
> >of kilobytes/second through the serial line (modem), it would take a
> >considerable number of days to transfer all those files.
>
> He could try using ParCP instead. It's much faster than floppies or
> serial ports but does require a custom cable[0] to link the parallel
> ports together.
>
> When I used it, quite some time ago, I consistently achieved transfer
> rates of 30 to 40kbytes/sec between an STE and 233MHz PC. I know someone
> else that has used it between a Falcon and a PC and achieved steady
> rates of over 60kbytes/sec.
>
> [0] Instructions on how to make the cable are included in the program
> archive, which should be quite straightforward to anyone that can handle
> a soldering iron.
>
> Regards,
> David Bolt

I tried a parcp setup similar to yours but with a 233mhz pc and a 48mhz TT
(with caTTamaran accellerator) and achieved speeds varying from 45k per second
up to a 100k/second on a couple tries.

724. Re: Anybody need joystick ports?

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 19:09:05 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D234BB2.C6D033C6@rogers.com>
Source record: 33784

Hi Rod,

Rod Smith wrote:

> In article <3D1E85CB.80585DF0@rogers.com>,
> James Alexander <james-m-alexander@rogers.com> writes:
> > Hi Benny,
> >
> > Benny-Roger Gundersen wrote:
> >
> >> After cleaning up my shop I discovered houndreds of joystick ports that fit
> >> Ataris and other computers (9pin)
> >>
> >> I will sell each for $2,- including postage to anywhere in the world, if you
> >> need more 2=$3 4=$4.
> >
> > These are not rare by any means, I can get them from any of 4 dozen local
> > suppliers for 50 to 75 cents each.
>
> Just to elaborate, Atari joystick connectors are standard 9-pin "D"
> connectors that are physically identical to 9-pin RS-232 serial port
> connectors as used on x86 computers.

exactly right. I can get them from a dozen diffrent local suppliers for cheap.
Just picked up a few recently so I can build a few interfaces for an old 800 I have
sittign here and wanna start using again.

725. Re: Anybody need joystick ports?

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 20:08:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1025733260.10576.1@iapetus.uk.clara.net>
Source record: 33786

Hi "Benny-Roger Gundersen"

These items are a matter of pennies to buy and rarely if ever need
replacing. Some service you are offering.

> After cleaning up my shop I discovered houndreds of joystick ports that
fit
> Ataris and other computers (9pin)
>
> I will sell each for $2,- including postage to anywhere in the world, if
you
> need more 2=$3 4=$4.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.373 / Virus Database: 208 - Release Date: 01/07/2002

726. MagicNet's author

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 21:40:17 UTC
From: ebaiz@skyenet.net
Message-ID: <5bKU8.2936$6d.175210@newsfeed.slurp.net>
Source record: 33785

Hello,

I am trying to connect my Hades to a cable modem using a PCI NIC card with
Odd Skancke's driver. Everything seems to be well, but I cannot get a
successful connection. People have been giving some advice (anyone else?) and
I appreciate that. I have been trying to contact the author, but to no avail.
Anyone know another email address to contact him with?
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
---

727. Re: Apple Acquires Emagic!

Newsgroup: comp.sys.atari.st
Date: 2002-07-03 23:54:38 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207031554.7d18b9a6@posting.google.com>
Source record: 33787

"Mark Phillips" <moongravySPAM@TRAPntlworld.com> wrote in message
news:<9mvU8.3497$jN2.719888@news11-gui.server.ntli.net>...
> Some Atari freeware in the making :-).....

You mean the the discontinued wintel versions.

> http://www.apple.com/pr/library/2002/jul/01emagic.html

sinclap!

728. Re: MagicNet's author

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 01:06:29 UTC
From: lp <gfa@basic.net>
Message-ID: <B94917D5.795A%gfa@basic.net>
Source record: 33788

in article 5bKU8.2936$6d.175210@newsfeed.slurp.net, Edward S. Baiz Jr. at ebaiz@skyenet.net wrote on 7/3/02 5:40 PM:

> I am trying to connect my Hades to a cable modem using a PCI NIC card with
> Odd Skancke's driver. Everything seems to be well, but I cannot get a
> successful connection. People have been giving some advice (anyone else?) and
> I appreciate that. I have been trying to contact the author, but to no avail.
> Anyone know another email address to contact him with?

I really don't know anything about magxnet, but the situation with the PCI NIC and Odd's driver might simply be that it requires mint. I am not 100% sure on that however, is that why you are trying to contact the magxnet author?

Lonny Pursell

729. ST emulator, hi res display

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 05:27:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d23dcc2179440@madasafish.com>
Source record: 33703

Hi,

Anyone know of a emulator with option to use a higher
resolution? I downloaded Gemulator 2000, but can't find an
option to get more than ST high. It's a 233MMX laptop so the
emulator needs to be quite good as I believe a 233 is just about
OK to use as an emaultor. I only need it to run Scooter PCB
(GEM app), and it's not going to be an alternative to my Falcon
:)

Thanks
--
Lyndon Amsdon
http://hardware.atari.org

730. Atari on MTV Cribs

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 05:28:30 UTC
From: Don <atari@qnet.com>
Message-ID: <3D23DCFE.653453A8@qnet.com>
Source record: 33789

I was watching MTV cribs tonight (Wednesday 3rd of July). The house was Fat Boy Slims. They got to his studio and I started to yelling at the TV because there it was the Atari 1040ST sitting on his desk and it was the only computer to be seen. He even pointed it out. Hope to see more of them soon.

Don

731. STOS Basic - Screen as a String

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 07:32:03 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <ag0tjv$e46$1@pegasus.csx.cam.ac.uk>
Source record: 33790
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

I'm trying to write my first STOS 3D game and am having trouble with the intro screen, I thought that one method of solving it might be to take several snapshots (about 30) of the screen and store them as strings (either in a file or bank) so that they can be loaded and then dispalyed in sequence like the frames of a film to produce an animation.

So does anyone know how to store and retrieve serveral stings from one file/bank?, also would each string stored need a different name to be able to recover them?
Alternatively does anyone know how to get STOS to run IFF animations created by Delux Paint?.

While I have the attention of any STOS users who may still be out there do you know of any active STOS users groups/mailing lists as the list at Manchester University which had about 20 subscribers has closed. I know it did not recieve a lot of postings but I was nice to have a place to go if you needed help and advice.

Stephen Moss

732. New "Atari" advertisment

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 07:42:49 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <ag0u85eir1@pegasus.csx.cam.ac.uk>
Source record: 33791

Has anyone else seen this?, I saw it last week on CH4 (UK).
The Atari/Fuji logo with something like licencing or interactive
written underneth it is very briefly zoomed onto the screen from a
distance, it them goes on to show images of some dodgy driving game
for two of the current games machines. The PS2 was one of them and I
think the Game cube was the other.

Stephen Moss

733. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 08:47:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d240ba82208c0@madasafish.com>
Source record: 33707

Hi Grzegorz,

>Yes. One GAL right in the middle. Soldered.

Sounds silly soldering in a GAL! Should have it socketed if a
upgrade was/is needed.

>But as it is ET-4000 based, NVDI 5.03 should work with it without any
>additional drivers. But it doesn't! Why?

Is the ET-6000 really compatible to the ET-4000. Mavbe worth
getting an ET-4000? I didn't think they were compatible.
--
Lyndon Amsdon
http://hardware.atari.org

734. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 09:03:11 UTC
From: atarirulez@go2.pl
Message-ID: <ag130d$nv2$1@news.tpi.pl>
Source record: 33792

On 2 Jul 2002 18:01:26 G, Johan Klockars wrote:
> In article <afscqcamv1@news.tpi.pl>,
> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
> >On 2 Jul 2002 10:56:53 G, Johan Klockars wrote:
> >> In article <afmg78$ct5$1@news.tpi.pl>,
> >> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
> >> >On 29 Jun 2002 19:35:24 , Dennis Vermeire wrote:
> >> >> From: "Grzegorz Pawlik" <atarirulez@go2.pl>
> ....
> >MagXDesk displays black squares instead of icons, Thing and Jinnee
>
> Now, that is a bit strange. Although I've found that third party
> desktops tend to do strange things regarding icons.
> For example, while Thing gets things right on my Eclipse/RageII when
> it is started up, reloading the icons may turn them into monochrome...
>
> Unfortunately, it's next to impossible to debug these kinds of things,
> since the actual problem occurs long before the symptom. :-(

If they were displayed in monochrome, that could be OK for me, monochrome
icons are better than no icons at all ;-)

> >cannot even start (Thing runs in 256 colors only and crashes in 15 bit
> >color modes, Jinnee does not work at all, even in monochrome).
>
> Sounds like you need a newer version of the NOVA VDI, although these
> problems seem a bit on the extreme side even for a somewhat buggy VDI
> implementation.
>
> Anyway, I have a small utility that you can use to find out what your
> VDI has to say regarding its graphics mode. I don't seem to have it
> up on my Web site, but I'll try to fix that shortly.

I have checked what VDI says about graphic mode, in 256 color it is
quite OK, but in 15-bit color... That's CRAZY:

Max. palette colors: 32768 (OK)
Available colors: 16384 (?)
Number of planes (16 bit!)

> Regarding MagiC, I can only assume that it uses its driver files
> similarly to NVDI. I know nothing about them, but MagiC is supposed to
> work fine with an Eclipse/RageII without doing anything about them.

BTW can I use fVDI with TC6100AF card (supposed to be ET4000AX
compatible)? Or only with Eclipse/RageII?

> By the way, how did you find out what files NVDI and MagiC used?

By renaming them and restarting the system in various modes. If the system halted, I knew that the renamed driver was needed ;-)

Am I desperate or something? ;-)

I tried using SYS_MON to monitor Gemdos calls, but the output went to the "real" monitor, not to the one connected to the card, so I gave up (I have just one VGA monitor here...)

--
Grzegorz Pawlik
http://marijuana.atari.org/

735. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 09:03:13 UTC
From: atarirulez@go2.pl
Message-ID: <ag130g$nv2$2@news.tpi.pl>
Source record: 33793

On 2 Jul 2002 14:19:58 +, Grzegorz Pawlik wrote:
> > >And (in all modes) the vector fonts are smaller, I have to change 10pt to
> > >
> > Since vector fonts always need to be scaled, they have to rely on some
> > kind of information about the pixel size. It might be that the NOVA
> > VDI provides different values from what you might expect.
> > It is not unlikely that the people who wrote the NOVA VDI did something
> > similar to what I did in fVDI and provided a way to set these values
> > in a configuration file.
>
> Yes, it is available in NOVA 2.55 and up. I have NOVA 2.12 (which does
> not have this feature) and NOVA 2.67 (which does not work with my
> graphic card at all). :-(((

It cannot be changed in the config file, but I have found it in the
driver. I doubt if anyone's interested ;-) but in STA_VDI from NOVA 2.12
these are two words at 0x18A47. It is the size of the pixel in microns,
according to which vector fonts are scaled. It was 01 74 01 74
(372 and 372) there, I have changed it to 01 49 01 49 (305 and 305)
and now the fonts seem to be scalled correctly. I will have to
experiment a bit to adjust this value I suppose. :-)

--
Grzegorz Pawlik
http://marijuana.atari.org/

736. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 09:03:16 UTC
From: atarirulez@go2.pl
Message-ID: <ag130i$nv2$3@news.tpi.pl>
Source record: 33794

On 2 Jul 2002 10:42:40 G, Johan Klockars wrote:
> In article <afkfd6$f3a$1@news.tpi.pl>,
> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
> >On 27 Jun 2002 16:36:12 , carey christenson wrote:
> ....
> >What I observed: when the crash occurs (before the crash to be
> >exact) several gray, white or black lines appear on the screen at
> >random positions (1 pixel of height and 3 pixels of width).
>
> Sounds like memory access errors, but could of course also be due to
> accesses to bad locations on the card.
>
> >They are not 8 pixels wide, just 3. The same white lines also appear
> >and disappear while loading something from hard drive. When the
>
> Hmm. Interference (insufficient shielding) might perhaps cause something
> like that. Possibly also insufficient power-supply, as was suggested
> earlier.

It might be this. It turned out that when I temporarily covered the card
with a aluminum foil ;-) (first I protected it from shortcut) it begun
to be more stable. Also when I *removed* all the inner metal shields
from the TT, the card was *more* stable (?!)

So it seems it has something to do with interference. Now I am preparing
a metal shield for the card from and old CD-ROM drive ;-)

> >Maybe (just *maybe*, I didn't tested it for a longer time)
> >removing the TT-RAM card seem to help, or at least those crashes
> >appeared less frequently.
>
> That would point to a power-supply problem, IMO.

Thanx for all the suggestions. I hope that the better shielding of the
card will help.

--
Grzegorz Pawlik
http://marijuana.atari.org/

737. Re: NOVA_VDI driver?

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 09:03:17 UTC
From: atarirulez@go2.pl
Message-ID: <ag130k$nv2$4@news.tpi.pl>
Source record: 33795

On 2 Jul 2002 01:01:30 -, mathman wrote:
> For a long time Ive had an old graphics card
> and adapter for a MegaST sitting around. Ive
> recently found out that this is a very old
> Nova card - possibly one of the first. Apparantly
> I need a NOVA_VDI driver to use it - but the disks
> are long gone. Does anyone know where I can get
> this driver or updates? Thanks!

I have 2.12 version, but it is for TT only (compiled for 68030)
so it won't work on Mega STE.

I also look for NOVA drivers, preferably 2.4x or 2.5x.

--
Grzegorz Pawlik
http://marijuana.atari.org/

738. Looking for NOVA 2.4x or 2.5x

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 09:03:19 UTC
From: atarirulez@go2.pl
Message-ID: <ag130m$nv2$5@news.tpi.pl>
Source record: 33696

Hi!
I am looking for NOVA VDI drivers older than 2.12, but *not* 2.6x
because these do not work with my graphic card :-(
Anyone knows where I can find these? Could someone please
send them to me? Thanx!

--
Grzegorz Pawlik
http://marijuana.atari.org/

739. Re: New "Atari" advertisment

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 09:29:12 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <rL74bsCoVBJ9Ewws@atari.org.uk>
Source record: 33697

Hi

Yep they been showing them on other channels as well.

If you look closely you should notice it also says 'Atari Interactive'
so i presume Infogrames are now marketing under that now.

I must admit it was a surprise when i first saw it.. The word
'wahoooooo' sprung to mind:)

In article <ag0u85eir1@pegasus.csx.cam.ac.uk>, Stephen Moss
<sgm23@eng.cam.ac.uk> writes
>Has anyone else seen this?, I saw it last week on CH4 (UK).
>The Atari/Fuji logo with something like licencing or interactive
>written underneth it is very briefly zoomed onto the screen from a
>distance, it them goes on to show images of some dodgy driving game
>for two of the current games machines. The PS2 was one of them and I
>think the Game cube was the other.
>
>Stephen Moss
>
>

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

740. Re: YSEDITOR & JXEDITOR updates

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 09:55:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1025784906-42547AEicMi@gmx.net>
Source record: 33700

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Tue, 2 Jul 2002 21:30:29 +0200

Hi Martin,

>I was having some nntp problems with my provider, so it's possible that I
>have already posted this anouncement. If this is the case forgive me, but
>here it looks like my previous posting failed.

That explains it !!

Some time ago you posted here with a problem regarding the Papillon 3.04
translation, get in touch with me via personal mail and I'll send you the
relevant files. I couldn't help you out sooner since your email address is
a spam blocker

Cheers from Belgium
Dennis
--


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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

741. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 09:55:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1025784882-39955AEicMi@gmx.net>
Source record: 33699

From: atarirulez@go2.pl (Grzegorz Pawlik)
Date: Sun, 30 Jun 2002 08:41:14 +0000 (UTC)

Hi Grzegorz,

>The interface has a writing "VME TO IBM" on it, no manufacturer or
>anything else is stated. The card has ET4000AX graphic chip on it
>(Tseng TC6100AF to be exact). Together with it I got NOVA 2.12 drivers.

Well in that case it isn't a Nova card, cards produced by Nova carry a Nova signature and copyright tag. Nova stopped support for the ET4000 card in 1996 so the driver being only version 2.12 makes sense.

>> 2. Are you sure the graphic card is the original one? If not you may have
>>to change the GAL chip on the VME interface, IIRC Nova had three different
>>GAL's for the ET-4000 cards.
>
>I don't know if it's the original one. How can I check for which type of
>card the GAL chip is for?

Since the interface isn't build by Nova, I dont have a clue. Is there a GAL sitting somewhere on that interface in the first place? Nova didn't sell the GAL chip separately, when someone upgraded his card, he received new drivers, the graphic card and a new GAL that matched the graphic card. When I upgraded from the Mach32 to the Mach64 card, I received a similar package, when using the Mach64 card with the old GAL in place, I experienced similar behaviour as you do...for the Mach serie, there were only two GAL's, for the ET4000 serie there used to be three GAL's...

> What card would work well with this interface?

That's the one million dollar question, Grzegorz.... ;-)
IIRC there were different kinds of ET4000 cards around, I remember reading somewhere that ET4000 cards with acceleration for Windows were no good with the Nova drivers.
But it's al very vague... :-/
I'll try do dig up some additional info about it, there must be *something* written about this topic somewhere...

>BTW in 32k color modes no icons are displayed, why? There are just
>black squares instead of them... :-(

That's a driver problem...
With older drivers for the Mach32 and 64 cards the same thing occurs, only since version 2.61 this has been corrected.

>And (in all modes) the vector fonts are smaller, I have to change 10pt to
>14pt in CAB to get a readable text. In Papyrus it's the same, text is
>displayed smaller than is printed out... No more WYSIWYG :-((

That's an NVDI problem.... which has been corrected since NVDI 4.xx, but I suppose you are running an older version of NVDI in order to get the 2.12 Nova driver working?
Papyrus however offers a solution for this problem:
Go to the menu-item "Settings", select the "compatibility" entry and make sure that the "91.3 DPI" option is selected (crossed) in the dialog-box, for printing the "MEMORY.SYS" option must be crossed as well, save the settings, restart Papyrus and voila... WYSIWYG is back :-)

>Could anyone (please!) send me NOVA 2.55 or similar version (higher than
>2.12 and lower than 2.60 because 2.60 and 2.67 does not work with my
>card....)

Sorry, but these do not exist...
Nova drivers from 2.25 onwards only support the Mach 32 or Mach64 cards, like I said earlier, Nova stopped supporting the ET-4000 way back in 1996.

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

742. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 10:58:26 UTC
From: atarirulez@go2.pl
Message-ID: <ag19ogqca1@news.tpi.pl>
Source record: 33698

On 4 Jul 2002 09:03:13 +, Grzegorz Pawlik wrote:
> On 2 Jul 2002 14:19:58 +, Grzegorz Pawlik wrote:
> > > >And (in all modes) the vector fonts are smaller, I have to change 10pt to
> > > >
> > > Since vector fonts always need to be scaled, they have to rely on some
> > > kind of information about the pixel size. It might be that the NOVA
> > > VDI provides different values from what you might expect.
> > > It is not unlikely that the people who wrote the NOVA VDI did something
> > > similar to what I did in fVDI and provided a way to set these values
> > > in a configuration file.
> >
> > Yes, it is available in NOVA 2.55 and up. I have NOVA 2.12 (which does
> > not have this feature) and NOVA 2.67 (which does not work with my
> > graphic card at all). :-(((
>
> It cannot be changed in the config file, but I have found it in the
> driver. I doubt if anyone's interested ;-) but in STA_VDI from NOVA 2.12
> these are two words at 0x18A47. It is the size of the pixel in microns,
> according to which vector fonts are scaled. It was 01 74 01 74
> (372 and 372) there, I have changed it to 01 49 01 49 (305 and 305)
> and now the fonts seem to be scalled correctly. I will have to
> experiment a bit to adjust this value I suppose. :-)

Standard Atari VDI has 265 there. Why NOVA authors used 372?
I have changed it to 265 and now I have WYSIWYG in Papyrus and CAB.

--
Grzegorz Pawlik
http://marijuana.atari.org/

743. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 12:13:28 UTC
From: atarirulez@go2.pl
Message-ID: <ag1e55$49r$1@news2.tpi.pl>
Source record: 33701

On 4 Jul 2002 10:55:58 +, Dennis Vermeire wrote:
> From: atarirulez@go2.pl (Grzegorz Pawlik)
> Date: Sun, 30 Jun 2002 08:41:14 +0000 (UTC)
>
> Hi Grzegorz,
>
> >The interface has a writing "VME TO IBM" on it, no manufacturer or
> >anything else is stated. The card has ET4000AX graphic chip on it
> >(Tseng TC6100AF to be exact). Together with it I got NOVA 2.12 drivers.
>
> Well in that case it isn't a Nova card, cards produced by Nova carry a Nova
> signature and copyright tag. Nova stopped support for the ET4000 card in 1996
> so the driver being only version 2.12 makes sense.
>
> >> 2. Are you sure the graphic card is the original one? If not you may have
> >>to change the GAL chip on the VME interface, IIRC Nova had three different
> >>GAL's for the ET-4000 cards.
> >
> >I don't know if it's the original one. How can I check for which type of
> >card the GAL chip is for?
>
> Since the interface isn't build by Nova, I dont have a clue. Is there a GAL
> sitting somewhere on that interface in the first place?

Yes. One GAL right in the middle. Soldered.

> Nova didn't sell the
> GAL chip separately, when someone upgraded his card, he received new drivers,
> the graphic card and a new GAL that matched the graphic card. When I upgraded
> from the Mach32 to the Mach64 card, I received a similar package, when using
> the Mach64 card with the old GAL in place, I experienced similar behaviour as
> you do...for the Mach serie, there were only two GAL's, for the ET4000 serie
> there used to be three GAL's...

There is just one GAL here... Maybe it is a different VME/ISA interface?
Maybe not only NOVA could create such a thing, maybe someone else
produced them? "MILA Electronics", as it is written on the interface, but
who are they?

> > What card would work well with this interface?
>
> That's the one million dollar question, Grzegorz.... ;-)
> IIRC there were different kinds of ET4000 cards around, I remember reading
> somewhere that ET4000 cards with acceleration for Windows were no good with
> the Nova drivers.

> But it's al very vague... :-/
> I'll try do dig up some additional info about it, there must be *something*
> written about this topic somewhere...

Thanx! I'll wait impatienlty for the results... ;-)

> >BTW in 32k color modes no icons are displayed, why? There are just
> >black squares instead of them... :-(
>
> That's a driver problem...
> With older drivers for the Mach32 and 64 cards the same thing occurs, only
> since version 2.61 this has been corrected.

:-(((((

> >And (in all modes) the vector fonts are smaller, I have to change 10pt to
> >14pt in CAB to get a readable text. In Papyrus it's the same, text is
> >displayed smaller than is printed out... No more WYSIWYG :-((
>
> That's an NVDI problem.... which has been corrected since NVDI 4.xx, but I
> suppose you are running an older version of NVDI in order to get the 2.12
> Nova driver working?

I use NVDI 5.03 ;-)

> Papyrus however offers a solution for this problem:
> Go to the menu-item "Settings", select the "compatibility" entry and make
> sure that the "91.3 DPI" option is selected (crossed) in the dialog-box, for
> printing the "MEMORY.SYS" option must be crossed as well, save the settings,
> restart Papyrus and voila... WYSIWYG is back :-)

I have tried that, and I have tried nearly everything that came to my
mind, but as it turned out to be impossible to correct in a normal way,
I had to modify the driver itself ;-)))

> >Could anyone (please!) send me NOVA 2.55 or similar version (higher than
> >2.12 and lower than 2.60 because 2.60 and 2.67 does not work with my
> >card....)
>
> Sorry, but these do not exist...
> Nova drivers from 2.25 onwards only support the Mach 32 or Mach64 cards, like
> I said earlier, Nova stopped supporting the ET-4000 way back in 1996.

Why didn't thy make the drivers backward-compatible?
But as it is ET-4000 based, NVDI 5.03 should work with it without any
additional drivers. But it doesn't! Why? I have get the addresses
using Dan Ackerman's NOVAINFO.TOS utility, but VMG-4000.PRG didn't
work with these (when I clicked on TEST PICTURE the screen on the monitor
connected to the card remained black). I was using VMG-4000.PRG
on a standard Atari display. When I tried to start it with NOVA
drivers, it said that I need newer XVGA drivers. What does it mean?
What are XVGA drivers? Aren't they included with NVDI? But I cannot
use them at all, because REDIRECT.PRG from NVDI package does not

work at all (screen remains black). I thought NVDI supported ET-4000
cards?

--
Grzegorz Pawlik
http://marijuana.atari.org/

744. Re: Atari on MTV Cribs

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 13:22:32 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1025788952.720927@pikachu>
Source record: 33702

Don wrote:

> I was watching MTV cribs tonight (Wednesday 3rd of July). The house was
> Fat Boy Slims. They got to his studio and I started to yelling at the TV
> because there it was the Atari 1040ST sitting on his desk and it was the
> only computer to be seen. He even pointed it out. Hope to see more of
> them soon.
>
> Don

Hehe.. This is just cool. I'm also a beginner musician. If you ever see me on TV, I'll plug Atari so bad ;)

Mark

745. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 14:36:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d2460543b6681@madasafish.com>
Source record: 33714

Hi Grzegorz,

>Indeed. BTW I have searched the net for that mysterious "MIAN
>Electronics" but I haven't found anything... Seems I have an
>unique TT graphic card with unknown ISA/VME interface made by
>a company that never existed ;-)

Have you tried searching for "atari mian"? Perhaps on google
groups?

>It's not ET-6000. It is labeled "TSENG TC-6100AF" and below
>there is written "ET-4000AX". So it seems TC-6100 is in fact
>ET-4000, but maybe not fully ;-)
>
>Anyway, I'll look for ISA ET-4000 card...

There seems to be a lot of different cards with Tseng chipsets,
mine has ET4000AX IIRC on the chip, and I think that works on
Ataris.
--
Lyndon Amsdon
http://hardware.atari.org

746. Re: ST with VGA Monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 16:27:36 UTC
From: Chris Crosskey <chris.crosskey@vicon.com>
Message-ID: <d59eb463faf0bce75436df0219b628b7.71025@mygate.mailgate.org>
Source record: 33704

I still make ST-VGA adapters....they only get you monochrome...I'm based
in the UK though..

chrisc

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

747. Re: New "Atari" advertisment

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 16:36:10 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.16e9b34d.790a1242.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33706

Dans le message <1fet1s3.t0zuhlscpbnkN%northstar2010@_del_ete_yahoo.no>
Hallvard Tangeraas a ï¿½crit:
>Stephen Moss <sgm23@eng.cam.ac.uk> wrote:

>> Has anyone else seen this?, I saw it last week on CH4 (UK).
>> The Atari/Fuji logo with something like licencing or interactive
>> written underneth it is very briefly zoomed onto the screen from a
>> distance, it them goes on to show images of some dodgy driving game
>> for two of the current games machines. The PS2 was one of them and I
>> think the Game cube was the other.

>Yeah, I saw it the other day when I went to a local cinema to see a
>movie. I'm in Norway, and it sounds like just the same commercial.

I saw this commercial a couple of weeks ago :-)

I live in France

J.-Luc

748. NEW on TAMW

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 16:55:22 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0207040855.5a1e1413@posting.google.com>
Source record: 33705

NEW on Tims Atari MIDI World (TAMW)

1.MUSIC* MICRO by Ron Recker

A Tracker / MIDI hybrid Application

http://tamw.atari-users.net/musmi.htm

There is also HTML Docs in the link section.!

2.The Pro MIDI Player! By Jeff Koftinoff

http://tamw.atari-users.net/promid.htm

Jeff has had this free for a while, but gave me permission to have it on my site.

3.Symbolic Composer

http://tamw.atari-users.net/scom.htm

A Musical MIDI language. Quite expensive during it's time and now shareware.

Enjoy!

Tim Conrardy
http://tamw.atari-users.net

749. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 17:55:16 UTC
From: lp <gfa@basic.net>
Message-ID: <B94A0444.7998%gfa@basic.net>
Source record: 33708

in article ag1e55$49r$1@news2.tpi.pl, Grzegorz Pawlik at atarirulez@go2.pl
wrote on 7/4/02 8:13 AM:

> Why didn't thy make the drivers backward-compatible?

The mach cards are not et4k at all, they went to a different
API all together.

> But as it is ET-4000 based, NVDI 5.03 should work with it without any
> additional drivers. But it doesn't! Why? I have get the addresses
> using Dan Ackerman's NOVAINFO.TOS utility, but VMG-4000.PRG didn't
> work with these (when I clicked on TEST PICTURE the screen on the monitor
> connected to the card remained black). I was using VMG-4000.PRG
> on a standard Atari display. When I tried to start it with NOVA
> drivers, it said that I need newer XVGA drivers. What does it mean?
> What are XVGA drivers? Aren't they included with NVDI? But I cannot
> use them at all, because REDIRECT.PRG from NVDI package does not
> work at all (screen remains black). I thought NVDI supported ET-4000
> cards

I tried all sorts of things to make nvdi drive my nova on it's own too.
Just as you have done, always to end up with a black screen. I also
tried entering the screen address and such returned by novainfo.
I don't think Dan got nvdi to drive his nova by itself either.
Nothing I did would make it work. I think nvdi only supports et4k
cards that are directly on the vme bus, without any adapters.
It is my theory that the nova software initializes the GAL on the adapter,
or does something to kick the adapter alive so that the isa to vme
connection is made. If this init part is skipped then nvdi cannot see the
card. This was most frustrating, then having to get nvdi and the nova
software to work happily with each other was a bit of a pain.
This is why I sold the nova card in the end. That is not to say it didn't
work as advertised, my nova did, however the driver arrangement seemed
messy and overly complicated. ;-)

Lonny Pursell

750. Re: ST emulator, hi res display

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 17:57:29 UTC
From: lp <gfa@basic.net>
Message-ID: <B94A04C9.7999%gfa@basic.net>
Source record: 33709

in article 3d23dcc2179440@madasafish.com, Lyndon Amsdon at
bindon@madasafish.com wrote on 7/4/02 1:27 AM:

> Anyone know of a emulator with option to use a higher
> resolution? I downloaded Gemulator 2000, but can't find an
> option to get more than ST high.

I though the webpage stated it could use higher rez, perhaps one
has buy his latest version to do this.

Lonny Pursell

751. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 18:41:07 UTC
From: atarirulez@go2.pl
Message-ID: <ag24s0bag1@news2.tpi.pl>
Source record: 33710

On 4 Jul 2002 10:55:58 +, Dennis Vermeire wrote:
> >BTW in 32k color modes no icons are displayed, why? There are just
> >black squares instead of them... :-(
>
> That's a driver problem...
> With older drivers for the Mach32 and 64 cards the same thing occurs, only
> since version 2.61 this has been corrected.

Do you know what exactly has been changed? Maybe there is a readme
file in 2.61 that describes it? Or did they just say "Bugfix: now
you may use icons in 32k color modes?"

--
Grzegorz Pawlik
http://marijuana.atari.org/

752. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 20:02:11 UTC
From: atarirulez@go2.pl
Message-ID: <ag29k1$5u5$1@news.tpi.pl>
Source record: 33711

On 4 Jul 2002 09:47:28 +, "Lyndon Amsdon" wrote:
> Hi Grzegorz,
>
> >Yes. One GAL right in the middle. Soldered.
>
> Sounds silly soldering in a GAL! Should have it socketed if a
> upgrade was/is needed.

Indeed. BTW I have searched the net for that mysterious "MIAN
Electronics" but I haven't found anything... Seems I have an
unique TT graphic card with unknown ISA/VME interface made by
a company that never existed ;-)

Maybe they made it so universal that no upgrade was ever planned? ;-))

> >But as it is ET-4000 based, NVDI 5.03 should work with it without any
> >additional drivers. But it doesn't! Why?
>
> Is the ET-6000 really compatible to the ET-4000. Mavbe worth
> getting an ET-4000? I didn't think they were compatible.

It's not ET-6000. It is labeled "TSENG TC-6100AF" and below
there is written "ET-4000AX". So it seems TC-6100 is in fact
ET-4000, but maybe not fully ;-)

Anyway, I'll look for ISA ET-4000 card...

--
Grzegorz Pawlik
http://marijuana.atari.org/

753. Re: ST emulator, hi res display

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 20:48:51 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1025815592.203061@ananke.eclipse.net.uk>
Source record: 33712

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3d23dcc2179440@madasafish.com...
> Hi,
>
> Anyone know of a emulator with option to use a higher
> resolution? I downloaded Gemulator 2000, but can't find an
> option to get more than ST high. It's a 233MMX laptop so the
> emulator needs to be quite good as I believe a 233 is just about
> OK to use as an emaultor. I only need it to run Scooter PCB
> (GEM app), and it's not going to be an alternative to my Falcon
> :)
>

There should be a couple of apps included that go into the Auto Folder,
called WINSIZER & VGAWIN. You can use either. They allow you to change res
at boot-up. I guess some programs may work with one and not the other.

> Thanks
> --
> Lyndon Amsdon
> http://hardware.atari.org

754. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 21:45:19 UTC
From: rand@cd.chalmers.se
Message-ID: <ag2flfnsi1@nyheter.chalmers.se>
Source record: 33713

In article <ag130d$nv2$1@news.tpi.pl>,
Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>On 2 Jul 2002 18:01:26 G, Johan Klockars wrote:
>> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>> >On 2 Jul 2002 10:56:53 G, Johan Klockars wrote:
>> >> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>> >> >On 29 Jun 2002 19:35:24 , Dennis Vermeire wrote:
>> >> >> From: "Grzegorz Pawlik" <atarirulez@go2.pl>
...
>I have checked what VDI says about graphic mode, in 256 color it is
>quite OK, but in 15-bit color... That's CRAZY:
>
>Max. palette colors: 32768 (OK)

I'm not sure what number that is supposed to be, but the only obvious
ones I can think of right now are intout[13] from v_opnvwk, which should
never be higher than 256 or intout[39] which is supposed to show 0
for any number of total possible colours higher than 32767 according
to my VDI documentation.

So, unless I'm missing something, that could be throwing some programs
off regarding how to use your card.

Is it possible for you to check how these numbers are arrived at?
Or better, run my little utility (as soon as I get around to making
it available in the fVDI download area on my site).

>Available colors: 16384 (?)

That sounds really strange. Don't see why anything should give that
numer. Again I'd need to know where from this number is taken.

>Number of planes (16 bit!)

That on the other hand is as it should be. As far as the hardware is
concerned, there are 16 bits per pixel. You just seem to have DACs
that only deal with 5+5+5 bits (a 16th bit would normally be used for
extra resolution on the green component).

>BTW can I use fVDI with TC6100AF card (supposed to be ET4000AX

If someone writes an ISA ET4000 driver...

Should be a relatively simple job really, since you already have
software that can set up graphics modes. Without a driver that makes
use of the hardware acceleration (assuming there is any) on the
ET4000 chip, you might as well use NVDI, though, since you have that.

Actually, it is not at all unlikely that the 16 bit example driver
that is included in the normal fVDI distributions will work (it does
under both Falcon TC and on my Eclipse/RageII in 16 bit mode), if you
start it from the desktop. It is not meant to be fast, though.

>compatible)? Or only with Eclipse/RageII?

Aside from some relatively minor implementation details (some
differences regarding how to deal with PCI cards), the fVDI RageII
driver should work on any PCI capable Atari compatible machine.
(Some work late last year got it to the point of displaying a blank
screen on a Milan. ;-)

It only supports the RageII chip (and only two variants of that for
the time being), however, which is in no way compatible with your
ET4000.

An ISA bus is another complication. I've never worked with it, but I
would assume that it must be limited to the 1 Mbyte address space of
the old x86 chips. Probably significantly less.
(The Eclipse PCI BIOS uses the MMU for transparent banking of the
PCI memory space into a small window of physical CPU memory space
(which is why it works with 14 Mbyte RAM cards).)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

755. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 21:58:55 UTC
From: rand@cd.chalmers.se
Message-ID: <ag2gev$nu7$1@nyheter.chalmers.se>
Source record: 33715

In article <ag19ogqca1@news.tpi.pl>,
Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>On 4 Jul 2002 09:03:13 +, Grzegorz Pawlik wrote:
>> On 2 Jul 2002 14:19:58 +, Grzegorz Pawlik wrote:
>> > > >And (in all modes) the vector fonts are smaller, I have to change 10pt to
>> > >
>> > > Since vector fonts always need to be scaled, they have to rely on some
>> > > kind of information about the pixel size. It might be that the NOVA
...
>> It cannot be changed in the config file, but I have found it in the
>> driver. I doubt if anyone's interested ;-) but in STA_VDI from NOVA 2.12
>> these are two words at 0x18A47. It is the size of the pixel in microns,
>> according to which vector fonts are scaled. It was 01 74 01 74
>> (372 and 372) there, I have changed it to 01 49 01 49 (305 and 305)
...
>Standard Atari VDI has 265 there. Why NOVA authors used 372?
>I have changed it to 265 and now I have WYSIWYG in Papyrus and CAB.

The pixel size in microns will of course in reality depend on the size
of your screen as well as your resolution.
True WYSIWYG would have a 10 point font on your screen as the exact
same actual size as a 10 point font on paper.

My main VDI documentation says the two values are supposed to be the
horizontal and vertical components of the aspect ratio for a screen.
But then it goes on to say that the values are 372/372 (ST high),
169/372 (ST medium), 338/372 (ST low)...

fVDI allows you to specify your actual screen size (it will then
calculate the numbers depending on your graphics mode), or to give
absolute numbers.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

756. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 22:33:02 UTC
From: rand@cd.chalmers.se
Message-ID: <ag2ieu$o1n$1@nyheter.chalmers.se>
Source record: 33716

In article <ag1e55$49r$1@news2.tpi.pl>,
Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>On 4 Jul 2002 10:55:58 +, Dennis Vermeire wrote:
>> From: atarirulez@go2.pl (Grzegorz Pawlik)
...
>> >The interface has a writing "VME TO IBM" on it, no manufacturer or
...
>> Well in that case it isn't a Nova card, cards produced by Nova carry a Nova

There were likely VME->ISA boards made that never had anything to do
with Ataris. I don't know much about either VME or ISA, but it isn't
at all impossible that such a board would work to some degree (or for
that matter perfectly) with drivers intended for a NOVA board.

>> the graphic card and a new GAL that matched the graphic card. When I upgraded
>> from the Mach32 to the Mach64 card, I received a similar package, when using
>> the Mach64 card with the old GAL in place, I experienced similar behaviour as
>> you do...for the Mach serie, there were only two GAL's, for the ET4000 serie

Interesting. I wonder what those GAL's where used for if it was not a
'simple' VME->ISA mapping (which shouldn't require any updating).

>> >BTW in 32k color modes no icons are displayed, why? There are just
>> >black squares instead of them... :-(
>>
>> That's a driver problem...
>> With older drivers for the Mach32 and 64 cards the same thing occurs, only
>> since version 2.61 this has been corrected.

I forgot to ask this before, but I take it you are seeing colour images
in other programs, such as Kronos?
If so, this is almost guaranteed to only be a matter of fixing some of
the returned values you mentioned earlier (or some other similar ones).

>> Nova drivers from 2.25 onwards only support the Mach 32 or Mach64 cards, like
>> I said earlier, Nova stopped supporting the ET-4000 way back in 1996.
>
>Why didn't thy make the drivers backward-compatible?

Different chip -> different setup.

Without using hardware acceleration, it is possible to use the same
code for the actual drawing. Even then it is necessary that the frame
buffers looks the same too, though.

>work at all (screen remains black). I thought NVDI supported ET-4000

Even if it knows how the hardware acceleration works, what the frame buffer looks like, etc, the setup of graphics modes can differ between cards. Things like clock frequency, memory type, amount of memory and type of RAMDAC (if it is external) makes for a lot of difference regarding how to get a graphics mode working.

For example, the two RageII cards that the fVDI driver currently supports only differs regarding the amount of memory as far as anything besides the setup code is concerned. If you force the driver to use the 2 Mbyte card setup for a 4 Mbyte one, however (can occur if the PCI BIOS does not start, as happened to me a couple of days ago (I moved around a few directories without thinking, and PCIBIOS.PRG was in one of them)), you will get a display that, while it is just about usable, is covered with what looks like random horizontal lines, in different colours and lengths, some stable and some flickering. Not a pretty sight...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

757. Re: New "Atari" advertisment

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 22:38:06 UTC
From: swampfax@atlantic.net
Message-ID: <i74V8.118$5w3.198679@news1.atlantic.net>
Source record: 33717

On 4 Jul 2002 18:36:10 +, Jean-Luc CECCOLI wrote:
>Dans le message <1fet1s3.t0zuhlscpbnkN%northstar2010@_del_ete_yahoo.no>
>Hallvard Tangeraas a crit:
>>Stephen Moss <sgm23@eng.cam.ac.uk> wrote:
>
>>> Has anyone else seen this?, I saw it last week on CH4 (UK).
>>> The Atari/Fuji logo with something like licencing or interactive
>>> written underneth it is very briefly zoomed onto the screen from a
>>> distance, it them goes on to show images of some dodgy driving game
>>> for two of the current games machines. The PS2 was one of them and I
>>> think the Game cube was the other.
>
>>Yeah, I saw it the other day when I went to a local cinema to see a
>>movie. I'm in Norway, and it sounds like just the same commercial.
>
>I saw this commercial a couple of weeks ago :-)
>
>I live in France
>
>J.-Luc
>
>
Although I have'nt seen that one (USA) I did see Atari classics to be
played on cell phones! Mine has a version of Space Invaders called Space
Dudes!
John G.

758. Re: Falcon030 wanted

Newsgroup: comp.sys.atari.st
Date: 2002-07-04 22:42:13 UTC
From: swampfax@atlantic.net
Message-ID: <9b4V8.119$5w3.198462@news1.atlantic.net>
Source record: 33718

```
On 2 Jul 2002 10:29:10 +, "Lyndon Amsdon" wrote:
>Hi John,
>
>> overheating?
>
>I have about 4 fans in the tower case :)
>--
>Lyndon Amsdon
>http://hardware.atari.org
>.

4 fans ! --- does it hover over the desk when turned on :)
John G
```

759. Re: IRC

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 01:59:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d24fe8232cf80@madasafish.com>
Source record: 33726

Hi,

>What servers/channels are active for chatting about Atari ST/Falcon
>subjects? I'm new to this, so does it matter what server you use?

I use ircnet.demon.co.uk port 6667 and that gets me onto
#atariscne.
--
Lyndon Amsdon
http://hardware.atari.org

760. TX2 text viewer (Wanted)

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 03:11:47 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <uia3jl4vkp7ib1@corp.supernews.com>
Source record: 33719

I am looking for the program TX2 Viewer. I had this in the early 90's. I can't seem to get the file I have to respond as I remember. I believe the author is Holmes. This program would allow viewing BBS newsletters with nice colorful borders, chaper heading, and highlite text. TIA
RoyE

761. Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 03:46:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0207042042230.29024-100000@shell1.aracnet.com>
Source record: 33721
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm announcing a Contest! Whoever can write the best Submission for the "Why you should buy Atari from Bravo Sierra Contest!" My Customers are living examples of why to buy from Bravo Sierra! More satisfied Customers & the number keeps growing! Submissions judged on persuasiveness. Originality would be nice but not required. Personal testimonials preferred! Please include your real name (No aliases without your real name!) and where your from. Please submit your entry by Thursday, August 15th. Contest will last 6 weeks, but could last longer should I deem necessary. Prize for the most persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can come from any Country! All entries become the property of Bravo Sierra Computers! Please E-Mail all entries to atari@aracnet.com plus results will be shown at the HotLink Below!

http://www.aracnet.com/~atari/whybuyben.htm Contest WebPage

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

762. External HD with Internal HD Conflicts?

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 03:57:33 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020705005145.23615A-100000@halifax.chebucto.ns.ca>
Source record: 33720

If I plug an external MegaFile 20 (with 3 partitions) into a Mega STe which has its own internal hard drive (with 6 partitions), will there be a conflict with possible damaging one or both HDs or even their partition tables?

The external partitions are labelled C, D and E. The internal drive's partitions are labelled C through H. How would the partitions keep things straight where there would be 2 C's, 2 D's etc?

Thanks...

763. Re: External HD with Internal HD Conflicts?

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 05:58:33 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D253589.8090703@seimet.de>
Source record: 33722

Tony Cianfaglione wrote:

> The external partitions are labelled C, D and E. The internal drive's
> partitions are labelled C through H. How would the partitions keep things
> straight where there would be 2 C's, 2 D's etc?

This depends on your hard disk driver. Usually the partitions are
ordered according to the ACSI/SCSI ID of the drive, starting with C: on
the internal drive. Hard disk drivers like HDDRIVER provide means for
changing this order.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

764. Re: External HD with Internal HD Conflicts?

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 08:27:12 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.061ea3ba.76cc1542.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33725

Dans le message <Pine.GSO.3.95.iB1.0.1020705005145.23615A-100000@halifax.chebucto.ns.ca>
Tony Cianfaglione a ï¿½crit:

>If I plug an external MegaFile 20 (with 3 partitions) into a Mega STe
>which has its own internal hard drive (with 6 partitions), will there be a
>conflict with possible damaging one or both HDs or even their partition
>tables?
That won't physically damage anything. And I don't think there could
be any partition conflict that could lead to data corruption, except
if SCSI adresses aren't actually independant from ACSI ones...
In this case, you should just change the internal disk's ID to one
different from "0" to fix it.

>The external partitions are labelled C, D and E. The internal drive's
>partitions are labelled C through H. How would the partitions keep things
>straight where there would be 2 C's, 2 D's etc?
Assuming your driver is correctly set, you will get C through K, the
order depending on which drive starts first - I would assume the
internal to start first, so you should get (C ~ H) + (I ~ K).
Most drivers allow to select the order the system will see the units.
I don't know about AHDI, but at least CBHD, SCSI-TOOL, HDDRIVER and
(IIRC) ICD do.

>Thanks...

J.-Luc

765. IRC

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 08:34:59 UTC
From: <>
Message-ID: <TScV8.3146$eT5.142494771@newssvr15.news.prodigy.com>
Source record: 33723

What servers/channels are active for chatting about Atari ST/Falcon subjects? I'm new to this, so does it matter what server you use?

```
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
```

766. Re: External HD with Internal HD Conflicts?

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 09:01:38 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <1025859557.727100@ananke.eclipse.net.uk>
Source record: 33724

"Tony Cianfaglione" <ab616@chebucto.ns.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1020705005145.23615A-100000@halifax.chebucto.ns.ca.
..
>
> If I plug an external MegaFile 20 (with 3 partitions) into a Mega STe
> which has its own internal hard drive (with 6 partitions), will there be a
> conflict with possible damaging one or both HDs or even their partition
> tables?
>

The only (I know you pedants can probaly think of other ways but we are
talking real life here) possibility of damage would be if you connected both
drives to the same SCSI bus and gave them the same SCSI ID number. Assuming
you have an internal IDE adaptor (I don't think you coudl fit SCSI inside
the machine) then you can't do that.

> The external partitions are labelled C, D and E. The internal drive's
> partitions are labelled C through H. How would the partitions keep things
> straight where there would be 2 C's, 2 D's etc?
>

Avoiding the quagmire of terminology, the important thing is the "Drive
Letter" which is dynamically assigned as the driver scans each disk, and its
partitions in turn. It is not stored (certainly in the original partitioning
schems) in the disk partition table. So usually the internal drive gets
scanned first and will retain its initial letters. The external drive will
be scanned next and its partitions will usually be assigned the next three
free drive letters, I,J and K. As Uwe says some later drivers do allow
partitions to be re-ordered, but again if a letter is already in uses these
will usually assign it the next free letter.

Again depending on software in use, you may have to do an "Install Devices"
or whatever to get the extra ICONS for the added partitions.

> Thanks...
>

Thats O.K....

767. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 13:46:12 UTC
From: atarirulez@go2.pl
Message-ID: <ag47v3$31h$1@news.tpi.pl>
Source record: 33728

On 4 Jul 2002 15:36:00 +, "Lyndon Amsdon" wrote:
> Hi Grzegorz,
>
> >Indeed. BTW I have searched the net for that mysterious "MIAN
> >Electronics" but I haven't found anything... Seems I have an
> >unique TT graphic card with unknown ISA/VME interface made by
> >a company that never existed ;-)
>
> Have you tried searching for "atari mian"? Perhaps on google
> groups?

Yes, but there is nothing about it. Only misspelled "Milan" and
"main" ;-)

But I have found "MIAN Electronics" company. It is located in
Rawal Pindi, in Pakistan.

I didn't ask them if they did that VMA/ISA interface, but there
is no other MIAN Electronics that could be found on the net...

--
Grzegorz Pawlik
http://marijuana.atari.org/

768. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 13:46:17 UTC
From: atarirulez@go2.pl
Message-ID: <ag47v5$31h$2@news.tpi.pl>
Source record: 33729

On 4 Jul 2002 21:45:19 G, Johan Klockars wrote:
> In article <ag130d$nv2$1@news.tpi.pl>,
> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
> >On 2 Jul 2002 18:01:26 G, Johan Klockars wrote:
> >> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
> >> >On 2 Jul 2002 10:56:53 G, Johan Klockars wrote:
> >> >> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
> >> >> >On 29 Jun 2002 19:35:24 , Dennis Vermeire wrote:
> >> >> >> From: "Grzegorz Pawlik" <atarirulez@go2.pl>
> ....
> >I have checked what VDI says about graphic mode, in 256 color it is
> >quite OK, but in 15-bit color... That's CRAZY:
> >
> >Max. palette colors: 32768 (OK)
>
> I'm not sure what number that is supposed to be, but the only obvious
> ones I can think of right now are intout[13] from v_opnvwk, which should
> never be higher than 256 or intout[39] which is supposed to show 0
> for any number of total possible colours higher than 32767 according
> to my VDI documentation.
>
> So, unless I'm missing something, that could be throwing some programs
> off regarding how to use your card.
>
> Is it possible for you to check how these numbers are arrived at?
> Or better, run my little utility (as soon as I get around to making
> it available in the fVDI download area on my site).

This one was takend from work_out(39). The first one was reported
by a kind of a German diagnostic utility, but as I don't understand
German I cannot say for sure what it is... In work_out(13) there
is 256 even in 32k color modes, although Aniplayer recognises 32k
colors properly (and display is OK); Imagecopy says there are
65536 colors available with no palette.

Could you please send me your VDI checking utility? Can it write
all those informations into a file? It would be usefull, as I don't
know much about the extended VDI information, etc. I can just dump
work_out() table into a file ;-)

> >Number of planes (16 bit!)
>
> That on the other hand is as it should be. As far as the hardware is
> concerned, there are 16 bits per pixel. You just seem to have DACs
> that only deal with 5+5+5 bits (a 16th bit would normally be used for

> extra resolution on the green component).

OK, now I understand ;-)

BTW here is the complete work_out() table in a 256 color mode I use:

```
work_out(0) = 655
work_out(1) = 479
work_out(2) = 0
work_out(3) = 265 ; these are those scaling values
work_out(4) = 265 ; I had to change
work_out(5) = 3
work_out(6) = 7
work_out(7) = 0
work_out(8) = 6
work_out(9) = 8
work_out(10) = 1
work_out(11) = 24
work_out(12) = 12
work_out(13) = 256 ; max. colors
work_out(14) = 10
work_out(15) = 1
work_out(16) = 2
work_out(17) = 3
work_out(18) = 4
work_out(19) = 5
work_out(20) = 6
work_out(21) = 7
work_out(22) = 8
work_out(23) = 9
work_out(24) = 10
work_out(25) = 3
work_out(26) = 0
work_out(27) = 3
work_out(28) = 3
work_out(29) = 3
work_out(30) = 0
work_out(31) = 3
work_out(32) = 0
work_out(33) = 3
work_out(34) = 2
work_out(35) = 1
work_out(36) = 1
work_out(37) = 1
work_out(38) = 0
work_out(39) = 16384 ; available colors in palette
work_out(40) = 2
work_out(41) = 1
work_out(42) = 1
work_out(43) = 1
work_out(44) = 2
```

```
work_out(45) = 6
work_out(46) = 4
work_out(47) = 8
work_out(48) = 13
work_out(49) = 1
work_out(50) = 0
work_out(51) = 40
work_out(52) = 0
work_out(53) = 15
work_out(54) = 11
work_out(55) = 120
work_out(56) = 88
```

Things are getting funny in a 32k color mode:

```
work_out(0) = 639
work_out(1) = 479
work_out(2) = 0
work_out(3) = 265
work_out(4) = 265
work_out(5) = 3
work_out(6) = 7
work_out(7) = 0
work_out(8) = 6
work_out(9) = 8
work_out(10) = 1
work_out(11) = 24
work_out(12) = 12
work_out(13) = 256 ; max. colors in 32k color mode is 256 (?)
work_out(14) = 10
work_out(15) = 1
work_out(16) = 2
work_out(17) = 3
work_out(18) = 4
work_out(19) = 5
work_out(20) = 6
work_out(21) = 7
work_out(22) = 8
work_out(23) = 9
work_out(24) = 10
work_out(25) = 3
work_out(26) = 0
work_out(27) = 3
work_out(28) = 3
work_out(29) = 3
work_out(30) = 0
work_out(31) = 3
work_out(32) = 0
work_out(33) = 3
work_out(34) = 2
work_out(35) = 1
```

```
work_out(36) = 1
work_out(37) = 1
work_out(38) = 0
work_out(39) = 16384 ; in 32k mode there are 16384 colors available (?)
work_out(40) = 2
work_out(41) = 1
work_out(42) = 1
work_out(43) = 1
work_out(44) = 2
work_out(45) = 6
work_out(46) = 4
work_out(47) = 8
work_out(48) = 13
work_out(49) = 1
work_out(50) = 0
work_out(51) = 40
work_out(52) = 0
work_out(53) = 15
work_out(54) = 11
work_out(55) = 120
work_out(56) = 88
```

I would say they are exactly the same... ;-)

Could you please send me your VDI checking utility?

--
Grzegorz Pawlik
http://marijuana.atari.org/

769. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 13:46:19 UTC
From: atarirulez@go2.pl
Message-ID: <ag47v9$31h$3@news.tpi.pl>
Source record: 33730

On 4 Jul 2002 22:33:02 G, Johan Klockars wrote:
> In article <ag1e55$49r$1@news2.tpi.pl>,
> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
> >On 4 Jul 2002 10:55:58 +, Dennis Vermeire wrote:
> >> From: atarirulez@go2.pl (Grzegorz Pawlik)
> ....
> >> >The interface has a writing "VME TO IBM" on it, no manufacturer or
> ....
> >> Well in that case it isn't a Nova card, cards produced by Nova carry a Nova
> >
> There were likely VME->ISA boards made that never had anything to do
> with Ataris. I don't know much about either VME or ISA, but it isn't
> at all impossible that such a board would work to some degree (or for
> that matter perfectly) with drivers intended for a NOVA board.

BTW I have found a photo of a NOVA vma/isa interface (in an old ST-Format
magazine) - the one I have is a half shorter than this. But the width
is the same, it fits *exactly* into that metal shield around the vme
port inside of the TT, so it seems it has been prepared for Atari.

> >> >BTW in 32k color modes no icons are displayed, why? There are just
> >> >black squares instead of them... :-(
> >>
> >> That's a driver problem...
> >> With older drivers for the Mach32 and 64 cards the same thing occurs, only
> >> since version 2.61 this has been corrected.
> >
> I forgot to ask this before, but I take it you are seeing colour images
> in other programs, such as Kronos?
> If so, this is almost guaranteed to only be a matter of fixing some of
> the returned values you mentioned earlier (or some other similar ones).

Most programs work OK: I can view jpegs with 1stGuide, also CAB works
great with GIF and JPEG images, Aniplayer display is correct, Kronos
and zBench display is also correct. OpenGL test is very fast ;-)

However, the programs that rely on NVDI bitmap functions (such as
Papillon 3.04) do not display anything in 32k color modes. They do
work in 256 colors, but in 32k there is no image at all, in Papillon
there is no color palette displayed when I create a new picture, all
colors are displayed white. But in 256 colors it works well.

--
Grzegorz Pawlik
http://marijuana.atari.org/

770. Re: ST emulator, hi res display

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 13:59:07 UTC
From: vdjole@EUnet.yu
Message-ID: <ag48n7$5ac$1@news.eunet.yu>
Source record: 33602

On 4 Jul 2002 06:27:26 +, "Lyndon Amsdon" wrote:
>Hi,
>
>Anyone know of a emulator with option to use a higher
>resolution? I downloaded Gemulator 2000, but can't find an
>option to get more than ST high. It's a 233MMX laptop so the
>emulator needs to be quite good as I believe a 233 is just about
>OK to use as an emaultor. I only need it to run Scooter PCB
>(GEM app), and it's not going to be an alternative to my Falcon
>:)

There should be a utility included named VGAWIN which, put in AUTO folder, would enable you to choose betweeen several resolutions, up to 1280 x 800, I think. VGAWIN works with DOS version of Gemulator too, but it can just increase vertical resolution from 400 to 480 (maybe it could do more if the screen could be put in some higher resolution mode by some hack at starting Gemulator/DOS ??)

TOSBox supports higher resolutions too, but they have to be configured beforehand in the .INI file. TOSBox is not as compatible as Gemulator.

cu;

771. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 13:59:12 UTC
From: vdjole@EUnet.yu
Message-ID: <ag48nd$5ac$2@news.eunet.yu>
Source record: 33603

On 1 Jul 2002 23:07:06 +, xlator@cix.compulink.co.uk wrote:

>If you look at the RSC in Interface, you will see that it has the
>spaces after the menu items. For instance, all items in the Edit
>menu are 22 characters long overall. Unfortunately the program
>seems to ignore these when you assign shortcuts to them :-(

One has to fiddle a bit with some options of Interface (concerning
optimization of menu-items lengths) in order to make it do what
one would like in this case, and not what Interface itself thinks
should be done.

Pixart seems to insert shortcus into menu item texts, starting from the
right and leaving one blank.

cu;

772. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 14:17:04 UTC
From: <>
Message-ID: <1025872766-661188AEicMi@ntlworld.com>
Source record: 33727

From: donw@intergate.com (don wolfe)
Date: Fri, 28 Jun 2002 14:16:41 +0000 (UTC)

>On 20 Jun 2002 12:22:25 , "n!" wrote:
>>Hi there!
>>
>>I want to move a couple of gigs worth of files (mostly midifiles and very
>>large music samples) from the ATARI to the PC. Have scsi on PC but ATARI

>Connect the Atari modem to the PC modem (with a phone wire) open a
>terminal prg in the Atari and the PC and D/L your files to the PC..

Serial port to serial port using a null modem, or better, PARCP. Needs a
slightly modified cable to connect the printer ports together but is very fast
and easy to use.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

773. New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 16:14:26 UTC
From: <>
Message-ID: <1025878552-818509AEicMi@ntlworld.com>
Source record: 33731

Hi all,

An updated resource file for PixArt 4.52 is now available from
http://www.cix.co.uk/~derryck/ddp/pixrsc.lzh which overcomes the problem
with misaligned shortcuts in the menu.

I've also refreshed the PixArt archive itself, it's available from the DDP
section of my website, URL in sig.

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

774. ST text to Speech Program

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 18:28:36 UTC
From: "www.Modula.org.uk" <newsgroup@Modula.8m.DONT_SPAM_MEcom>
Message-ID: <ag4ogi$b1v$1@helle.btinternet.com>
Source record: 33732

Hello all ...

I have a question for you lot. When I used to have my real ST up and running (I now use the STEem emulator, due to lack of desk space), I had a great text to speech program that "spoke" using purely synthetic sound chip noises (as opposed to "Smooth Talker" using sampled sound). But I have lost my disk :(

Could anybody send me, or point me in the direction of this program? I am desperate for it as I intend to use it in a small project of mine !

Thanks in advance to those who can help !

All the beST ...

Jon G

Joe Newton's ST Disks for download !
http://fp.modula.plus.com/sites/emulation
---

775. ArthurXP window size

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 19:44:51 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ag4svjgin1@thorium.cix.co.uk>
Source record: 33733

Hi!

Anyone downloading the current ArthurXP distribution (2.08) of this very useful translation program (libraries for many language pairs available, including German-English, English-French as well as Italian and many others) may find that the opened window is so big that it is impossible to access the sizer gadget at bottom right to reduce the width to fit the screen. That was the case both on my 640*840 mono screen as well as on 768*480 interlaced on an RGB monitor.

At the author's (R G Faika) suggestion I disabled the CNF file, and all was well - the dialog now fitted the screen and could be resized. Looking at the contents of the CNF, the default size set in that is 724*493. So either use a text editor to change this to match your screen size, or delete/disable the original CNF file, and Arthur will create a new one once you have chosen your options in the dialog and exited the program.

This has been a public service anouncement from DDP.

Regards, /Peter/

776. Help on Atari Mega ST, no colour

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 20:59:23 UTC
From: Chin-Whan Choi <st003488@hrz1.hrz.tu-darmstadt.de>
Message-ID: <3D2608AB.7090305@hrz1.hrz.tu-darmstadt.de>
Source record: 33734

Hi there,

i am using an Atari Mega ST 2 for my MIDI stuff. I also own some old games and wanted to play some on weekend. So, i connected the Mega ST with a colour screen cable to my TV-Set, normaly it should work fine. But, it is very difficult to see anything. I opened the eyes and i can hardly see the desktop on the TV screen. It is a very dark screen i get. And, i cannot recognize any colours. I tried two different cables and TV-sets, but the problem remains. I am using TOs 2.06. Does anybody know this problem? Is this a severe hardware problem? In 640*400 Mode on a Atari SM 124, it works without any problem.

Thanks for aour help!

777. Re: MagicNet's author

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 21:14:34 UTC
From: ebaiz@skyenet.net
Message-ID: <__nV8.394$mI.160068@newsfeed.slurp.net>
Source record: 33735

On 3 Jul 2002 21:06:29 -, lp wrote:
>in article 5bKU8.2936$6d.175210@newsfeed.slurp.net, Edward S. Baiz Jr. at
>ebaiz@skyenet.net wrote on 7/3/02 5:40 PM:
>
>> I am trying to connect my Hades to a cable modem using a PCI NIC card with
>> Odd Skancke's driver. Everything seems to be well, but I cannot get a
>> successful connection. People have been giving some advice (anyone else?) and
>> I appreciate that. I have been trying to contact the author, but to no avail.
>> Anyone know another email address to contact him with?
>
>I really don't know anything about magxnet, but the situation with the PCI
>NIC and Odd's driver might simply be that it requires mint. I am not 100%
>sure on that however, is that why you are trying to contact the magxnet
>author?

Hello Lonny,

Yes that is why I would like to contact the author. Just to see if the PCI bus is supported. I want to get it working with Magic as well as Mint. Just in case something might happen to my Mint partition like a few days ago when for some reason the boot sectors were wiped out and I had to re-install EasyMint again. I did however, backup the whole partition to a CD. Like I also said, Ozk's driver loads fine under MintNet. I just cannot establish a connection.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
---

778. Re: ST text to Speech Program

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 22:36:00 UTC
From: "www.Modula.org.uk" <newsgroup@Modula.8m.DONT_SPAM_MEcom>
Message-ID: <ag570f$414$1@helle.btinternet.com>
Source record: 33736

No worries, I've found it :)
Ta anyway !

JonG

Joe Newton's ST Disks for download !
http://fp.modula.plus.com/sites/emulation
---

779. Re: Help on Atari Mega ST, no colour

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 22:38:53 UTC
From: "www.Modula.org.uk" <newsgroup@Modula.8m.DONT_SPAM_MEcom>
Message-ID: <ag575scmh1@venus.btinternet.com>
Source record: 33737

Hmmm.. i've seen and solved this problem before, but only with Scart cables
.....
Are you using stamdard RF cables ? If not, and you're using Scart, let me
know.

Jon G

"Chin-Whan Choi" <st003488@hrz1.hrz.tu-darmstadt.de> wrote in message
news:3D2608AB.7090305@hrz1.hrz.tu-darmstadt.de...
> Hi there,
>
> i am using an Atari Mega ST 2 for my MIDI stuff. I also own some old
> games and wanted to play some on weekend. So, i connected the Mega ST
> with a colour screen cable to my TV-Set, normaly it should work fine.
> But, it is very difficult to see anything. I opened the eyes and i can
> hardly see the desktop on the TV screen. It is a very dark screen i get.
> And, i cannot recognize any colours. I tried two different cables and
> TV-sets, but the problem remains. I am using TOs 2.06. Does anybody know
> this problem? Is this a severe hardware problem? In 640*400 Mode on a
> Atari SM 124, it works without any problem.
>
> Thanks for aour help!
>

780. Re: Atari on MTV Cribs

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 22:49:15 UTC
From: "www.Modula.org.uk" <newsgroup@Modula.8m.DONT_SPAM_MEcom>
Message-ID: <ag57p9$i5m$1@knossos.btinternet.com>
Source record: 33738

I also make music and had also used the Atari for a few years. Okay, it
wasn't
with midi, but the goode olde demo scene spawned craze, the 4 Track
SoundTracker
(AudioSculpture, TCB Tracker and the likes). I've since moved onto the PC
because
of the 32+ channels, but i do miss the old ST :'(
Fantastic piece of kit. in my opinion, nothing as yet has equaled it for its
time!

Long live the fuji !
/|\ JonG
(M&#65533;DULA)

---
http://www.Modula.org.uk
http://www.Modula.org.uk/radio

Joe Newton's ST Disks for download !
http://fp.modula.plus.com/sites/emulation

"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message
news:1025788952.720927@pikachu...
> Don wrote:
>
> > I was watching MTV cribs tonight (Wednesday 3rd of July). The house was
> > Fat Boy Slims. They got to his studio and I started to yelling at the TV
> > because there it was the Atari 1040ST sitting on his desk and it was the
> > only computer to be seen. He even pointed it out. Hope to see more of
> > them soon.
> >
> > Don
>
> Hehe.. This is just cool. I'm also a beginner musician. If you ever see
me
> on TV, I'll plug Atari so bad ;)
>
> Mark
>

781. Re: ST emulator, hi res display

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 22:51:31 UTC
From: "www.Modula.org.uk" <newsgroup@Modula.8m.DONT_SPAM_MEcom>
Message-ID: <ag57th$55h$1@helle.btinternet.com>
Source record: 33739

The authors on the STEEM mailing list tell us that this function is going go
be available in the next release of the "STEEM Engine" (BEST emulator to
date).
I cant remember the website, but search for "steem" on yahoo.com and you'll
find it.

JonG

"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:1025815592.203061@ananke.eclipse.net.uk...
> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:3d23dcc2179440@madasafish.com...
> > Hi,
> >
> > Anyone know of a emulator with option to use a higher
> > resolution? I downloaded Gemulator 2000, but can't find an
> > option to get more than ST high. It's a 233MMX laptop so the
> > emulator needs to be quite good as I believe a 233 is just about
> > OK to use as an emaultor. I only need it to run Scooter PCB
> > (GEM app), and it's not going to be an alternative to my Falcon
> > :)
> >
>
> There should be a couple of apps included that go into the Auto Folder,
> called WINSIZER & VGAWIN. You can use either. They allow you to change
res
> at boot-up. I guess some programs may work with one and not the other.
>
>
> > Thanks
> > --
> > Lyndon Amsdon
> > http://hardware.atari.org
>
>

782. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-07-05 22:55:15 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <ntpV8.288454$_j6.14210089@bin3.nnrp.aus1.giganews.com>
Source record: 33740
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I guess you didn't read the responses to your last spam. Perhaps someone
can read them to you...

www.myatari.com <- not me but I know them to be reputable

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0207042042230.29024-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith of Bravo Sierra Computers.

783. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 01:16:53 UTC
From: lp <gfa@basic.net>
Message-ID: <B94BBD44.79F3%gfa@basic.net>
Source record: 33741

in article ag47v5$31h$2@news.tpi.pl, Grzegorz Pawlik at atarirulez@go2.pl
wrote on 7/5/02 9:46 AM:

> work_out(13) = 256 ; max. colors in 32k color mode is 256 (?)

That is normal in TC as the color registers as you know them in register
based mode (256 or less) become color pens in TC. Or rather place holders
for predefind pen colors. All TC modes will report 256 pens.

If you want to check the actual colors allowed by a given mode, it's better
to request the extended vdi inquire, and look at the bit planes the VDI
thinks you are in then just do a simple palette_size=shl(1,bitplanes).

Hope that makes sense. ;-)

Lonny Pursell

784. Re: New "Atari" advertisment

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 01:58:57 UTC
From: Keith Brooks <brooksie1@shaw.ca>
Message-ID: <B94BAAFF.152A4%brooksie1@shaw.ca>
Source record: 33742

It's and ad for "Test Drive" which of course is an Atari licenced game.

Keith Brooks
Calgary, Alberta

On 7/4/02 4:38 PM, in article i74V8.118$5w3.198679@news1.atlantic.net, "John Garone" <swampfax@atlantic.net> wrote:

> On 4 Jul 2002 18:36:10 +, Jean-Luc CECCOLI wrote:
>> Dans le message <1fet1s3.t0zuhlscpbnkN%northstar2010@_del_ete_yahoo.no>
>> Hallvard Tangeraas a ï¿½crit:
>>> Stephen Moss <sgm23@eng.cam.ac.uk> wrote:
>>
>>>> Has anyone else seen this?, I saw it last week on CH4 (UK).
>>>> The Atari/Fuji logo with something like licencing or interactive
>>>> written underneth it is very briefly zoomed onto the screen from a
>>>> distance, it them goes on to show images of some dodgy driving game
>>>> for two of the current games machines. The PS2 was one of them and I
>>>> think the Game cube was the other.
>>
>>> Yeah, I saw it the other day when I went to a local cinema to see a
>>> movie. I'm in Norway, and it sounds like just the same commercial.
>>
>> I saw this commercial a couple of weeks ago :-)
>>
>> I live in France
>>
>> J.-Luc
>>
>>
> Although I have'nt seen that one (USA) I did see Atari classics to be
> played on cell phones! Mine has a version of Space Invaders called Space
> Dudes!
> John G.

785. Re: ST emulator, hi res display

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 03:00:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d265d522888b1@madasafish.com>
Source record: 33744

Hi Dave,

Looks like vgawin and winsizer is what I need, thanks!
--
Lyndon Amsdon
http://hardware.atari.org

786. Re: External HD with Internal HD Conflicts?

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 05:22:36 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020706021724.20659A-100000@halifax.chebucto.ns.ca>
Source record: 33743

The old Megafile external will be attached to the DMA plug in the back of the Mega STe to copy over some software which would be faster than reinstalling everything from floppies. I just didn't them the two drives to bump heads and corrupt either or both.

The Megafile only has AHDI on it and the internal has an ICD boot loader. How do you change the number of the old drive in the Megafile as the Mega STe hard drive is too hard to get at to change any numbers?

On Fri, 5 Jul 2002, Dave Wade wrote:

> ...if you connected both drives to the same SCSI bus and gave them the same SCSI ID number.

787. Re: Help on Atari Mega ST, no colour

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 11:27:39 UTC
From: st003488@hrz1.hrz.tu-darmstadt.de
Message-ID: <8d182c56.0207060327.79b46ee1@posting.google.com>
Source record: 33745

> Are you using stamdard RF cables ? If not, and you're using Scart, let me
> know.
>
> Jon G

Hi Jon,

i was using a cinch cable and a SCART cable. Both cables didn't work
properly, so i concluded that the Computer has a problem.

788. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 11:28:08 UTC
From: rand@cd.chalmers.se
Message-ID: <ag6k88$1lq$1@nyheter.chalmers.se>
Source record: 33646

```
In article <ag47v5$31h$2@news.tpi.pl>,
Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>On 4 Jul 2002 21:45:19 G, Johan Klockars wrote:
>> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>> >On 2 Jul 2002 18:01:26 G, Johan Klockars wrote:
>> >> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>> >> >On 2 Jul 2002 10:56:53 G, Johan Klockars wrote:
>> >> >> Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>> >> >> >On 29 Jun 2002 19:35:24 , Dennis Vermeire wrote:
>> >> >> >> From: "Grzegorz Pawlik" <atarirulez@go2.pl>
...
>> >Max. palette colors: 32768 (OK)
...
>This one was takend from work_out(39). The first one was reported

OK. Well, I guess my VDI documentation might be wrong. In any case,
intout[39] isn't terribly helpful since it's only a 16 bit value.

>German I cannot say for sure what it is... In work_out(13) there
>is 256 even in 32k color modes, although Aniplayer recognises 32k

As was mentioned, intout[13] is never higher than 256.

>colors properly (and display is OK); Imagecopy says there are
>65536 colors available with no palette.

It probably does what someone else suggested here then, giving
(1 << bitplanes) as the number of colours, but that is wrong for
your 15 bit mode as well as for a 32 bit mode (or Falcon TC as it is
normally used by the VDI, IIRC (but I might not)).

>Could you please send me your VDI checking utility? Can it write

It is on my web site now. Go via the fVDI page, down into the fVDI
'ftp site' and you'll find it in the 'Misc' directory.
Don't forget to fetch the text file that explains what to do.

>all those informations into a file? It would be usefull, as I don't

It will not do otherwise. ;-)

>know much about the extended VDI information, etc. I can just dump
>work_out() table into a file ;-)

Besides the vq_scrninfo (vq_extnd mode 2, available from EdDI v1.00
and onwards) values, which my program interprets (and can show on the
screen using printf (GEMDOS/BIOS text output, that is)), the rest is
only dumped to a file. It can dump vq_extnd mode 0 (opn_vwk) and
```

mode 1, as well as the lineA variables and some other things, however,
which should cover all there is to find out from the OS regarding the
graphics mode.

>work_out(0) = 655

A typo there, I assume?

>work_out(3) = 265 ; these are those scaling values
>work_out(4) = 265 ; I had to change

I think you should try calculating them from your screen size and
resolution.

>work_out(13) = 256 ; max. colors in 32k color mode is 256 (?)

Quite as it should be.

>work_out(39) = 16384 ; in 32k mode there are 16384 colors available (?)

Does not seem right, but I doubt any program would try to use it.
vq_scrninfo (see above) provides a 32 bit value that gives the number
of possible colours, as well as ways to describe the format of a pixel
in the frame buffer (well, in a device specific bitmap, anyway, which
is often, but not necessarily, the same thing) in detail.

>Could you please send me your VDI checking utility?

See above.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

789. Atari Online News, Etc. #04-37

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 12:35:23 UTC
From: danap8@aol.com
Message-ID: <20020706083523.21202.00001902@mb-cs.aol.com>
Source record: 33647

```
A-ONE #0427 07/05/02

~ File-traders Lawsuits? ~ People Are Talking! ~ Code Name: "Freon"!
~ MS Disclosure Adequate ~ Cops Test Face Software ~ Jail For eBay Fraud!
~ Wire Transfers: Say No ~ SETI@home's Team Atari ~ Happy 4th of July!

-* Dell Starts PC Sweepstakes! *-
-* China Threatens Internet Cafe Owners *-
-* Microsoft Passport Raises Privacy Issues! *-


___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

790. Re: Falcon FPU

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 15:08:11 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <_UDV8.4476$t4.11424@nntpserver.swip.net>
Source record: 33650

If it is made for PLCC sockets, it will. If it is made for PGA sockets, it won't.

/Peter

"Joseph D. Place" <jdplace@prodigy.net> wrote in message news:3bc0d60.0206271347.6340c411@posting.google.com...
> Will this FPU work in my Falcon?
> Motorola MC6882FN33A
> Thanks,
> Joseph D. Place

791. CAB 2.8 hotlist

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 15:13:49 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207061708090.88-100000@easymint>
Source record: 33649

Hi,

Anyone else having trouble with the Hotlist in CAB 2.8 (full licensed version, not demo) when using MiNT? With single TOS it works fine on my system, but when using MiNT the Hotlist shows nothing when I open it. Can't remember having had any trouble with version 2.7.

Martin Tarenskeen

792. Re: Help on Atari Mega ST, no colour

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 15:14:51 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <ag7137$b0m$1@news8.svr.pol.co.uk>
Source record: 33648

"Chin-Whan Choi" <st003488@hrz1.hrz.tu-darmstadt.de> wrote in message
news:3D2608AB.7090305@hrz1.hrz.tu-darmstadt.de...
> Hi there,
>
> i am using an Atari Mega ST 2 for my MIDI stuff. I also own some old
> games and wanted to play some on weekend. So, i connected the Mega ST
> with a colour screen cable to my TV-Set, normaly it should work fine.
> But, it is very difficult to see anything. I opened the eyes and i can
> hardly see the desktop on the TV screen. It is a very dark screen i get.
> And, i cannot recognize any colours. I tried two different cables and
> TV-sets, but the problem remains. I am using TOs 2.06. Does anybody know
> this problem? Is this a severe hardware problem? In 640*400 Mode on a
> Atari SM 124, it works without any problem.
>
> Thanks for aour help!
>

I have had this problem with my STe and its either the lead or the TV. The
MEGA only produces RGB out and your leads (or TVs) are either only designed
for composite, or the way the SYNC is being generated is fooling the TV into
looking for Composite. I know someone sent me the solution some time ago but
I can't find it. Try checking out the group archives at groups.google.com...

Dave.

793. Re: CAB 2.8 hotlist

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 17:11:00 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <3d273e546e39510@pandora.be>
Source record: 33653

on Sat 06-07-2002 17:13 Martin Tarenskeen wrote:

>Hi,
>
>Anyone else having trouble with the Hotlist in CAB 2.8 (full licensed
>version, not demo) when using MiNT? With single TOS it works fine on my
>system, but when using MiNT the Hotlist shows nothing when I open it.
>Can't remember having had any trouble with version 2.7.

Just rename hotlist.htm into hotlist.html.
I'm not sure but I believe you must use lowercases too.

HTH,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

794. Re: CAB 2.8 hotlist

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 18:06:28 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.56baf31e.719c1a82.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33654

Dans le message <Pine.MNT.4.31.0207061708090.88-100000@easymint>
Martin Tarenskeen a ï¿½crit:
>Hi,
Hello,

>Anyone else having trouble with the Hotlist in CAB 2.8 (full licensed
>version, not demo) when using MiNT? With single TOS it works fine on my
>system, but when using MiNT the Hotlist shows nothing when I open it.
>Can't remember having had any trouble with version 2.7.
Same happened to me with Magic :-(I renamed it from "hotlist.htm"
to "hotlist.html", and it worked!

>Martin Tarenskeen

J.-Luc

795. Re: CAB 2.8 hotlist

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 19:30:02 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1025958628-248945AEicMi@williams-net.com>
Source record: 33651

Martin,
I had a similar problem quite some time ago with my
CAB version 2.8 but I was using MAGIC. The answer
lies in the fact that MINT is a long filename OS and
so is MAGIC but single TOS is 8.3 filenames. Check
inside of CAB folder and find HOTLIST.HTM if it is
typed like this change the filename to HOTLIST.HTML
This will fix your problem.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

796. Re: Help on Atari Mega ST, no colour

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 19:38:26 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1025959138-351004AEicMi@williams-net.com>
Source record: 33652

Chin-Whan,
I also have had a similar problem with my Falcon030.
When I first got it and wanted to hook it to a 19 inch
VGA monitor. I found that it was a setting inside of
NVRAM. Do you use a program like this??? For
VIDEONORM I have PAL and VGA clicked on for VIDEOMODUS
I have nothing clicked on but there are other options
as well. Now that I have an Eclipse ATI GC I dont
even need to worry about this program. Hope this
helps!!!!

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
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56K CNET modem
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20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

797. Re: Atari on MTV Cribs

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 20:43:00 UTC
From: Clement.Benrabah@wanadoo.fr
Message-ID: <ag7kok$6n1$1@wanadoo.fr>
Source record: 33655

Hi,

On 3 Jul 2002 22:28:30 -, Don wrote:
>I was watching MTV cribs tonight (Wednesday 3rd of July). The house was
>Fat Boy Slims. They got to his studio and I started to yelling at the TV
>because there it was the Atari 1040ST sitting on his desk and it was the
>only computer to be seen. He even pointed it out. Hope to see more of
>them soon.
>

In another MTV cribs, we can see Marilyn Manson's ex-bassist Twiggy Ramirez
showing his Atari 2600 and 7800 and presenting his favorite game:
Journey Escape :-)

Clement

798. Internal HD not recognizing...

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 20:52:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020706174718.17236A-100000@halifax.chebucto.ns.ca>
Source record: 33656

I hooked up the external Megafile 20 to my Mega STe and changed the SCSI switch settings on the switch in the external HD and tried a boot. At first, the Mega would simply boot as normal and ignore the external HD. Now the Mega doesn't even recognize its own HD with the multiple partitions and isntead simply runs the empty floppy drive for a while before giving me a basic screen of 2 floppy icons and a trash can.

I've unhooked the external and have tried booting the Mega with its internal only. Repeated bootings fail to recognize the internal HD.

What now?

799. Re: Internal HD not recognizing...

Newsgroup: comp.sys.atari.st
Date: 2002-07-06 22:33:57 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020706192849.6876A-100000@halifax.chebucto.ns.ca>
Source record: 33657

Okay, a followup to my previous posting.

I took the HD out of the Mega STe, reseated a few chips, cleaning off any possible corrosion and tapping the HD lightly on the side to see if stichtion was a problem. The HD started working on its side but not lying flat. I reseated the daughterboard and its chips and tried it again. The HD seems to be back functioning again.

Whew!

800. Falcon audio noise

Newsgroup: comp.sys.atari.st
Date: 2002-07-07 07:29:04 UTC
From: <>
Message-ID: <45SV8.4168$_U1.187701507@newssvr15.news.prodigy.com>
Source record: 33658

I have a low-level hum, and noise as the disk is accessed in my Falcon audio. It's loud enough to ruin an audio recording. Where should I look first?

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

801. Re: CAB 2.8 hotlist

Newsgroup: comp.sys.atari.st
Date: 2002-07-07 10:15:57 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207071209590.236-100000@easymint>
Source record: 33659

On Sat, 6 Jul 2002 donotusethisaddress@pandora.be.invalid wrote:

> on Sat 06-07-2002 17:13 Martin Tarenskeen wrote:
>
> >Hi,
> >
> >Anyone else having trouble with the Hotlist in CAB 2.8 (full licensed
> >version, not demo) when using MiNT? With single TOS it works fine on my
> >system, but when using MiNT the Hotlist shows nothing when I open it.
> >Can't remember having had any trouble with version 2.7.
>
> Just rename hotlist.htm into hotlist.html.
> I'm not sure but I believe you must use lowercases too.
>

Hmm, strange behaviour. But I have it working now. I have my CAB folder on a TOS partition. So I've copied "HOTLIST.HTM" from there to my $HOME directory, which is on a ext2 MiNT partition, and renamed it to "hotlist.html". CAB apparently also looks for it on that location. Now I can use CAB and the Hotlist both with MiNTnet and with STiK2/Single TOS. Why should I, but it is possible :-)

Martin Tarenskeen

802. Re: Internal HD not recognizing...

Newsgroup: comp.sys.atari.st
Date: 2002-07-07 19:06:52 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.e2b9471d.71b41ea2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33660

Hello,

Dans le message <Pine.GSO.3.95.iB1.0.1020706192849.6876A-100000@halifax.chebucto.ns.ca>
Tony Cianfaglione a ï¿½crit:

>Okay, a followup to my previous posting.

>I took the HD out of the Mega STe, reseated a few chips, cleaning off any
>possible corrosion and tapping the HD lightly on the side to see if
>stichtion was a problem. The HD started working on its side but not
>lying flat. I reseated the daughterboard and its chips and tried it
>again. The HD seems to be back functioning again.
It just wanted to make you a joke ;-)

>Whew!

J.-Luc

803. Laser C / Megamax C on a emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-07 20:51:34 UTC
From: condor7NO@SPAMnetzero.net
Message-ID: <qR1W8.11177$Im2.370547@bin2.nnrp.aus1.giganews.com>
Source record: 33661

Does anyone know if Laser C and MegaMax C will run on any of the ST emulators? I have a old ST desk ACC and Interlink EMU I wanted to offer to download on my website but the ARC file went bad. IG217.ARC If anyone has that file email it to me at LarryMears@hotmail.com I have the IG216.ZIP I have the source for version 2.17 but can't compile it on the Falcon030, sold my 1040STfm long ago.

--
...Larry
VectaSketch a Vector Based Web Page Graphics Language and More:
http://larrymears.tripod.com

804. Re: New "Atari" advertisment

Newsgroup: comp.sys.atari.st
Date: 2002-07-07 21:20:31 UTC
From: Tom & Glynis McCartney <tmccartn@calcna.ab.ca>
Message-ID: <Pine.A41.4.05.10207071518020.1820-100000@srv1.calcna.ab.ca>
Source record: 33662

There aare a bunch of new cutting edge games coming out under the ATARI logo including never winter nights from Canada's own Bioware. (have the game its rather cool to see the atari logo come up on my PC) (it would never run on my falcon)

Tom McCartney

805. Re: Help on Atari Mega ST, no colour

Newsgroup: comp.sys.atari.st
Date: 2002-07-07 23:43:01 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1026148386.56941.1@dyke.uk.clara.net>
Source record: 33666

Hi Chin-Whan Choi

> i am using an Atari Mega ST 2 for my MIDI stuff. I also own some old
> games and wanted to play some on weekend. So, i connected the Mega ST
> with a colour screen cable to my TV-Set, normaly it should work fine.
> But, it is very difficult to see anything. I opened the eyes and i can
> hardly see the desktop on the TV screen. It is a very dark screen i get.
> And, i cannot recognize any colours. I tried two different cables and
> TV-sets, but the problem remains. I am using TOS 2.06. Does anybody know
> this problem? Is this a severe hardware problem? In 640*400 Mode on a
> Atari SM 124, it works without any problem.

Are you using RGB cables or composite video cables and is the relevant
monitor set to match.

Some types of monitor require a 12 volt at 10K ohm pull-up on pin 8 of its
SCART socket to force it into composite mode and 12v at 10K ohm pull-up to
pins 8 and 12 to force RGB.

Its also possible you need to cycle your TV through its modes, i.e,
COMPOSITE/RGB/svhs, maybe even PAL/ntsc to get the correct result.
--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.373 / Virus Database: 208 - Release Date: 02/07/2002

806. XaAES v0.951

Newsgroup: comp.sys.atari.st
Date: 2002-07-08 00:28:08 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3D28DC66.AD0DE191@chello.nl>
Source record: 33663

LS

A new version of XaAES is available on my homepage

1
At last got the button down fallthrough event working.
(Fall through evnt_multi(MU_BUTTON, down) and the button is already (or still) down)

Good news for CAB users among many others.

2
Fix in button event handling: if the mouse is locked and the app has a classic
dialogue on the screen and is not in a form_do() and is waiting for mouse
events, it will now recieve the event.

3
More fixes in fitting text in boxes. Now 3D widening effect is taken into
account.

4
More fixes in drawing of transparent text.

5
More fixes in handling windowed and classic dialogues.
(Because window creation is postponed until form_do() is called, I could
do away with the handling of the 3 pixel gap caused by form_center() on
outlined boxes).

6
Fix in graf_slidebox():
Forgot to set the mouse distance rectangle properly.

Have fun.
Read the history file!

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

807. New on TAMW: Brainwaves and Notator

Newsgroup: comp.sys.atari.st
Date: 2002-07-08 04:58:54 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0207072058.3b542c0d@posting.google.com>
Source record: 33664

Hi All:

New stuff on TAMW !!

http://tamw.atari-users.net/brainwav.htm

This is marc marc's BRAIN WAVE LAB! Thats right!! WE ARE IN CONTROL:-)
Check out this unusual software.

http://tamw.atari-users.net/notator.htm

THATS RIGHT2! A NOTATOR page...Finally!!!!..thanks to David Etheridge and
his excellent article illustrated with Hallvards Notator screen shots! (Hope
you don't mind Hallvard)all credit is given of course! I plan to expand it
when I get more time.

I also reorganized my front page so all the apps have catagories instead of
random-tandom. You can now actually FIND something:-)

http://tamw.atari-users.net/timidi.htm

Comments welcome

Tim

****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

808. Atari St1024 and signum

Newsgroup: comp.sys.atari.st
Date: 2002-07-08 14:17:24 UTC
From: Hartmut Surmann <Hartmut.Surmann@ais.fraunhofer.de>
Message-ID: <3D299EF4.4A68E3A0@ais.fraunhofer.de>
Source record: 33665

Hi,

15 years ago i wrote my master thesis on an atari 1024 ST with
a text program called signum. Now, i am looking for a possibilty
to read or convert these old signum files? Any hints?

My first idea was to use an simulator.
I found an atari 1024ST emulator for linux but
i didn't have the old programm files (signum).
Any hints were i can download the softare?

Thanks
Hartmut Surmann

809. GodPey under MagiC

Newsgroup: comp.sys.atari.st
Date: 2002-07-08 17:14:15 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3d29c85e$0$256$4c56ba96@master.news.zetnet.net>
Source record: 33667

Hi all!

When GodPey from Reservoir Gods came out, I tried to run it under MagiC on my Falcon. It didn't work, it just freezes on the title screen.

Then I ran it under TOS, this time it worked. After a few plays I found the music annoying, so I turned it off and switched on sound fx only. But there was no sound at all. I thought it was a bug.

So I played it for some time with no sound at all.

Then I wondered whether unpacking the program would help it run under MagiC? I tried it and it worked! And wonder of wonder I was now getting sound fxs too! The only problem was that their timing was out.

So now I run GodPey under MagiC in Single-Task mode which sorts out this last problem.

I don't understand why I didn't get any sound fx under TOS, but I at least I've managed to find a good solution!

I assume that the packer used with GodPey works under MiNT, and doesn't under MagiC. Is there not a packer that works under both OSes?

Get GodPey either from my website or from Reservoir Gods
http://www.reservoir-gods.com

Cheers!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derrcyk |
-------------------------------------------------------
```


Cheers!

James

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-------------------------------------------------------
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
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Cheers!

James


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Cheers!

James

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Cheers!

James

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|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
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Cheers!

James

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Cheers!

James

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_______________________________________________________
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|James Haslam Email: jfhaslam@zetnet.co.uk| ._____.
| | // //|
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+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derrcyk |
-------------------------------------------------------
```

810. Re: Help on Atari Mega ST, no colour

Newsgroup: comp.sys.atari.st
Date: 2002-07-09 06:49:07 UTC
From: "www.Modula.org.uk" <newsgroup@Modula.8m.DONT_SPAM_MEcom>
Message-ID: <age112hth1@knossos.btinternet.com>
Source record: 33668

With this kind of thing, when I had this problem before, we had two
different Scart cables. A Sony one that was supplied by a local dealer, and
one Philips, that came with the CM8833 monitor.
It seems thats the Sony and Philips cables had slightly different pinouts.
I'm not sure where you can get diffreent cables from today, but if you get
the pinouts from somewhere, i'm sure you could get an electronics shop of
some kind to fit it for you.

JonG

"Chin-Whan Choi" <st003488@hrz1.hrz.tu-darmstadt.de> wrote in message
news:8d182c56.0207060327.79b46ee1@posting.google.com...
> > Are you using stamdard RF cables ? If not, and you're using Scart, let
me
> > know.
> >
> > Jon G
>
>
> Hi Jon,
>
> i was using a cinch cable and a SCART cable. Both cables didn't work
> properly, so i concluded that the Computer has a problem.

811. Re: Falcon030 wanted

Newsgroup: comp.sys.atari.st
Date: 2002-07-09 09:02:20 UTC
From: Kevin Sturges <Kevinsturges@wi.rr.com>
Message-ID: <wDxW8.2923$oB4.131816@twister.kc.rr.com>
Source record: 33669

NOOOOOOOOO!!
I'm keeping Mr.030 for as long as he lives ;)

"Chris" <capw@rogers.com> wrote in message
news:3D1F4FF7.3B644F13@rogers.com...
> Hi,
>
> Does anyone have an Atari Falcon030 for SALE??
>
> MUST be in working condition. i.e.: powers-up fine and works for hours
> on end.
> Preferred w/14 megs of RAM.
>
> Internal hard drive would be nice but not necessarily needed. Don't
> care for the mouse as I got plenty of them here at home.
> Monitor adapter would be nice too.
>
> Please name your price and am hoping you are flexible in negotiate for
> Best Offer. As I am on a budget.
>
> I live in Toronto, Ontario. Canada (eh). Would prefer to buy in Canada
> with Canadian funds. Or from the U.S at a REASONABLE cost in U.S funds
> or Canadian funds.
>
> Please e-mail me directly at capw@rogers.com (mailto:capw@rogers.com)
>
> Thanks,
> g'day
>
>

812. help! desperatley seeking 030 falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-07-09 11:18:27 UTC
From: Chance Hooper <chance@cybertrophic.com>
Message-ID: <agegq3$m5i$1@helle.btinternet.com>
Source record: 33670

Hi - I live in the UK and am desperate to find a high-spec falcon 030 (preferably with cubase) so I can finally set up my home studio having rejigged all the furniture in the house.... :-)
I am not after a Milan, etc box, just the normal atari falcon 68030 with 14 meg(?) of ram and a decent hard-disk (the bigger the better), monitors, software, accelerators, etc are all useful too, but not critical. I will pay a fair price as I don't believe in stiffing people for a computer they love - have had a few people try that with my old SGI boxes...
any advice/offers/info is appreciated.
Thanks for your time!
long live the Atari ST/Falcon!

Chance

813. Re: New "Atari" advertisment

Newsgroup: comp.sys.atari.st
Date: 2002-07-09 11:20:56 UTC
From: sf0218@aol.com
Message-ID: <20020709072056.16640.00003462@mb-ch.aol.com>
Source record: 33671

I saw it here (in Virginia) last night. I don't remember what channel it was.
I was pleasantly surprised, to say the least.
Sam F.
Seattle Seahawks fan & Atari Computer nut

814. Re: help! desperatley seeking 030 falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-07-09 16:12:48 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <IWDW8.2394$H65.101867@news8-gui.server.ntli.net>
Source record: 33672

Hello.

"Chance Hooper" <chance@cybertrophic.com> wrote in message
news:agegq3$m5i$1@helle.btinternet.com...
> Hi - I live in the UK and am desperate to find a high-spec falcon 030 (
> preferably with cubase) so I can finally set up my home studio having
> rejigged all the furniture in the house.... :-)

I have two, both C-Labs.

One is a Mk X, Blowup hardware, 3gig SCSI etc.

T'other is a Mk II, needs an IDE drive and bracket.

I don't give 'em away........

Cubase Audio available separately.

Barrie at Keychange. www.keychange.co.uk

815. Re: help! desperatley seeking 030 falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-07-09 17:03:02 UTC
From: Chance Hooper <chance@cybertrophic.com>
Message-ID: <agf506$9cq$1@paris.btinternet.com>
Source record: 33673

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:lWDW8.2394$H65.101867@news8-gui.server.ntli.net...
> Hello.
>
> "Chance Hooper" <chance@cybertrophic.com> wrote in message
> news:agegq3$m5i$1@helle.btinternet.com...
> > Hi - I live in the UK and am desperate to find a high-spec falcon 030 (
> > preferably with cubase) so I can finally set up my home studio having
> > rejigged all the furniture in the house.... :-)
>
> I have two, both C-Labs.
>
> One is a Mk X, Blowup hardware, 3gig SCSI etc.
>
> T'other is a Mk II, needs an IDE drive and bracket.
>
> I don't give 'em away........
>
> Cubase Audio available separately.
>
>
> Barrie at Keychange. www.keychange.co.uk
>
>
>

right, bit new to Falcons - are the MkX and Mk II in the original all-in-one
ST style case? and obviously if the spec is right, I am happy to pay a fair
price. any ideas on a price for cubase, by the way?

816. Re: help! desperatley seeking 030 falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-07-09 17:50:33 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <tnFW8.331$5G1.148162@newsfeed.slurp.net>
Source record: 33674

```
MK-X is in a separate black case. Quite attractive. MK-II is in an ST style
case. Both MK-X and MK-II have a modifed SCSI port to allow for a 2.5" SCSI
drive inside the case. Naturally, coming from C-Lab, both systems have the
Falcon audio patch/modification done proffesionally.

Joshua.

"Chance Hooper" <chance@cybertrophic.com> wrote in message
news:agf506$9cq$1@paris.btinternet.com...
>
> "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> news:lWDW8.2394$H65.101867@news8-gui.server.ntli.net...
> > Hello.
> >
> > "Chance Hooper" <chance@cybertrophic.com> wrote in message
> > news:agegq3$m5i$1@helle.btinternet.com...
> > > Hi - I live in the UK and am desperate to find a high-spec falcon 030
(
> > > preferably with cubase ) so I can finally set up my home studio having
> > > rejigged all the furniture in the house.... :-)
> >
> > I have two, both C-Labs.
> >
> > One is a Mk X, Blowup hardware, 3gig SCSI etc.
> >
> > T'other is a Mk II, needs an IDE drive and bracket.
> >
> > I don't give 'em away........
> >
> > Cubase Audio available separately.
> >
> >
> > Barrie at Keychange. www.keychange.co.uk
> >
> >
> >
>
> right, bit new to Falcons - are the MkX and Mk II in the original
all-in-one
> ST style case? and obviously if the spec is right, I am happy to pay a
fair
> price. any ideas on a price for cubase, by the way?
>
>
```

817. Is the CT060 ready yet??

Newsgroup: comp.sys.atari.st
Date: 2002-07-09 18:53:30 UTC
From: phantomm@bellsouth.net
Message-ID: <KiGW8.72719$wj4.6257080@e3500-atl2.usenetserver.com>
Source record: 33675

Has the CT060 been completed yet?

If not, is it still being worked on?

I'd like to purchase at least one for a spare Falcon I have here.

phantomm@bellsouth.net

818. Re: Atari St1024 and signum

Newsgroup: comp.sys.atari.st
Date: 2002-07-09 21:10:14 UTC
From: dziewon@xs4all.nl
Message-ID: <agfjfm$2vu$1@news1.xs4all.nl>
Source record: 33676

try Papyrus from R.O.M. Software in Berlin,
demo-version can be down-loaded...

gtx, Rein

On 8 Jul 2002 16:17:24 +, Hartmut Surmann wrote:
>Hi,
>
>15 years ago i wrote my master thesis on an atari 1024 ST with
>a text program called signum. Now, i am looking for a possibilty
>to read or convert these old signum files? Any hints?
>
>My first idea was to use an simulator.
>I found an atari 1024ST emulator for linux but
>i didn't have the old programm files (signum).
>Any hints were i can download the softare?
>
>Thanks
>Hartmut Surmann
>.

819. Re: Is the CT060 ready yet??

Newsgroup: comp.sys.atari.st
Date: 2002-07-09 22:11:07 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0207091411.47c2e54c@posting.google.com>
Source record: 33677

phantomm@bellsouth.net (Phantomm) wrote in message
news:<KiGW8.72719$wj4.6257080@e3500-atl2.usenetserver.com>...
> Has the CT060 been completed yet?
>
> If not, is it still being worked on?
>
> I'd like to purchase at least one for a spare Falcon I have here.
>
> phantomm@bellsouth.net

There was a post recently with the projects current status. The CT060
website has also been updated. From what he says however, if you
haven't already made some sort of commitment for purchase, your likely
out of luck getting one.
Mike

820. Re: TOS 4.92 ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-09 22:14:18 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0207091414.79bde407@posting.google.com>
Source record: 33678

"Jean" <kjpark@changshin.co.kr> wrote in message
news:<3d20547c$0$489$626a54ce@news.free.fr>...
> Hi !
>
> > Someone has really tried to use the TOS 4.92, or it is too buggy to be
> > used? Maybe with MultiTOS...
> >
> I used it for years, never saw big bugs, the only (little) one was the fact
> that the desktop did not redraw correclty sometimes, but pressing the 'Clr
> Home' key fixed it anyway...

I used it until NAES was available. Worked fine with MiNT on an
Afterburner 040 and NOVA video card. I think it's more of a
programmers nightmare than it is for an everyday user:)
Mike

821. Re: ICD Link/2 Troubles

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 01:47:30 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d2b92d6249690@madasafish.com>
Source record: 33693

Hi Mark,

>I was wondering if anyone would happen to have any advice for me. I recently
>purchased a new Mega STe to replace the fried one I already had and
>apparently the Link got taken down too. It works and the light lights up
>but it doesn't get detected by ICD's software. It is the clear link/2
>denoted on ICD's website. Is that surface mount chip on the adapter
>something I might be able to find in a store or an ICD custom chip?
>I sent a mail to ICD suport but does anyone have any other ideas and most
>importantly, does anyone in the US or canada have a link or mega ste compat
>internal scsi host adapter for sale for a bit less than $100?

My ICD link that plugs into the DMA port has a programmed chip
inside, and it's not a GAL and likely to have it's fused burnt
to stop people reading the internal layout.
--
Lyndon Amsdon
http://hardware.atari.org

822. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 02:59:04 UTC
From: donw@intergate.com
Message-ID: <agg7tn$cg9$1@trip.net>
Source record: 33679

On 30 Jun 2002 04:11:09 , don wolfe wrote:
>On 29 Jun 2002 20:09:27 , Djordje Vukovic wrote:
>>On 28 Jun 2002 14:16:41 , don wolfe wrote:
>>
>>>>I want to move a couple of gigs worth of files (mostly midifiles and very
>>>>large music samples) from the ATARI to the PC.
>>
>>>I've never used this hook-up, but have heard its supposed to work.
>>>Connect the Atari modem to the PC modem (with a phone wire)
>>
>>Unfortunately, in this particular case it is not a practical approach.
>>Note the words "a couple of gigs worth". With a transfer rate of a couple
>>of kilobytes/second through the serial line (modem), it would take a
>>considerable number of days to transfer all those files.
>
>CU,
>
>Thanks for the update, it will save me from learming the hard way :)
>
>Donner....

Update, Dr. Uwe Seimet pointed me in the right direction, I used
HDriver to partition one of my disk for the Syquest 135mg removable for
both PC and Atari use and the new Notebook reads it fine. Also I
discovered that Gemulator 2000 for the Atari is now free so I installed
it on the Notebook and it will read all the drives even my 2gig JAZ 4
petitioned. So try http://www.emulators.com

Later, Donner....

823. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 03:04:46 UTC
From: donw@intergate.com
Message-ID: <agg88d$cg9$2@trip.net>
Source record: 33680

On 29 Jun 2002 17:00:46 , Djordje Vukovic wrote:
>On 23 Jun 2002 10:29:56 , <derryck@.NOT~THIS~cix.co.uk> wrote:
>>I've just uploaded a complete English version of PixArt 4.52, the last
>>version of this great art package, to my web site.

Hi Djordje,

What is the URL ?

Thanks, Donner....

>
>I would like to suggest that PIXART.RSC file be corrected slightly, adjusting
>the number of blanks behind menu items, so that any assigned keyboard shortcuts
>would appear right-justified in the menus (e.g. try assigning some keyboard
>shortcuts to Cut, Copy and Paste and see where they appear in the menus)
>
>>Thanks to Peter West for the hard work he put into this, especially the
>>completely updated ST-Guide hypertext.
>
>Indeed, it is nice.
>
>Regards;
>.

824. Re: Is the CT060 ready yet??

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 05:30:04 UTC
From: rs.mac@t-online.de
Message-ID: <1ff3e6s.13grnraw1sbc8N%rs.mac@t-online.de>
Source record: 33681

rustynutt <rustynutt@hotmail.com> wrote:

Hi Mike,

> There was a post recently with the projects current status. The CT060
> website has also been updated. From what he says however, if you

The other way: For people they payed half or full! he can give some more
informations...

How may people got a message like: your money arrived,i send hardware..?

A bit more information was fine for "delivery is in april"..

Regards, Robert
--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

825. ICD Link/2 Troubles

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 06:29:33 UTC
From: mduckworth@nospa-am.matchie.net
Message-ID: <1026282618.526875@pikachu>
Source record: 33682

Hello everyone,

I was wondering if anyone would happen to have any advice for me. I recently purchased a new Mega STe to replace the fried one I already had and apparently the Link got taken down too. It works and the light lights up but it doesn't get detected by ICD's software. It is the clear link/2 denoted on ICD's website. Is that surface mount chip on the adapter something I might be able to find in a store or an ICD custom chip?
I sent a mail to ICD suport but does anyone have any other ideas and most importantly, does anyone in the US or canada have a link or mega ste compat internal scsi host adapter for sale for a bit less than $100?

Thanks
Mark - http://atari-source.com

826. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 10:14:46 UTC
From: <>
Message-ID: <1026374752-123037AEicMi@ntlworld.com>
Source record: 33598

From: donw@intergate.com (don wolfe)
Date: Wed, 10 Jul 2002 03:04:46 +0000 (UTC)

>>On 23 Jun 2002 10:29:56 , <derryck@.NOT~THIS~cix.co.uk> wrote:
>>>I've just uploaded a complete English version of PixArt 4.52, the last
>>>version of this great art package, to my web site.
>
>Hi Djordje,
>
>What is the URL ?

It's me to whom you should have addressed your question.

The URL is in my sig as always.

For anyone who's already downloaded the full archive and wants just the
updated resource file (keyboard shortcuts correctly lined up in menu items),
it's directly downloadable from:

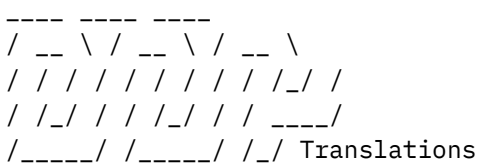
http://www.cix.co.uk/~derryck/ddp/pixrsc.lzh

I'll be removing that file from the web site the next time it's updated.

Cheers

Derryck

--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

827. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 14:30:39 UTC
From: atarirulez@go2.pl
Message-ID: <aghgedprv1@news.tpi.pl>
Source record: 33683

On 6 Jul 2002 11:28:08 G, Johan Klockars wrote:
> >Could you please send me your VDI checking utility? Can it write
>
> It is on my web site now. Go via the fVDI page, down into the fVDI
> 'ftp site' and you'll find it in the 'Misc' directory.
> Don't forget to fetch the text file that explains what to do.

I have just downloaded it...

> Besides the vq_scrninfo (vq_extnd mode 2, available from EdDI v1.00
> and onwards) values, which my program interprets (and can show on the
> screen using printf (GEMDOS/BIOS text output, that is)), the rest is
> only dumped to a file. It can dump vq_extnd mode 0 (opn_vwk) and
> mode 1, as well as the lineA variables and some other things, however,
> which should cover all there is to find out from the OS regarding the
> graphics mode.
>
> >work_out(0) = 655
>
> A typo there, I assume?

No. That was the resolution I used, now I use a higher one.

> >work_out(39) = 16384 ; in 32k mode there are 16384 colors available (?)
>
> Does not seem right, but I doubt any program would try to use it.
> vq_scrninfo (see above) provides a 32 bit value that gives the number
> of possible colours, as well as ways to describe the format of a pixel
> in the frame buffer (well, in a device specific bitmap, anyway, which
> is often, but not necessarily, the same thing) in detail.

I have downloaded your utility, and it reported the following:

For the 256 color mode:

[--]

Format: k[character dec. 24] @a
CLUT: None
Planes: 31
Colours: 8
Width: 1 bytes
Address: $17700001 ($fec00000/$fec00000)
Bits: 1+4+2 (+1+0+0)
Order: Unknown
AES background buffer at $11bff28 (145824 bytes)

```
Open Workstation values
783 495 0 265 265 3 7 0 6 8
1 24 12 256 10 1 2 3 4 5
6 7 8 9 10 3 0 3 3 3
0 3 0 3 2 1 1 1 0 16384
2 1 1 1 2
6, 4 8, 13 1, 0
40, 0 15, 11 120, 88

Extended Inquiry values
4 0 31 0 8 1 6000 1 1 4
2 1 0 0 512 -1 2 0 4 0
0 0 0 0 0 0 0 0 1 0
6 0 0 7 0 7 1 0 40 0
15 11 120 88 1
0, 0 783, 495 0, 0
0, 0 0, 0 0, 0

[----------------------------------------]

And for 32k color mode:

[----------------------------------------]

Format: k[character dec. 24] @a
CLUT: None
Planes: 31
Colours: 16
Width: 0 bytes
Address: $17700001 ($fec00000/$fec00000)
Bits: 1+4+2 (+1+0+0)
Order: Unknown
AES background buffer at $11bdc88 (291648 bytes)

Open Workstation values
783 495 0 265 265 3 7 0 6 8
1 24 12 256 10 1 2 3 4 5
6 7 8 9 10 3 0 3 3 3
0 3 0 3 2 1 1 1 0 16384
2 1 1 1 2
6, 4 8, 13 1, 0
40, 0 15, 11 120, 88

Extended Inquiry values
4 0 31 0 16 0 6000 1 1 4
2 1 0 0 512 -1 2 0 4 0
0 0 0 0 0 0 0 0 1 0
6 0 0 7 0 7 1 0 40 0
15 11 120 88 1
0, 0 783, 495 0, 0
0, 0 0, 0 0, 0

[----------------------------------------]
```

Instead of [character dec 24] there was a character that cannot be
e-mailed (I suppose?). Code 24 decimal.

Could you please take a look at those and tell me what's wrong with
that? ;-) And please send me what does this utility report for a *working*
32k color modes, to compare it.

--
Grzegorz Pawlik
http://marijuana.atari.org/

828. Re: Is the CT060 ready yet??

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 14:49:25 UTC
From: rs.mac@t-online.de
Message-ID: <1ff46fo.vqaz6v11bsimfN%rs.mac@t-online.de>
Source record: 33684

Rustynutt <rustynutt@billgatesmaill.com> wrote:

Hi old Men ;)

> Yes Robert, I agrree. Information is scarce and slow. I paid with
> Paypal, and know he accepted payment. Soon:) or :(

Yep, hardly.
I await a bit more information for that risk an that amount of money.

> Hotter than hell in the desert. Yesterday was 114 degrees......

Better as here..
20 Grad, raining hole day. That is that wat a german mean if it said:
itï¿½s summer :-> (Save car wash) :->

Hope to get better weather tomorrow.

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

829. Resolutionchange...

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 16:20:42 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1026322878-007325AEicMi@xs4all.nl>
Source record: 33685

Does anyone know how to change to B/W resolution
with a NOVAGraphic card. I know that you can make
your own rez's with an according program but has
someone ever done that? To my TT there's a IYama
17" monitor attached. Most of my rez's are in
70Hz...

The finest solution would be that I could switch
with the Nova Acc. to use elder programs that
only want to work in B/W.

Thanks in advance,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

830. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 17:07:59 UTC
From: atarirulez@go2.pl
Message-ID: <aghple$eq6$1@news2.tpi.pl>
Source record: 33686

```
On 6 Jul 2002 11:28:08 G, Johan Klockars wrote:
> Besides the vq_scrninfo (vq_extnd mode 2, available from EdDI v1.00
> and onwards) values

Where can I find any information about this mode? In Atari Compendium
there is nothing about it, they write about modes 0 and 1 only :-(

--
Grzegorz Pawlik
http://marijuana.atari.org/
```

831. Re: Resolutionchange...

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 17:36:42 UTC
From: atarirulez@go2.pl
Message-ID: <aghrb8$kn7$1@news.tpi.pl>
Source record: 33687

On 10 Jul 2002 18:20:42 , Raoul Teulings wrote:
> Does anyone know how to change to B/W resolution
> with a NOVAGraphic card. I know that you can make
> your own rez's with an according program but has
> someone ever done that? To my TT there's a IYama
> 17" monitor attached. Most of my rez's are in
> 70Hz...
>
> The finest solution would be that I could switch
> with the Nova Acc. to use elder programs that
> only want to work in B/W.

You may use VMG_TT.PRG (in VORSICHT folder) to make or adjust resolutions. They must be saved in STA_VDI.BIB file in the AUTO folder. I have made a lot of my own graphic modes, because the ones supplied with NOVA weren't very useable for me (either too low resolutions or too much interlace).

If you want to create a B/W resolution, choose any mode that has 256 colors (using VMG_TT.PRG, "Auflosung laden" option), change the color number ("Farben") to 2, change the name ("Auflosungsname") of the mode (it's important, when you change the name it will be saved as a new mode, when you don't change it, it will overwrite the existing one).

You *cannot* do that change with 32k, 65k or 16m color modes, because switching from so much colors to B/W need also certain changes with frequencies (lower pixeltakt). But when you change from 256 to 2 colors you shouldn't need to adjust anything else. Save the mode ("Auflosung sichern"), test it ("Werte setzen") to see if it works OK (a test picture will be shown).

Note that using "Auflosung laden" option opens a dialog box in which you may choose the graphic modes library. Make sure ("Biblitheksname") that you are changing STA_VDI.BIB file in your AUTO folder, *not* RES_BIB or any other.

Also, it is said that using too high frequencies might damage the monitor, so be careful while playing with VMG_TT.PRG, and don't change "Maximal Frequenzen" setting.

BTW if you want to make a B/W mode only, you may just open EMULATOR.BIB modes library, and copy the standard 640x400x2 mode from there into STA_VDI.BIB.

--
Grzegorz Pawlik
http://marijuana.atari.org/

832. FS : Atari Falcon (north west UK)

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 17:38:57 UTC
From: steve666@clara.co.uk
Message-ID: <1ff4bml.q8o7l71udu3qN%steve666@clara.co.uk>
Source record: 33688
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

```
Falcon030 16mhz - no cpu/bus modifications
14mb ram
fitted with an FPU
TOS 4.04
4gb internal hard drive
Falcon is in mint condition - no software or leads supplied

Open to anyone will to meet somewhere, say around J22 on the M6 - as i
live close to Warrington.

Please email with offers, thanks
Steve
```

833. FS: Another Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 17:58:36 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3d2c75cc$0$251$4c56ba96@master.news.zetnet.net>
Source record: 33689

Falcon for sale.
TOS 4.04
4mb Ram
60mb Internal drive
NVDI 2.50
Originally supplied 1993, motherboard replaced 1996.

Also for sale:
Cubase 3.1 with key and manuals (NB This is MIDI only, not Audio)
Roland SC55 sound canvas
14" Monitor - High resolution - not Atari but as supplied by System Solutions a while ago. (This flickers for a while when first switched on so may have a fault).

Offers please, preferably UK.

The machine is near Peterborough.

Paul

834. Re: Atari St1024 and signum

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 18:11:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200207102011.a18657@su2.maus.de>
Source record: 33645

HS>Any hints were i can download the softare?
Signum!x has been commercial ever since.

835. Re: New "Atari" advertisment

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 18:34:47 UTC
From: Mark <pov@nospambtinternet.com>
Message-ID: <aghuo6$fl0$1@knossos.btinternet.com>
Source record: 33690

The Stephen Moss of 'The Lost Boys'?

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:ag0u85eir1@pegasus.csx.cam.ac.uk...
> Has anyone else seen this?, I saw it last week on CH4 (UK).
> The Atari/Fuji logo with something like licencing or interactive
> written underneth it is very briefly zoomed onto the screen from a
> distance, it them goes on to show images of some dodgy driving game
> for two of the current games machines. The PS2 was one of them and I
> think the Game cube was the other.
>
> Stephen Moss
>
>

836. WTB: Atari 8/16/32 bit hardware

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 20:05:52 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d2c8def$1_6@news.teranews.com>
Source record: 33691

I am starting a collection of Atari hardware. My wife hates me for it, but
hey.. :)
If anyone has any Atari stuff they want to get rid of, let me know via email
or post it here so others can buy if I can't afford it. :)

lannie_schafroth@hotmail.com

I live in Winterset, Iowa (USA)

837. Re: STOS Basic - Screen as a String

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 20:36:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <jV0X8.18$T19d.3408022@news2.randori.com>
Source record: 33692
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

HI Steven,

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:ag0tjv$e46$1@pegasus.csx.cam.ac.uk...
> I'm trying to write my first STOS 3D game and am having trouble with
> the intro screen, I thought that one method of solving it might be to
> take several snapshots (about 30) of the screen and store them as
> strings (either in a file or bank) so that they can be loaded and then
> dispalyed in sequence like the frames of a film to produce an
> animation.
>
> So does anyone know how to store and retrieve serveral stings from one
> file/bank?, also would each string stored need a different name to be
> able to recover them?

I'm a little rusty but will try to help you. If you just want to store images in a bank then I think the missing link extension allows you to store more than 1 image in a bank and recover it. If you want to put it in there yourself then you want something like..

```
reserve as data 10,32768*5 ( 5 full screen images )
load "pic1.pi1",start(10)
load "pic2.pi1",start(10)+32768
load "pic3.pi1",start(10)+32768*2
load "pic4.pi1",start(10)+32768*3
load "pic5.pi1",start(10)+32768*4
```

then all 5 pics will be in bank 10. then all you need to do is use COPY to copy the block back from the bank to the logical screen. The missing link has a much better version of COPY (i think).....you would use something like....

```
copy start(10)+(32768*PICNUM),logic
```

I can;t remember the syntax offhand, screencopy *should* also work since you are storing valid image data in a bank. PICNUM is the number of the pic you want to display on screen.

Once you get the hang of that idea you can then use the STOS Squasher or even Atomic to compress them and store them in compressed form in the banks to save space ;) I wouldn't use the screen banks to store images, its a bit limiting really, but fine if you only want a few images.

> Alternatively does anyone know how to get STOS to run IFF animations
> created by Delux Paint?.

erm, I think there was, I would check out STOSSER im sure its in there
somewhere!

>
> While I have the attention of any STOS users who may still be out
> there do you know of any active STOS users groups/mailing lists as the
> list at Manchester University which had about 20 subscribers has
> closed. I know it did not recieve a lot of postings but I was nice to
> have a place to go if you needed help and advice.

You on it now ?!?! :o)

HTH,
Chris

www.cps-games.co.uk

>
> Stephen Moss
>
>
>
>
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>
>

838. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-10 21:45:57 UTC
From: lp <gfa@basic.net>
Message-ID: <B9522355.7C05%gfa@basic.net>
Source record: 33694

in article aghple$eq6$1@news2.tpi.pl, Grzegorz Pawlik at atarirulez@go2.pl
wrote on 7/10/02 1:07 PM:

> On 6 Jul 2002 11:28:08 G, Johan Klockars wrote:
>> Besides the vq_scrninfo (vq_extnd mode 2, available from EdDI v1.00
>> and onwards) values
>
> Where can I find any information about this mode? In Atari Compendium
> there is nothing about it, they write about modes 0 and 1 only :-(

That would be available only with NVDI installed. See the NVDI docs.

Lonny Pursell

839. Re: Question about TT graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 00:24:17 UTC
From: rand@cd.chalmers.se
Message-ID: <agij7hmod1@nyheter.chalmers.se>
Source record: 33695

In article <aghgedprv1@news.tpi.pl>,
Grzegorz Pawlik <atarirulez@go2.pl> wrote:
>On 6 Jul 2002 11:28:08 G, Johan Klockars wrote:
...
>> Besides the vq_scrninfo (vq_extnd mode 2, available from EdDI v1.00
>> and onwards) values, which my program interprets (and can show on the
...
>For the 256 color mode:
...
>Format: k[character dec. 24] @a
...
>Order: Unknown

If your VDI does not support EdDI v1.00 or better, those values will
have nothing to do with reality. My test program does not check...

Regarding the detailed numbers, contact me via email.

>Could you please take a look at those and tell me what's wrong with
>that? ;-) And please send me what does this utility report for a *working*
>32k color modes, to compare it.

Suffice it to say here that the 16384 you have in there is 0 here,
as I mentioned earlier. The rest of the differences are not relevant
concerning colours.

So, the remaining possibilities are, AFAICS:
- That 16384 vs 0, but that is very unlikely to ever be used.
- LineA variable (used by a lot more software than one would have hoped)
problems. (Send along your values in an email.)
- Possibly the lack of EdDI v1.00 (vq_scrninfo), but I would not have
thought programs would fail due to that. At least not without saying
anything.
- Bad implementation of true colour v_get_pixel.
I found out yesterday that GEMBench does not understand how that
function works under true colour modes (and was thus able to fix a
minor problem (well, the fault turned out to be GEMBench's, but I
modified the behaviour of fVDI a bit to make the result more useful)
that had been bugging me for years :-), and it is sometimes used to
figure out the pixel format for such modes.

Did I miss anything?

All the above possibilities should be fixable without a whole lot of work.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se

of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

840. HighWire v0.06A Public Preview

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 01:43:30 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <uipo3094fon406@corp.supernews.com>
Source record: 33596

The HighWire development team has released a new HighWire v0.06A Public Preview. This version has
been released to show people that bug fixing and improvements are being worked on. To see a list of changes, please read the HISTORY.TXT file in the release ZIP or the Change.log file on the HighWire site.

It is also being release with the hope that bugs can be tracked down quicker with the help of the Atari Community. Please report any bugs to the HighWire Development Team using the HighWire bug tracker on
http://highwire.atari-users.net

HighWire Development Team
http://highwire.atari-users.net

841. FA: 29 auctions of Atari ST HW & SW

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 06:27:22 UTC
From: troy_goodson@mac.com
Message-ID: <cbe5a580.0207102227.669f9ec8@posting.google.com>
Source record: 33597

I just put up quite a number of auctions. I haven't used my Atari 520ST in quite a while, so I figure I'll pass on my stuff to next enthusiast. All items are on auction at Ebay.

The date listed is the end date of the individual auction.

If you're wondering what the TEAC drives are doing in the list: I used them to replace the original Atari disk drives that failed on me. The Colecovision power supply is an exact match for the 'standard' floppy drive power supply.

Atari 520 ST, upgraded to 1 MB RAM
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037372598
Jul-16-02 16:02:22

Atari SC1224 Color Monitor (for ST computers)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037385157
Jul-16-02 17:32:57

Atari SX212 Modem (1200 baud)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037387776
Jul-16-02 17:53:14

Star SG-10 Dot Matrix Printer
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037405638
Jul-16-02 19:22:46

Atari STM1 Mouse for ST computers
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037407372
Jul-13-02 19:31:16

power supply for Atari ST computer
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037437176
Jul-17-02 00:46:54

power supply for Atari ST floppy drive
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037437770
Jul-17-02 01:02:15

power supply for Atari ST floppy drive
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037437965
Jul-17-02 01:06:52

Atari ST floppy drive cables (aftermarket)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037438652
Jul-17-02 01:21:58

Colecovision or disk drive power supply
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037439096
Jul-17-02 01:31:25

Atari ST game, Enchanter (Infocom, Zork)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037440219
Jul-14-02 01:54:41

Atari ST game, Sorcerer (Infocom, Zork)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037555122
Jul-17-02 13:19:06

Atari ST, Spellbreaker, STILL IN SHRINKWRAP!
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037559009
Jul-17-02 13:32:47

Tandy 3.5" floppy, external (TEAC FD-35)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037672002
Jul-17-02 20:30:53

Tandy 3.5" floppy, external (TEAC FD-35)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037673396
Jul-17-02 20:36:13

Tandy 5.25" floppy, external (TEAC FD-55)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037675879
Jul-17-02 20:47:05

Atari ST, A Mind Forever Voyaging (Infocom)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037920757
Jul-18-02 22:25:56

Atari ST, CAD-3D (Tom Hudson, Antic)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037921506
Jul-18-02 22:34:41

Atari ST, Write 90, XLent software
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038097060
Jul-19-02 18:04:15

Atari Explorer magazine, four (4) issues
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1365759314
Jul-19-02 18:14:42

Atari ST, Lattice C compiler from Metacomco!
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038106522
Jul-19-02 18:36:52

Atari-logo, Wood, Floppy Disk Case!
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1365766343
Jul-19-02 18:38:42

Atari ST magazine disks, STlog, STart, ANALOG
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1365767745
Jul-19-02 18:43:48

Atari ST game, Flight Simulator II (SubLogic)
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Jul-19-02 18:45:04

Atari ST game, StarGlider (RainBird)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038111267
Jul-19-02 18:54:52

Atari ST, pc ditto, PC Emulator; Avante-Garde
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038127332
Jul-19-02 19:52:15

Atari ST Programming Books
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1365791507
Jul-19-02 20:10:04

Ribbon Spools for Dot-Matrix Printers (12)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038381494
Jul-20-02 22:03:09

Atari ST, THUNDER! Spelling Checker
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038383532
Jul-20-02 22:25:08

current listing of all my auctions
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=troy_goodson&rows=40

842. Gratis Atari SM124 monitor

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 07:17:09 UTC
From: Johan De Wit <witjo@rsd.bel.alcatel.be>
Message-ID: <3D2D30F5.466B421B@rsd.bel.alcatel.be>
Source record: 33599
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hoi,

Af te halen in Stekene Koewacht.

Kan niet testen, maar zou moeten werken.

Voor afspraak : johan.dewit@easynet.be

843. Lots of Hard- and Software offers

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 09:58:51 UTC
From: Sintech <sintech@online.de>
Message-ID: <agjkdmujg1@news.online.de>
Source record: 33600

We still have not listed all we have in our shop. We are not sure if there is still a market for, as the AMIGA for example is much stronger in games. Probably ATARI ST users are more working on their machines than playing. Am I right?
Thomas
--
SINTECH-Shop
Your computer shop for retro
and actual computer and consoles.
http://www.sintech-shop.de

844. Re: Atari Falcon (north west UK)

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 10:51:52 UTC
From: Chance Hooper <chance@cybertrophic.com>
Message-ID: <agjo08$m93$1@helle.btinternet.com>
Source record: 33601
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

what sort of figure are you looking for, and if I pay shipping would you
mail it to Surrey?

"Steve" <steve666@clara.co.uk> wrote in message
news:1ff4bml.q8o7l71udu3qN%steve666@clara.co.uk...
> Falcon030 16mhz - no cpu/bus modifications
> 14mb ram
> fitted with an FPU
> TOS 4.04
> 4gb internal hard drive
> Falcon is in mint condition - no software or leads supplied
>
> Open to anyone will to meet somewhere, say around J22 on the M6 - as i
> live close to Warrington.
>
> Please email with offers, thanks
> Steve

845. Re: ST emulator, hi res display

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 10:56:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d2d65a0553f70@madasafish.com>
Source record: 33513

Hi Djordje,

>TOSBox supports higher resolutions too, but they have to be configured
>beforehand in the .INI file. TOSBox is not as compatible as Gemulator.

I did get higher resolutions, and very nice too but the main app
I wanted to run (Scooter PCB) didn't work. It starts to load
then returns back to the desktop. I'm surprissed as it runs on
Falcons, and apparantly Magic for PC and Mac. I might try
TOSBOX then.
--
Lyndon Amsdon
http://hardware.atari.org

846. Re: 29 auctions of Atari ST HW & SW

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 13:00:12 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d2d7b9e$1_14@news.teranews.com>
Source record: 33604

Why separate the power supply from the computer? What if the person buying
the computer doesn't win the bid on the power supply? Same with the mouse...

Lannie :)

"Troy Goodson" <troy_goodson@mac.com> wrote in message
news:cbe5a580.0207102227.669f9ec8@posting.google.com...
> I just put up quite a number of auctions. I haven't used my Atari
> 520ST in quite a while, so I figure I'll pass on my stuff to next
> enthusiast. All items are on auction at Ebay.
>
> The date listed is the end date of the individual auction.
>
> If you're wondering what the TEAC drives are doing in the list: I used
> them to replace the original Atari disk drives that failed on me. The
> Colecovision power supply is an exact match for the 'standard' floppy
> drive power supply.
>
>
> Atari 520 ST, upgraded to 1 MB RAM
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037372598
> Jul-16-02 16:02:22
>
> Atari SC1224 Color Monitor (for ST computers)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037385157
> Jul-16-02 17:32:57
>
> Atari SX212 Modem (1200 baud)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037387776
> Jul-16-02 17:53:14
>
> Star SG-10 Dot Matrix Printer
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037405638
> Jul-16-02 19:22:46
>
> Atari STM1 Mouse for ST computers
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037407372
> Jul-13-02 19:31:16
>
> power supply for Atari ST computer
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037437176
> Jul-17-02 00:46:54
>
> power supply for Atari ST floppy drive
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037437770

> Jul-17-02 01:02:15
>
> power supply for Atari ST floppy drive
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037437965
> Jul-17-02 01:06:52
>
> Atari ST floppy drive cables (aftermarket)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037438652
> Jul-17-02 01:21:58
>
> Colecovision or disk drive power supply
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037439096
> Jul-17-02 01:31:25
>
> Atari ST game, Enchanter (Infocom, Zork)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037440219
> Jul-14-02 01:54:41
>
> Atari ST game, Sorcerer (Infocom, Zork)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037555122
> Jul-17-02 13:19:06
>
> Atari ST, Spellbreaker, STILL IN SHRINKWRAP!
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037559009
> Jul-17-02 13:32:47
>
> Tandy 3.5" floppy, external (TEAC FD-35)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037672002
> Jul-17-02 20:30:53
>
> Tandy 3.5" floppy, external (TEAC FD-35)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037673396
> Jul-17-02 20:36:13
>
> Tandy 5.25" floppy, external (TEAC FD-55)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037675879
> Jul-17-02 20:47:05
>
> Atari ST, A Mind Forever Voyaging (Infocom)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037920757
> Jul-18-02 22:25:56
>
> Atari ST, CAD-3D (Tom Hudson, Antic)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2037921506
> Jul-18-02 22:34:41
>
> Atari ST, Write 90, XLent software
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038097060
> Jul-19-02 18:04:15
>

> Atari Explorer magazine, four (4) issues
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1365759314
> Jul-19-02 18:14:42
>
> Atari ST, Lattice C compiler from Metacomco!
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038106522
> Jul-19-02 18:36:52
>
> Atari-logo, Wood, Floppy Disk Case!
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1365766343
> Jul-19-02 18:38:42
>
> Atari ST magazine disks, STlog, STart, ANALOG
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1365767745
> Jul-19-02 18:43:48
>
> Atari ST game, Flight Simulator II (SubLogic)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038108522
> Jul-19-02 18:45:04
>
> Atari ST game, StarGlider (RainBird)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038111267
> Jul-19-02 18:54:52
>
> Atari ST, pc ditto, PC Emulator; Avante-Garde
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038127332
> Jul-19-02 19:52:15
>
> Atari ST Programming Books
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1365791507
> Jul-19-02 20:10:04
>
> Ribbon Spools for Dot-Matrix Printers (12)
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038381494
> Jul-20-02 22:03:09
>
> Atari ST, THUNDER! Spelling Checker
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038383532
> Jul-20-02 22:25:08
>
> current listing of all my auctions
>
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=troy_
goodson&rows=40

847. Steem / Gemultaror Explorer

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 13:01:22 UTC
From: The Happy Hippy <the.happy.hippy@ntlworld.com>
Message-ID: <hkfX8.2302$PB4.93902@news8-gui.server.ntli.net>
Source record: 33605

Hi, I'm new to the world of Atari (and at 40-something, perhaps a little late in catching the buzz), so please accept my apologies if this is a really stupid question, but I couldn't find an answer reading the Help/FAQ or through Google etc ...

I have Gemulator Explorer 2.03 which will read my Atari ST disks ok, and save them as disk images (*.cd, *.dsk and *.im*).

I have the Steem emulator, and a downloaded xyzzy.stt program in my "Atari Hard Disk" folder runs fine.

How do I convert my disk images into something Steem will understand and execute ? Or, am I doing this all wrong ?

Also, what's the best way of doing cross-development on a PC to create programs/disks which run on a real Atari 520 STE ?

I don't want to buy any software so I'm expecting I'll have to use ST BASIC. Any other free compilers available ?

Many thanks in anticipation of any help someone may have.

848. Re: Resolutionchange...

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 14:25:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1026405662-50883AEicMi@gmx.net>
Source record: 33606

From: Raoul Teulings <rt@xs4all.nl>
Date: Wed, 10 Jul 2002 18:20:42 +0200

Hi Raoul,

>Does anyone know how to change to B/W resolution with a NOVAGraphic
>card. I know that you can make your own rez's with an according program
>but has someone ever done that? To my TT there's a IYama 17" monitor
>attached. Most of my rez's are in 70Hz...

On the NOVA installation disk there's a folder called "MONITOR" which
contains lots of pre-configured resolutions. Both the "NEC_4GS.BIB and
BIS80MHZ.BIB" files are suitable for your Iyama monitor. Rename one of
the files to STA_VDI.BIB and put it in the AUTO folder, but do make a
backup of your original file for safety sake...
You can add/delete resolutions following Grzegorz advice but I don't
think this will be necessary since both drivers cover almost any
resolution ranging between 600*400 all the way up to 1600*1200.
IIRC there's even a 320*200 monochrome resolution available....

In case the MONITOR-folder or the two files aren't on the install disk,
don't worry.... they should be in your mailbox now :-)

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

849. Re: FS : Atari Falcon (north west UK)

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 16:22:56 UTC
From: steve666@clara.co.uk
Message-ID: <1ff62vl.16h81tjrghpf2N%steve666@clara.co.uk>
Source record: 33607
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

emails will get a reply only if you're going to make me an offer for
this MINT Falcon030. Thanks, Steve

> Falcon030 16mhz - no cpu/bus modifications
> 14mb ram
> fitted with an FPU
> TOS 4.04
> 4gb internal hard drive
> Falcon is in mint condition - no software or leads supplied
>
> Open to anyone will to meet somewhere, say around J22 on the M6 - as i
> live close to Warrington.
>
> Please email with offers, thanks

850. Re: WTB: Atari 8/16/32 bit hardware

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 19:38:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1026427204-99765AEicMi@xs4all.nl>
Source record: 33609

Dear Lannie,

Unfortunately i cannot help you with what i
already have but i will keep my eys open for
anything that comes around. i wish you all the
best with building up your collection!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

851. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-07-11 21:18:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <agksmu$e45$1@thorium.cix.co.uk>
Source record: 33608

In message <ag48nd$5ac$2@news.eunet.yu>, vdjole@EUnet.yu said:

>>If you look at the RSC in Interface, you will see that it has the
>>spaces after the menu items. For instance, all items in the Edit
>>menu are 22 characters long overall. Unfortunately the program
>>seems to ignore these when you assign shortcuts to them :-(

Hi Djordje!

Actually, I was wrong in the above: After looking at the RSC in a hex editor, I found that Interface had inserted a NULL (presumably) at the end of the original length before extending the menu entries with spaces automatically to match the longest menu item. PixArt was appending the shortcuts at these NULLs, which is why they didn't line up. The NULLs didn't show in Interface, of course. Derryck lined the shortcuts up by increasing the number of trailing spaces for all entries to match the original German, so Interface didn't have to extend them.

>One has to fiddle a bit with some options of Interface (concerning
>optimization of menu-items lengths) in order to make it do what
>one would like in this case, and not what Interface itself thinks
>should be done.

What kind of fiddling do you mean? Or is it just making sure that all the entries of a menu are padded out to the same length?

Regards, /Peter/

852. Re: WTB: Atari 8/16/32 bit hardware

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 01:32:38 UTC
From: Lannie Schafroth <lannie@prairieinet.net>
Message-ID: <3d2e2bd3$1_19@news.teranews.com>
Source record: 33610

You don't need 3 TT's....2 Portfolios do you??? :)

"Raoul Teulings" <rt@xs4all.nl> wrote in message
news:1026427204-99765AEicMi@xs4all.nl...
> Dear Lannie,
>
> Unfortunately i cannot help you with what i
> already have but i will keep my eys open for
> anything that comes around. i wish you all the
> best with building up your collection!
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
Jaguar, 1 x Lynx.
>

853. Re: Trampa Radovan ??

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 04:10:57 UTC
From: donw@intergate.com
Message-ID: <aglksg$m9e$1@trip.net>
Source record: 33611

On 28 May 2002 15:02:24 , Diedrich Dirks wrote:
>Don wolfe:
>
>> Does anyone know the E-Mail address of "Trampa Radovan" ??
>
>Google: <trampa@sezampro.yu>
>
>Tsch&#65533;s,
> Diedrich

Thanks, Diedrich, that is the right address and Trampa responded :)

Later, Donner......

854. New on TAMW: Patterner!

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 06:34:09 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0207112234.41cd9655@posting.google.com>
Source record: 33612

New on TAMW!!

PATTERNER

Patterner is an algorithmic MIDI pattern generator

Peter Kienle sent me the most recent edition of his Patterner application as well as Docs in Pagestream 2.2 and PDF formats with Demo files to boot!! Check em out here:

http://tamw.atari-users.net/patternr.htm

have fun!

Tim Conrardy
tamw.atari-users.net

855. Re: Steem / Gemultaror Explorer

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 10:23:15 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207121217180.241-100000@easymint>
Source record: 33614

On Thu, 11 Jul 2002, The Happy Hippy wrote:

>
> I don't want to buy any software so I'm expecting I'll have to use ST BASIC.
> Any other free compilers available ?

Please don't use ST BASIC. It's no good. (If anyone doesn't agree, let us
know). I think GfaBasic 2.x is free and GfaBasic 3.5 or 3.6 is Shareware
or commercial for not so money (I don't know exactly).

There are also free C compilers available. And on the SpareMiNT site
you'll find a special cross-compiler section
(http://sparemint.atari.org)

Martin Tarenskeen

856. Re: New in at DDP Translations

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 11:22:56 UTC
From: <>
Message-ID: <1026466470-171183AEicMi@ntlworld.com>
Source record: 33613

From: xlator@cix.compulink.co.uk
Date: Thu, 11 Jul 2002 21:18:22 +0000 (UTC)

>Actually, I was wrong in the above: After looking at the RSC in a
>hex editor, I found that Interface had inserted a NULL
>(presumably) at the end of the original length before extending
>the menu entries with spaces automatically to match the longest

I used ResourceMaster as it happens - the beta 3.20 that Armin Diedering sent
to D&D as we were then to have its resource file translated.

<grumble>
Well it got translated, but we were never given the full version so the
English resource file remains for local use only (and still needs tidying if
it is to see the light of day.
</grumble>

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

857. FS: ebay-UK replay-16 sampling cart

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 12:09:02 UTC
From: Chris Crosskey <chris.crosskey@vicon.com>
Message-ID: <49a050c7c3fe565ad6cbb9c4d7765362.71025@mygate.mailgate.org>
Source record: 33615

Hi folks,

THought I'd post this here...I've got a Replay 16 sampling cart on
ebay-UK,

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2038002350

I'll be sticking a copy of Breakthru on there as soon as I can work out
what I did with it...

thanks for your time

chrisc

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

858. f/a: Falcon 030 UK

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 14:05:35 UTC
From: Mark Phillips <moongravySPAM@TRAPntlworld.com>
Message-ID: <xmBX8.4542$_n5.85386@newsfep2-win.server.ntli.net>
Source record: 33616

This auction is for a near mint Atari Falcon030 with screenblaster hardware
and magnum TT ram card. Reluctant sale due to unemployment. Reserve is £200.
Thanks for looking.
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2038638156

859. Devpac 3 & Nostalgia

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 14:43:30 UTC
From: Peter Kienle <pkienle@acmerecords.com>
Message-ID: <pkienle-FEBBBF.10433012072002@news.indiana.edu>
Source record: 33617

Hi everybody

I still have my MegaSTe setup and in great working shape. But for lack of space it's set up so high that I have to stand up to type...

Anyway, I have been trying to run some of the ST key apps in Nostalgia 1.1 on the Mac because the Mac is setup for easy typing. But I have a few questions somebody might have an answer to:

1) With the exact same install as I run it on the ST (TOS 2.5) in Nostalgia Devpac3 doesn't find it's assembler (GEN.TTP) and monitor (MON.PRG). I have tried modifying the .INF file and even looked into the Devpac3 code to see if I can find a solution.

2) Also Pagestream 2.2 doesn't run properly. I guess it also can't locate several of the files it needs. Even resetting the paths correctly doesn't help.

3) Has anybody been able to install two HD partitions in Nostalgia. At least the docs point out that it's possible and I had an email exchange with the author who says so but I can't get it to work.

Thanks

Peter Kienle

--
Visit http://www.acmerecords.com
for Original Jazz
jazz guitar trios 3rd Man & Freesome
Odd Guitar Jazz
Original Tunes Online

860. f/a: 1040STE 4meg/TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 16:00:52 UTC
From: mverhoff@one.nospam.net
Message-ID: <20020712.120051.706043324.1446@one.nospam.net>
Source record: 33618

1040STE 4meg/TOS 2.06 with mouse
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038644190

Substation
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038645791

Obsession
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2038646811

Plus I have some speakers that enhance the game play of both games. There
is a link to them from the computers auction page.
Matt

861. ARAnyM running FreeMint

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 19:12:39 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d2f2454_18@news.teranews.com>
Source record: 33619

I am a old Atari user who only had a 1040ST and regular old 1.04 TOS. I've never used any other desktop except NeoDesk.

I am using Aranym 0.1.7 for windows.

Does anyone have a hardrive image for it with FreeMint and all the eye candy installed? I would like to browse the Internet with it and try all the latest software for internet use.

Is ARAnyM not far enough along to try this?

Lannie

PS I wouldn't begin to know how to install all this.

862. StringServer

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 19:14:09 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207122100430.77-100000@easymint>
Source record: 33620

Hi,

I'm trying to install and configure StringServer. Some nice things I can already do, like starting CAB by selecting and clicking on a weblink in an e-mail or news message from pine in a TOSWIN2 window :-)

I haven't figured out everything yet however. Strange things happen, or things don't happen as I expect once in a while.
For example: I sometimes see that StringServer is started more than one time. If I list the running processes with "ps" in my shell, I can see both "STRNGSRV" and "strngsrv". Is this normal ?

I haven't managed to use StringServer as a replacement for THiNG's installed applications. Like clicking on a *.HTM file to start CAB on the desktop. Things like that. With THiNG I can do this of course, but StringServer has some nice extra tricks that I would like to use.

Any experienced and happy StringServer users that can give me some hints and tips for first time users ? (I will also read the HYP again, but human help is always welcome)

Martin Tarenskeen

863. Sound Processor for an Atari ST520

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 20:28:06 UTC
From: terry@digital.demon.co.uk
Message-ID: <234555a7.0207121228.1b6ed695@posting.google.com>
Source record: 33621

I am looking for a dongle to connect an Atari 520ST to process sound whilst getting playback through a stereo.

If anyone knows where I could get one, I would be very grateful. I am based in London, England.

Thank you

864. Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 20:52:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0207121349010.6985-100000@shell1.aracnet.com>
Source record: 33622
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm announcing a Contest! Whoever can write the best Submission for the "Why you should buy Atari from Bravo Sierra Contest!" My Customers are living examples of why to buy from Bravo Sierra! More satisfied Customers & the number keeps growing! Submissions judged on persuasiveness. Originality would be nice but not required. Personal testimonials preferred! Please include your real name (No aliases without your real name!) and where your from. Please submit your entry by Thursday, August 15th. Contest will last 6 weeks, but could last longer should I deem necessary. Prize for the most persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can come from any Country! All entries become the property of Bravo Sierra Computers! Please E-Mail all entries to atari@aracnet.com plus results will be shown at the HotLink Below!

http://www.aracnet.com/~atari/whybuyben.htm Contest WebPage

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

865. John Garone

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 21:53:01 UTC
From: swampfax@atlantic.net
Message-ID: <1dIX8.94$VD4.346052@news1.atlantic.net>
Source record: 33623

Hi All,
I'm curious to know how many posts are seen in this ng by others.
I see about 325 listed today (using Newsie set to max retrievals).
Feedback welcome.
John G.

866. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 22:26:34 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d2f66e8e546d0@pandora.be>
Source record: 33624
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**

ftp://chapelie.rma.ac.be/atari/graph-tools/snapper.zip
: (37.909 bytes) Snapper is a old but powerfull snapshot prg/acc. It's
possible to make snaps with a time delay. German only.

**utilities**

ftp://chapelie.rma.ac.be/atari/utilities/mwheel.zip
:(108.012 bytes) Mwheel is a driver for wheel mices (includes a driver for
serial mices). German language

HOW_TO_QUOTE: http://www.netmeister.org/news/learn2quote.html
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

867. Re: John Garone

Newsgroup: comp.sys.atari.st
Date: 2002-07-12 22:56:28 UTC
From: danap8@aol.com
Message-ID: <20020712185628.07193.00000268@mb-mj.aol.com>
Source record: 33625

> I'm curious to know how many posts are seen in this ng by others.
>I see about 325 listed today (using Newsie set to max retrievals).

I read this newsgroup yesterday and at about the same time, one day later, I see 17 new posts.

-Dana @ A-ONE

868. Re: Steem / Gemultaror Explorer

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 00:36:55 UTC
From: lp <gfa@basic.net>
Message-ID: <B954EE67.7C91%gfa@basic.net>
Source record: 33626

in article Pine.MNT.4.31.0207121217180.241-100000@easymint, Martin
Tarenskeen at nospam@zonnet.nl wrote on 7/12/02 6:23 AM:

>>
>> I don't want to buy any software so I'm expecting I'll have to use ST BASIC.
>> Any other free compilers available ?
>
> Please don't use ST BASIC. It's no good. (If anyone doesn't agree, let us
> know). I think GfaBasic 2.x is free and GfaBasic 3.5 or 3.6 is Shareware
> or commercial for not so money (I don't know exactly).

I agree, do not use ST-Basic. If you look a bit you can find the full
GFA-Basic v3.6e with compiler on the web. Sure it's commercial, but
the company no longer supports it.

Lonny Pursell

869. The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 01:43:02 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d2f822a$1_2@corp.newsgroups.com>
Source record: 33627

Just for the sake of humoring me and/or seeing if such an idea is even remotely possible, would anyone here mind doing a short 30 second "spot" animation along the following guidelines:

1) Dark (black) screen; the only sound is the distant high-pitched sound of someone having flatlined.
2) Suddenly, "Beep!" (very faint image of the Atari logo in grey); more flatline. Atari logo fades to darkness.
3) Another beep. (Atari logo reappears, more clearly now, and with a hint of color). Flatline.
4) The beeps get closer together and louder, and as the do, the Atari logo grows clearer and more colorful.
5) The beeps are now backed by a strong heartbeat and the Atari logo appears steady in all of it's colorful glory.
6) The words and narration of "We're back!" appear.

Don't ask me why I'm back clamoring about this crap again. It's probably the fact that Amiga, Inc. is alive (with AmigaOne computers and AmigaOS 4 in the wings) and Atari Corp. is dead and gone that has me all bothered. Maybe it's the fact that *BECAUSE* Amiga, Inc. is back, I figure "WHY THE HELL CAN'T ATARI COME BACK?" There's really NO reason!

I will present this animation to Infogrames along with a serious, well-detailed business plan. The worst they can do is say "No."

Needless to say, I figure this animation would be spread via the Internet, not shown on TV (too expensive).

If they say "Yes.", here is a snippet of what the preliminary gameplan is:

You've seen those cheap little handheld touchpad thingies that hold dates and Email addresses and such? They're usually well under $50 and many times are $20 or so. There was one in grey that made me REALLY want it (just as a mock idea for what I'm thinking about). There was one for only $11 that even had a QWERTY keypad!

Imagine if such a device were "evolvable" (feature upgradable). Suppose there were about 5 or 6 different ones (maybe more), with different functions. But, you could "evolve" yours to have the features that someone else's had (shared evolution), just by putting them together (I'm thinking IR communication would be neat, but an interface cable could be nice too). You could also do a 'straight across trade' of functions (you get theirs and they get yours) You can also download new features/games from the special website when you had maximized your "Evolutionary Cycle" (obtained the features of all the different models). It's a tool! It's a toy! It's... BOTH!

And it's from Atari!

This would be, but the first step, towards restoring Atari as a hardware company and getting it out of the utterly meaningless "labelville", as it is today.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

870. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 01:52:42 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.dmbhnhsk@localhost>
Source record: 33628

```
Hi Jared,

> This would be, but the first step, towards restoring Atari as a
> hardware company and getting it out of the utterly meaningless
> "labelville", as it is today.

I have this strange feeling of deja vu..

Regards,

Joakim
```

871. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 02:00:33 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d2f8646_2@corp.newsgroups.com>
Source record: 33629

GokMasE <fake_email@spamblock.no> wrote in message
news:Usenet.dmbhnhsk@localhost...
> Hi Jared,
>
>
> > This would be, but the first step, towards restoring Atari as a
> > hardware company and getting it out of the utterly meaningless
> > "labelville", as it is today.
>
>
> I have this strange feeling of deja vu..

How RIGHT you are! :-)

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

872. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 03:15:03 UTC
From: lp <gfa@basic.net>
Message-ID: <B9551377.7C98%gfa@basic.net>
Source record: 33630

in article Usenet.dmbhnhsk@localhost, GokMasE at fake_email@spamblock.no
wrote on 7/12/02 9:52 PM:

> Hi Jared,
>
>> This would be, but the first step, towards restoring Atari as a
>> hardware company and getting it out of the utterly meaningless
>> "labelville", as it is today.
>
> I have this strange feeling of deja vu..

/home/root: >rehash

Lonny Pursell

873. Atari items on Ebay.

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 07:08:02 UTC
From: Don <atari@qnet.com>
Message-ID: <3D2FD1D2.14449E48@qnet.com>
Source record: 33631

I have a bunch of Atari odds and ends up for auction on Ebay. I have a ton more of Atari STuff to auction off. Im thinning down my collection.

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=atari%40qnet.com&include=0&since=-1&sort=3&rows=25

Thanks,

Don

874. StringServer (more)

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 09:56:17 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207131145490.59-100000@easymint>
Source record: 33632

My StringServer configuration is making progress. I have now succeeded in doing this trick: when I doubleclick on a *.htm(l) file on my desktop CAB is used to view the file, but when I hold the Shift key when doing this Highwire is used instead. Pretty cool :-)

One problem I haven't solved yet. If I install StringServer as an application to open all files that have not been assigned to another program, using "*" as a mask in THiNG, this works but: I cannot start any executables directly anymore from the desktop. Apparently no exception is made for files ending with .PRG, or .APP, etc. ???

How do I achieve that only filenames of non-executables are processed by StringServer ?

Martin Tarenskeen

875. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 10:57:50 UTC
From: atarirulez@go2.pl
Message-ID: <agp13c$85m$1@news2.tpi.pl>
Source record: 33633

On 13 Jul 2002 00:26:34 , "Martin \"Nightowl\" Byttebier" wrote:
> New at the Belgian ftp-site chapelie.rma.ac.be
> --
> ftp://chapelie.rma.ac.be/atari/utilities/mwheel.zip
> :(108.012 bytes) Mwheel is a driver for wheel mices (includes a driver for
> serial mices). German language

Has anyone made it work? I have installed TRAPPER, MWHEEL and MWHL-SER
in AUTO folder, but the wheel mouse does not seem to work at all.
I have tried both Modem 1 and Modem 2 ports (I use Atari TT), I have
ensured the correct port is set in MWHL-SER.PRG file, but nothing happened.

I do have HSModem 07 installed.

The wheel serial mouse is OK, it works with other serial mouse drivers
(but of course the wheel itself does not).

What's going on?

--
Grzegorz Pawlik
http://marijuana.atari.org/

876. Re: StringServer (more)

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 10:58:54 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207131252390.71-100000@easymint>
Source record: 33634

On Sat, 13 Jul 2002, Martin Tarenskeen wrote:

> How do I achieve that only filenames of non-executables are processed by
> StringServer ?
>

In reply to my own question:
I have installed StringServer to SHOW instead of OPEN files with a * mask.
Now everything works as it should. It's great!

Is StringServer still being developed ? If I read the docs some ideas have
not been finished/implemented in the version I have. (from an archive
named SSPB3110.LZH)

Martin Tarenskeen

877. Re: StringServer (more)

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 11:32:25 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1ff9h85.1wuk1lz1l1ymbyN%donotusethisaddress@pandora.be.invalid>
Source record: 33635

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> On Sat, 13 Jul 2002, Martin Tarenskeen wrote:
>
> Is StringServer still being developed ? If I read the docs some ideas have
> not been finished/implemented in the version I have. (from an archive
> named SSPB3110.LZH)

I finally found some sparetime to play around with Stringserver. I'm not
so far progressed as you but it looks cool indeed.
If enough people start using this very usefull app, maybe the programmer
(Ozk) will be motivated to work on it.

CU,
Martin

878. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 13:28:37 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1026568378.97788.5@iapetus.uk.clara.net>
Source record: 33636
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi "Bravo Sierra Computers"

> Hi, I'm Ben Smith of Bravo Sierra Computers.

You are an asshole that wont get the message, your spam is unwelcome.
--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.375 / Virus Database: 210 - Release Date: 10/07/2002

879. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 13:36:55 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1026568382.97788.6@iapetus.uk.clara.net>
Source record: 33637

Hi Asshole, Jared, same thing in my dictionary.

> I figure "WHY THE HELL CAN'T ATARI COME BACK?" There's really NO reason!

You don't have television on the secure ward then, or otherwise you'd be
watching Atari adverts on a regular basis.

Now fuck off!, again!!.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.375 / Virus Database: 210 - Release Date: 10/07/2002

880. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 14:01:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1026582184-52247AEicMi@gmx.net>
Source record: 33641

From: "Jared Falvo" <luposian@azob.quik.com>
Date: Fri, 12 Jul 2002 18:43:02 -0700

Hi Jared,

>This would be, but the first step, towards restoring Atari as a hardware
>company and getting it out of the utterly meaningless "labelville", as it
>is today.

So you still haven't give up your dream to revive Atari ? Well, while you
were dreaming someone else has beat you to it...
Take a look at http://www.ifone.com
The US-based firm Jakks Pacific is going to release an 8bit game console
on which 10 Atari game classics are pre-installed. The unit has a retail
price of only $20.
More important then that console are the people behind Jakks Pacific....
wanna take an educated guess? :-)

>I will present this animation to Infogrames

You've made a fool of yourself once at Infogrames, don't do it again !!!
You do realise I hope that when it comes down to producing animations
Infogrames is one of the major players? Whatever it is you plan to show
them, they have the knowledge and capabilities to produce something which
is 1000 times better...

>along with a serious, well-detailed business plan. The worst they can do
>is say "No."

Oh boy....
IIRC your previous "detailed business plan" was one big joke. Before a
business plan can be labeled "serious", it needs the blessings of an
experienced accountant and the bank(s). Are you trying to tell us that you
actually found a bank that is willing to finance your dreams ?

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / /_/ /
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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

http://www.cix.co.uk/~derryck/index.htm

881. Re: John Garone

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 14:07:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1026582188-52883AEicMi@gmx.net>
Source record: 33640

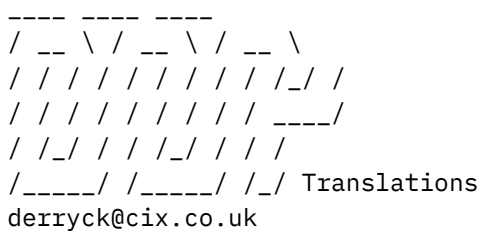
From: swampfax@atlantic.net (John Garone)
Date: Fri, 12 Jul 2002 21:53:01 GMT

Hi John,

>I see about 325 listed today (using Newsie set to max retrievals).
>Feedback welcome.

1457 posts available today on news.zon.be

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

882. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 15:25:02 UTC
From: ebaiz@skyenet.net
Message-ID: <iDXX8.1012$o83.108972@newsfeed.slurp.net>
Source record: 33638

On 10 Jul 2002 02:59:04 , don wolfe wrote:

>Update, Dr. Uwe Seimet pointed me in the right direction, I used
>HDriver to partition one of my disk for the Syquest 135mg removable for
>both PC and Atari use and the new Notebook reads it fine. Also I
>discovered that Gemulator 2000 for the Atari is now free so I installed
>it on the Notebook and it will read all the drives even my 2gig JAZ 4
>petitioned. So try http://www.emulators.com
>
>Later, Donner....

Hell Don,

It is nice that you have things working. I did not know Gemulator 2000 was
now free. Where did you pick it up?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
---

883. Re: ICD Link/2 Troubles

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 15:25:05 UTC
From: ebaiz@skyenet.net
Message-ID: <IDXX8.1013$o83.109014@newsfeed.slurp.net>
Source record: 33639

On 10 Jul 2002 06:29:33 , Mark Duckworth wrote:
>Hello everyone,
>
>I was wondering if anyone would happen to have any advice for me. I recently
>purchased a new Mega STe to replace the fried one I already had and
>apparently the Link got taken down too. It works and the light lights up
>but it doesn't get detected by ICD's software.

Hell Mark,

I think I had the same problem if I understand you correctly. I installed the Link 2 in my STe. A friend of mine made me the SCSI cable I needed. I turned everything on, the Link 2's light came on, but the hard drive would not boot up. It was not being recognized by the Link 2. It turned out the problem was the cable itself. You might check the connections. My friend just made me a new cable. It seems the first time the SCSI connectors were installed alittle mis-aligned.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
---

884. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 17:56:51 UTC
From: Digital Data Factory <digitaldatafactory@centurytel.net>
Message-ID: <agpp38$75g$1@feed.centurytel.net>
Source record: 33642
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Ben,
Don't let some of the bunch spoil the rest, keep up the good work
someone has to support the Atari and keep the force alive.
Like you I've supported Atari computers and owners for years until a few
bad apples spoiled the bunch for me. Now I only work by referrals.
Keep the Faith
Ed

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0207121349010.6985-100000@shell1.aracnet.com...
> http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!
>
> Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New
> Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm
> announcing a Contest! Whoever can write the best Submission for the "Why
> you should buy Atari from Bravo Sierra Contest!" My Customers are living
> examples of why to buy from Bravo Sierra! More satisfied Customers & the
> number keeps growing! Submissions judged on persuasiveness. Originality
> would be nice but not required. Personal testimonials preferred! Please
> include your real name (No aliases without your real name!) and where your
> from. Please submit your entry by Thursday, August 15th. Contest will last
> 6 weeks, but could last longer should I deem necessary. Prize for the most
> persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can
> come from any Country! All entries become the property of Bravo Sierra
> Computers! Please E-Mail all entries to atari@aracnet.com plus results
> will be shown at the HotLink Below!
>
> http://www.aracnet.com/~atari/whybuyben.htm Contest WebPage
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@aracnet.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Bravo Sierra Computers has moved to a new Internet Provider
atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software,
Hardware/Accessories & References/
> Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!

>

885. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 18:11:53 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.ajjgpsil@localhost>
Source record: 33644

Digital Data Factory wrote:
>
> Ben,
> Don't let some of the bunch spoil the rest, keep up the good work
> someone has to support the Atari and keep the force alive.
> Like you I've supported Atari computers and owners for years until a
> few bad apples spoiled the bunch for me. Now I only work by referrals.
> Keep the Faith
> Ed

Indeed, keep up the work. But do consider adjusting your usenet
advertising methods, which at times are quite annoying. In the long run
I am sure you'll be better off by listening to what people in general
think about them.

Nevertheless, good luck with your business :)

/Joakim

http://aicq.atari-users.net
http://topp.atari-users.net

886. Is this working ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 19:05:43 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <1026583543.6326.0@iris.uk.clara.net>
Source record: 33643

Sorry for the test but I have been having Freeola problems and I
am trying posting via FreeUK.

Regards,

Peter

887. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 19:29:51 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d307c39_4@corp.newsgroups.com>
Source record: 33496

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:1026582184-52247AEicMi@gmx.net...
> From: "Jared Falvo" <luposian@azob.quik.com>
> Date: Fri, 12 Jul 2002 18:43:02 -0700
>
> Hi Jared,
> So you still haven't give up your dream to revive Atari ? Well, while you
> were dreaming someone else has beat you to it...
> Take a look at http://www.ifone.com

Old games for cell phones? Yawn! When will retro ever die?

> The US-based firm Jakks Pacific is going to release an 8bit game console
> on which 10 Atari game classics are pre-installed. The unit has a retail
> price of only $20.

While "Adventure" has me a tad excited, it's easy enough to get a 2600
emulator for my PC, download the "Adventure" ROM and play it for free!
Again, I say... when will retro ever die?

> More important then that console are the people behind Jakks Pacific....
> wanna take an educated guess? :-)

I'm not seeing the Tramiels. Looks like there *might* be a Be, Inc. member
in there (if the name matches). Please, tell me who's backing this company?
ex-Sega/Atari employees? People from Commodore? Come on... TELL ME!!!

> You've made a fool of yourself once at Infogrames, don't do it again !!!

What fool? The only reply I got from them was telling me they weren't
interested in doing what I was suggesting at the present time. And, as
you'll continue to see, all they're really doing, time and time again is
EXPLOITING the Atari name and licensing old games over and over and over
again. And, AGAIN, I say... when will retro ever die?

> You do realise I hope that when it comes down to producing animations
> Infogrames is one of the major players?

Oh, goody! I'll have THEM do it for me, then! :-)

> Whatever it is you plan to show
> them, they have the knowledge and capabilities to produce something which
> is 1000 times better...

And yet they've NEVER done it to this day. If they CAN, why DON'T they?

> Oh boy....
> IIRC your previous "detailed business plan" was one big joke. Before a

> business plan can be labeled "serious", it needs the blessings of an
> experienced accountant and the bank(s). Are you trying to tell us that you
> actually found a bank that is willing to finance your dreams ?

All that would need to happen is for Infogrames to say "Ok" to my Nutty Professor idea and the ball would be rolling. I would finance the "New Atari" (hardware divisions) from my own pocketbook and the interest of others like me. I mean, what I propose is a LOT more sensible that licensing some 20+ year old games and putting them in a cheap game system and try to sell them as new... my goodness, what are they THINKING? Like I'm gonna go out and buy one of these retro pieces of garbage? Pah!

I'm talking NEW devices. New ideas. And, most importantly, NEW COMPUTERS!!!

Would you buy an Atari Lynx II (was one ever made or prototyped?) if it were suddenly available with games to boot? Would you buy an Atari palmheld device if it were available? Would you buy a new Atari computer (non-x86), if it were available?

I'm not talking trying to sell people on old retro games that died a billion years ago. I'm suggesting the revival of a brandname and present new products with it!

Here's a question:

What is the FIRST thing YOU would do if Infogrames handed you a license to the Atari brandname and said "Do something with this, but do it justice."

Would you honestly just hand it back to them and say "No thanks" or would you try to bring Atari back into the limelight in a big way, regardless how many tiny steps you needed to take to get there?

"Atari", as it appears on game boxes today, means about as much as to me as "Top Ramen" on a bag of chinese noodles. It garners about an atom's worth of interest to me today. Only the game itself would matters, not the name on it, today. But I come from a day when brandname loyalty was the hot thing. When Atari vs. Colecovision and Atari vs. Commodore Amiga and Atari vs. Mattel Intellivision were the picks of the day.

To this day, "Kawasaki" means just as much to me as it ever did. I *love* Kawasaki! Ever since the first KX80 a friend bought in the 70's. Sega has lost a lot of it's shine in my mind since dropping out of the hardware business... but they still make awesome games. "Panzer Dragoon: Orta" is coming for Xbox! Whoo-hoo!

I am and always will be a brand-loyalist. But only as long as the brand lives on, doing what it did and does best since the beginning. If Kawasaki stopped making motorcycles and jetskis and made chinese noodles, I'd stop caring about them.

Atari has ALWAYS, but *A L W A Y S* been a hardware company, from the very beginning! Atari Pong (arcade game; hardware) and a billion other arcade releases too numerous to mention, Atari pinball machines (hardware), Atari

2600, 5200, 7800, Lynx, and Jaguar (home game systems; hardware), Atari 400, 800, etc. (8-bit home computers; hardware), Atari 520ST, 1040ST, MegaST 2/4, STe, TT, and Falcon030 (16/32-bit home computers; hardware)...

Yes, they made software (as AtariSoft for the Apple II, C64, Colecovision, and Intellivision), but they have *ALWAYS* been a hardware company... until now. Now, they don't exist in the arcades. They don't exist in hardware. They exist *ONLY* as a sad rememberance of what the name *USED* to mean... tacked alongside other brandnames on the box of a game title or two.

Remember... "Gauntlet: Legends"? It was by Atari Games (under Midway which is/was under Williams). Look on the box for the PS/2 or Xbox version. Just TRY and find the word/name "Atari" anywhere in the fine print! It's not there as far as I can tell!

What a blasted, friggin' shame... the "Atari" name, literally obliterated in every way, except to be tacked onto game boxes as a sales tactic!

I wonder how much profit it's earning Infogrames that way?

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

888. Re: John Garone

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 20:52:19 UTC
From: swampfax@atlantic.net
Message-ID: <7q0Y8.107$VD4.387884@news1.atlantic.net>
Source record: 33497

evidently I'm self centered since I'm the subject here!!! Sorry :)
I'll re-post it!
John G.

889. # of posts in this ng

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 20:54:33 UTC
From: swampfax@atlantic.net
Message-ID: <ds0Y8.108$VD4.387993@news1.atlantic.net>
Source record: 33498

re-posted:

Hi All,
I'm curious to know how many posts are seen in this ng by others.
I see about 325 listed today (using Newsie set to max retrievals).
Feedback welcome.
John G.

890. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 21:15:27 UTC
From: swampfax@atlantic.net
Message-ID: <PL0Y8.109$VD4.388043@news1.atlantic.net>
Source record: 33499

Hi Jared,
No disrespect intended....but I like the phrase:
"If you want something done right, do it yourself"!
Go get some bankers!!! There does'nt seem to be many in this NG !

John G.
The guy who tried to support you but never got that copy of your
Infogrammes letter!!! So I checked you out with Infogrammes and your
letter of suggestion to them was, at the very least, legit!

891. external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 21:28:11 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <LX0Y8.54$qwfg.25886887@news2.randori.com>
Source record: 33500

Hi all,

Does anyone know of any diagrams for connecting a IDE/SCSI drive to a ST ?

Thanks,
Chris

892. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 21:40:32 UTC
From: Lannie Schafroth <lannie@prairieinet.net>
Message-ID: <3d309859_14@news.teranews.com>
Source record: 33501

Amen.

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:3d307c39_4@corp.newsgroups.com...
>
> Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
> news:1026582184-52247AEicMi@gmx.net...
> > From: "Jared Falvo" <luposian@azob.quik.com>
> > Date: Fri, 12 Jul 2002 18:43:02 -0700
> >
> > Hi Jared,
> > So you still haven't give up your dream to revive Atari ? Well, while
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> > were dreaming someone else has beat you to it...
> > Take a look at http://www.ifone.com
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> Old games for cell phones? Yawn! When will retro ever die?
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> again. And, AGAIN, I say... when will retro ever die?
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> > You do realise I hope that when it comes down to producing animations

> > Infogrames is one of the major players?
>
> Oh, goody! I'll have THEM do it for me, then! :-)
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> > Whatever it is you plan to show
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which
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(non-x86),
> if it were available?
>
> I'm not talking trying to sell people on old retro games that died a
billion
> years ago. I'm suggesting the revival of a brandname and present new
> products with it!
>
> Here's a question:
>
> What is the FIRST thing YOU would do if Infogrames handed you a license to
> the Atari brandname and said "Do something with this, but do it justice."
>
> Would you honestly just hand it back to them and say "No thanks" or would
> you try to bring Atari back into the limelight in a big way, regardless
how
> many tiny steps you needed to take to get there?

>
> "Atari", as it appears on game boxes today, means about as much as to me
as
> "Top Ramen" on a bag of chinese noodles. It garners about an atom's worth
> of interest to me today. Only the game itself would matters, not the name
> on it, today. But I come from a day when brandname loyalty was the hot
> thing. When Atari vs. Colecovision and Atari vs. Commodore Amiga and
Atari
> vs. Mattel Intellivision were the picks of the day.
>
> To this day, "Kawasaki" means just as much to me as it ever did. I *love*
> Kawasaki! Ever since the first KX80 a friend bought in the 70's. Sega
has
> lost a lot of it's shine in my mind since dropping out of the hardware
> business... but they still make awesome games. "Panzer Dragoon: Orta" is
> coming for Xbox! Whoo-hoo!
>
> I am and always will be a brand-loyalist. But only as long as the brand
> lives on, doing what it did and does best since the beginning. If
Kawasaki
> stopped making motorcycles and jetskis and made chinese noodles, I'd stop
> caring about them.
>
> Atari has ALWAYS, but *A L W A Y S* been a hardware company, from the very
> beginning! Atari Pong (arcade game; hardware) and a billion other arcade
> releases too numerous to mention, Atari pinball machines (hardware), Atari
> 2600, 5200, 7800, Lynx, and Jaguar (home game systems; hardware), Atari
400,
> 800, etc. (8-bit home computers; hardware), Atari 520ST, 1040ST, MegaST
2/4,
> STe, TT, and Falcon030 (16/32-bit home computers; hardware)...
>
> Yes, they made software (as AtariSoft for the Apple II, C64, Colecovision,
> and Intellivision), but they have *ALWAYS* been a hardware company...
until
> now. Now, they don't exist in the arcades. They don't exist in hardware.
> They exist *ONLY* as a sad rememberance of what the name *USED* to mean...
> tacked alongside other brandnames on the box of a game title or two.
>
> Remember... "Gauntlet: Legends"? It was by Atari Games (under Midway
which
> is/was under Williams). Look on the box for the PS/2 or Xbox version.
Just
> TRY and find the word/name "Atari" anywhere in the fine print! It's not
> there as far as I can tell!
>
> What a blasted, friggin' shame... the "Atari" name, literally obliterated
in
> every way, except to be tacked onto game boxes as a sales tactic!
>

> I wonder how much profit it's earning Infogrames that way?
>
> Jared
>
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

893. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 22:25:36 UTC
From: "Michael J. Sch&#65533;lke" <MJSchuelke@hotmail.com>
Message-ID: <MPG.179ac74d2a8061a8989728@news.t-online.de>
Source record: 33502

exxos wrote:
> Does anyone know of any diagrams for connecting a IDE/SCSI drive to a ST ?

Yes.

And if you were able to google for, say '"Atari ST" IDE interface', then
you would, too. It's the first hit:

http://members.tripod.com/~piters/atari/astide.htm

Regards,
Michael
--
From-address is valid, but used as spam trap. Write to MJSchuelke at gmx
dot net for a faster reply.

894. Re: # of posts in this ng

Newsgroup: comp.sys.atari.st
Date: 2002-07-13 23:15:25 UTC
From: Mark Phillips <moongravySPAM@TRAPntlworld.com>
Message-ID: <hw2Y8.11057$rU2.1183261@news11-gui.server.ntli.net>
Source record: 33503

"John Garone" <swampfax@atlantic.net> wrote in message
news:ds0Y8.108$VD4.387993@news1.atlantic.net...
> re-posted:
>
> Hi All,
> I'm curious to know how many posts are seen in this ng by others.
> I see about 325 listed today (using Newsie set to max retrievals).
> Feedback welcome.
> John G.
>

447 posts available today. news.ntlworld.com

895. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 04:32:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d3104ac2e0e10@madasafish.com>
Source record: 33515

Hi exxos,

>Hi Michael, I did try google I always do first, I did see that page a few
>times though I can't program GAL IC's which makes the design a bit useless.
>I should have stated just a plain logic design, im sure one can be done
>without the need for GAL's :-\

Try the different version here http://www.joogn.de that doesn't
need GALs. Keep the wires shorter on IDE lead as it isn't
buffered. So, under 30cm would be best.
--
Lyndon Amsdon
http://hardware.atari.org

896. Re: StringServer (more)

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 05:31:03 UTC
From: lp <gfa@basic.net>
Message-ID: <B95684D7.7CD6%gfa@basic.net>
Source record: 33504

in article Pine.MNT.4.31.0207131252390.71-100000@easymint, Martin Tarenskeen
at nospam@zonnet.nl wrote on 7/13/02 6:58 AM:

> On Sat, 13 Jul 2002, Martin Tarenskeen wrote:
>
>> How do I achieve that only filenames of non-executables are processed by
>> StringServer ?
>>
>
> In reply to my own question:
> I have installed StringServer to SHOW instead of OPEN files with a * mask.
> Now everything works as it should. It's great!
>
> Is StringServer still being developed ? If I read the docs some ideas have
> not been finished/implemented in the version I have. (from an archive
> named SSPB3110.LZH)

I'm sure it's not dead, just Ozk is got too many projects going at once.
;-)

Lonny Pursell

897. Re: StringServer (more)

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 05:33:33 UTC
From: lp <gfa@basic.net>
Message-ID: <B956856D.7CD7%gfa@basic.net>
Source record: 33505

in article 1ff9h85.1wuk1lz1l1ymbyN%donotusethisaddress@pandora.be.invalid,
Martin "Nightowl" Byttebier at donotusethisaddress@pandora.be.invalid wrote
on 7/13/02 7:32 AM:

> Martin Tarenskeen <nospam@zonnet.nl> wrote:
>
>> On Sat, 13 Jul 2002, Martin Tarenskeen wrote:
>>
>> Is StringServer still being developed ? If I read the docs some ideas have
>> not been finished/implemented in the version I have. (from an archive
>> named SSPB3110.LZH)
>
> I finally found some sparetime to play around with Stringserver. I'm not
> so far progressed as you but it looks cool indeed.
> If enough people start using this very usefull app, maybe the programmer
> (Ozk) will be motivated to work on it.

I've had this installed since the day Ozk told me about it on IRC.
aIRC will work with this cool tool for web urls, ftp, email and such while
on IRC, just click them! Well assuming you configure the tool correctly.
;-)

Lonny Pursell

898. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 07:07:33 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d311fb8$1_3@corp.newsgroups.com>
Source record: 33506

I TOLD YOU SO!!!

But... NOOOO, you and everyone else wouldn't believe me. I'm just a little know-nothing enthusiast fool trying to restart Atari, to everyone here. Well, big dreams make for even bigger success stories. I just need to get Infogrames to say "Ok" and we can get this little show on the road...

Did they say anything else about my letter, to you? how long ago did you do this research?

Glad you finally found out I was telling the truth. I told you I deleted that message to them. Can't very well reinvent the message verbatim, much as I woulda liked to... and didn't want to even try to go into all the details. Would've just been laughed at, most probably.

Jared

John Garone <swampfax@atlantic.net> wrote in message news:PL0Y8.109$VD4.388043@news1.atlantic.net...
> Hi Jared,
> No disrespect intended....but I like the phrase:
> "If you want something done right, do it yourself"!
> Go get some bankers!!! There does'nt seem to be many in this NG !
>
> John G.
> The guy who tried to support you but never got that copy of your
> Infogrammes letter!!! So I checked you out with Infogrammes and your
> letter of suggestion to them was, at the very least, legit!
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

899. AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 07:17:15 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207132317.34cca888@posting.google.com>
Source record: 33507
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

http://membres.lycos.fr/afle/Images/amigamania13/index.html

Will there be an AtariOne to keep things interesting?

sinclap!
'will be tuned into tech tv on wed morning"

900. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 08:30:45 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <UEaY8.82$qwfg.30736500@news2.randori.com>
Source record: 33508

"Michael J. Sch&#65533;lke" <MJSchuelke@hotmail.com> wrote in message
news:MPG.179ac74d2a8061a8989728@news.t-online.de...
> exxos wrote:
> > Does anyone know of any diagrams for connecting a IDE/SCSI drive to a ST
?
>
> Yes.
>
> And if you were able to google for, say '"Atari ST" IDE interface', then
> you would, too. It's the first hit:
>
> http://members.tripod.com/~piters/atari/astide.htm
>
> Regards,
> Michael
> --
> From-address is valid, but used as spam trap. Write to MJSchuelke at gmx
> dot net for a faster reply.
>

Hi Michael, I did try google I always do first, I did see that page a few
times though I can't program GAL IC's which makes the design a bit useless.
I should have stated just a plain logic design, im sure one can be done
without the need for GAL's :-\

Chris

901. MORE on TAMW: Live Plus !

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 08:44:50 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0207140044.50ffe35c@posting.google.com>
Source record: 33509

Live Plus
Sequencer
By Harold Plontke
Demo Version

Not long ago, I was able to make contact with a certain Harold Plontke and asked him about his sequencer program called Live Plus. Unfortunatly, he could not release it to me, as another company held the rights. However, he worked out a very usable Demo version which is now available. This demo version, while it cannot save in "song" format, can save in standard MIDI file format, thus making this excellent application a very usable arsonal in the Atari range of MIDI tools.

Working with Live Plus is almost like working with Cubase. It uses the same keyboard shortcuts for the Transport bar. It has a set of tools to work with in it's "keyedit" mode.It also has the familiar arrange screen in which you can move around patterns, name them and assign MIDI functions, just like in Cubase. Live Plus also has an interesting help system. At the bottom of the screen are indicators of what the functions are when you move the mouse curser over a certain function in the screen. You can also change the language from German to English.(by clicking on the "language" notice in the field)

http://tamw.atari-users.net/liveplus.htm

****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

902. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 09:07:01 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <09bY8.1664$7g5.35233@newsfep1-win.server.ntli.net>
Source record: 33510

Hello.

"exxos" <exxos@home.co.uk> wrote in message
news:UEaY8.82$qwfg.30736500@news2.randori.com...
>
> "Michael J. Sch�lke" <MJSchuelke@hotmail.com> wrote in message
> news:MPG.179ac74d2a8061a8989728@news.t-online.de...
> > exxos wrote:
> > > Does anyone know of any diagrams for connecting a IDE/SCSI drive to a
ST

> I should have stated just a plain logic design, im sure one can be done
> without the need for GAL's :-\

Or...if you have an STE you could simply buy the IDEal interface ready made
and/or already installed on an STE.

Barrie at Keychange. www.keychange.co.uk

903. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 09:16:44 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <0kbY8.83$qwfg.24576042@news2.randori.com>
Source record: 33511

hi,

> Or...if you have an STE you could simply buy the IDEal interface ready
made
> and/or already installed on an STE.
>
> Barrie at Keychange. www.keychange.co.uk
>
>

It was a STFM I was refering too :-\

Chris

904. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 11:24:08 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1026645696.943643@ananke.eclipse.net.uk>
Source record: 33512

"exxos" <exxos@home.co.uk> wrote in message
news:0kbY8.83$qwfg.24576042@news2.randori.com...
> hi,
>
>
> > Or...if you have an STE you could simply buy the IDEal interface ready
> made
> > and/or already installed on an STE.
> >
> > Barrie at Keychange. www.keychange.co.uk
> >
> >
>
> It was a STFM I was refering too :-\
>
> Chris

In that case you can get the Mario Beecroft interface also ready made. See

http://gem.win.co.nz/mb/atarihw/ide.html

>
>

905. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 12:01:24 UTC
From: ebaiz@skyenet.net
Message-ID: <oKdY8.102$wj3.68225@newsfeed.slurp.net>
Source record: 33514

On 13 Jul 2002 21:28:11 , "exxos" wrote:
>Hi all,
>
>Does anyone know of any diagrams for connecting a IDE/SCSI drive to a ST ?
>
>Thanks,
>Chris

Hello,

Get yourself a Link 2 host adapter and you will be abld to connect any SCSI HD up to the ST. I use one to connect a SCSI HD and CD drive to my STe.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
---

906. Atari Janus Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 14:04:42 UTC
From: Bernd Kopriva <bernd@kopriva.de>
Message-ID: <e513juk37js2091bsoj3l3doqhh4mnq297@4ax.com>
Source record: 33516
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Hi,
does anybody know the author of the software part of the Janus
Emulator ?

Thanks Bernd
```

907. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 14:11:10 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1026668500.83259.0@dyke.uk.clara.net>
Source record: 33518

Hi Jared

>I'm just a little know-nothing enthusiast fool trying to restart Atari, to everyone here.

Its already active again so you can piss off back to the secure ward and watch the adverts on TV.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.375 / Virus Database: 210 - Release Date: 10/07/2002

908. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 14:46:51 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D318EDB.8050703@seimet.de>
Source record: 33517

Edward S. Baiz Jr. wrote:

> Get yourself a Link 2 host adapter and you will be abld to connect any SCSI
> HD up to the ST. I use one to connect a SCSI HD and CD drive to my STe.

Almost any drive. Remember that a few devices require initiator
identification, which is something only the LINK96/97 adapters provide.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

909. Re: ST emulator, hi res display

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 19:31:16 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <agsj80$34g$1@news.vol.cz>
Source record: 33519

> I did get higher resolutions, and very nice too but the main app
> I wanted to run (Scooter PCB) didn't work. It starts to load
> then returns back to the desktop. I'm surprissed as it runs on
> Falcons, and apparantly Magic for PC and Mac. I might try
> TOSBOX then.

What about to try Aranym ?

Ctirad

910. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 20:34:17 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <cflY8.111$qwfg.29687969@news2.randori.com>
Source record: 33520

Hi all,

I know theres places which sells them, and at the site which was posted
also. Though it comes at a high price which is why I wonder if I could build
my own.

Chris

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:oKdY8.102$wj3.68225@newsfeed.slurp.net...
> On 13 Jul 2002 21:28:11 , "exxos" wrote:
> >Hi all,
> >
> >Does anyone know of any diagrams for connecting a IDE/SCSI drive to a ST
?
> >
> >Thanks,
> >Chris
>
> Hello,
>
> Get yourself a Link 2 host adapter and you will be abld to connect any
SCSI
> HD up to the ST. I use one to connect a SCSI HD and CD drive to my STe.
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> --
>
>
>

911. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 21:00:35 UTC
From: "Michael J. Sch&#65533;lke" <MJSchuelke@hotmail.com>
Message-ID: <MPG.179c04dbb068c2fe98972c@news.t-online.de>
Source record: 33521

exxos wrote:

> Hi Michael, I did try google I always do first, I did see that page a few
> times though I can't program GAL IC's which makes the design a bit useless.
> I should have stated just a plain logic design, im sure one can be done
> without the need for GAL's :-\

Sorry, I may have been a bit rude, but too many people post without
doing any research of their own first.

There are several simple circuits for GAL programming around. One od the
most flexible designs is Manfred Winterhoff's GALBlast, at

http://www.geocities.com/ResearchTriangle/Forum/8070/galblast.htm

You might even get away with his "Minimum effort GAL programming", at

http://www.geocities.com/ResearchTriangle/Forum/8070/program.htm,

though.

Regards,
Michael

--
From-address is valid, but used as spam trap. Write to MJSchuelke at gmx
dot net for a faster reply.

912. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 21:29:37 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1026682024.858837@ananke.eclipse.net.uk>
Source record: 33522

"exxos" <exxos@home.co.uk> wrote in message
news:cflY8.111$qwfg.29687969@news2.randori.com...
> Hi all,
>
> I know theres places which sells them, and at the site which was posted
> also. Though it comes at a high price which is why I wonder if I could
build
> my own.
>
> Chris
>

The IDE versions seem quit a bit cheaper, which was why I pointed at Marios
page. However they are still more expensive than I thought....

>
>
> "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> news:oKdY8.102$wj3.68225@newsfeed.slurp.net...
> > On 13 Jul 2002 21:28:11 , "exxos" wrote:
> > >Hi all,
> > >
> > >Does anyone know of any diagrams for connecting a IDE/SCSI drive to a
ST
> ?
> > >
> > >Thanks,
> > >Chris
> >
> > Hello,
> >
> > Get yourself a Link 2 host adapter and you will be abld to connect any
> SCSI
> > HD up to the ST. I use one to connect a SCSI HD and CD drive to my STe.
> >
> >
> > Edward S. Baiz Jr.
> > (Gamer)
> > --
> > HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

> > ----------
> >
> >
> >
>
>

913. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 21:41:09 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1026682717.259776@ananke.eclipse.net.uk>
Source record: 33523

There is a diagram for a SCSI adaptor on http://atarihacks.cjb.net/ but no other info. Has any one built this. Is there any other inof about it such as layouts elsewhere?

"exxos" <exxos@home.co.uk> wrote in message news:cflY8.111$qwfg.29687969@news2.randori.com...
> Hi all,
>
> I know theres places which sells them, and at the site which was posted
> also. Though it comes at a high price which is why I wonder if I could build
> my own.
>
> Chris
>
>
>
> "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> news:oKdY8.102$wj3.68225@newsfeed.slurp.net...
> > On 13 Jul 2002 21:28:11 , "exxos" wrote:
> > >Hi all,
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> > >
> > >Thanks,
> > >Chris
> >
> > Hello,
> >
> > Get yourself a Link 2 host adapter and you will be abld to connect any
> SCSI
> > HD up to the ST. I use one to connect a SCSI HD and CD drive to my STe.
> >
> >
> > Edward S. Baiz Jr.
> > (Gamer)
> > --
> > HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
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> > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,

> > Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> > --
> >
> >
> >
>
>

914. Atari Swap and Sale 2002

Newsgroup: comp.sys.atari.st
Date: 2002-07-14 23:22:50 UTC
From: "R. Wayne Arenz" <rarenz@columbus.rr.com>
Message-ID: <eJnY8.166476$%U3.5347252@twister.columbus.rr.com>
Source record: 33524

2002 *** Atari Enthusiasts of Columbus, Ohio Annual Swap and Sale *** 2002
All Atari, used computing and game platforms, electronics, etc. are invited

September 14, 2002
Oakland Park Community Center
980 Lenore Ave.
Columbus, Ohio

9:00 a.m. through 3:00 p.m. Eastern Daylight Time

Admission $4.00/ person to maximum of $8/ family
Sales tables: $8.00, which includes one admission

http://www.angelfire.com/oh4/acec/acec.html

Please contact rarenz@columbus.rr.com if you wish to be placed on/ remain on
our mailing lists. We are trimming mailing costs.

Please contact for further information.

915. Re: Atari Janus Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 00:30:46 UTC
From: lp <gfa@basic.net>
Message-ID: <B9578FF6.7D11%gfa@basic.net>
Source record: 33525
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

in article e513juk37js2091bsoj3l3doqhh4mnq297@4ax.com, Bernd Kopriva at bernd@kopriva.de wrote on 7/14/02 10:04 AM:

> Hi,
> does anybody know the author of the software part of the Janus
> Emulator ?
>
> Thanks Bernd
>

Sorry I don't. Perhaps this site may help...

http://www.vhf.de/hardware/janus/janus_gb.html

Lonny Pursell

916. Re: # of posts in this ng

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 03:54:08 UTC
From: swampfax@atlantic.net
Message-ID: <AHrY8.13$rB.13429@news1.atlantic.net>
Source record: 33526

On 14 Jul 2002 00:15:25 , "Mark Phillips" wrote:
>"John Garone" <swampfax@atlantic.net> wrote in message
>news:ds0Y8.108$VD4.387993@news1.atlantic.net...
>> re-posted:
>>
>> Hi All,
>> I'm curious to know how many posts are seen in this ng by others.
>> I see about 325 listed today (using Newsie set to max retrievals).
>> Feedback welcome.
>> John G.
>>
>
>
>447 posts available today. news.ntlworld.com
>

Thanks Dennis, Mark and Dana for the feedback. This ISP gives me 325
total. Another gave me over 800. So there are certainly missing posts.
John G.

917. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 04:12:50 UTC
From: swampfax@atlantic.net
Message-ID: <6ZrY8.14$rB.13710@news1.atlantic.net>
Source record: 33527

On 14 Jul 2002 00:07:33 , "Jared Falvo" wrote:
>I TOLD YOU SO!!!
>
>But... NOOOO, you and everyone else wouldn't believe me.

snip

ah Jared. I can't speak for others in this ng (and I don't have to
as you can see) but I believe what you exhibit. All you have is enthusiasm
and arrogance but no planning. It seems you are here only to wave the
"Jared" flag while you piss people off! And you still expect support???

John G.

918. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 05:10:02 UTC
From: Jon Lassen <jon@cocaine.org>
Message-ID: <KOsY8.5547$eY6.105125@news2.ulv.nextra.no>
Source record: 33528

"Jared Falvo" <luposian@azob.quik.com> skrev i melding
news:3d307c39_4@corp.newsgroups.com...
> And yet they've NEVER done it to this day. If they CAN, why DON'T they?
> I'm talking NEW devices. New ideas. And, most importantly, NEW
> COMPUTERS!!!

Has it ever struck your mind that the outcome of WW2 could've been different
if Hitler had chosen the Fuji symbol instead of the swastika? There really
is something magic about it, isn't it?

Now, if only I had hundreds of millions of dollars....

Jon

919. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 07:05:24 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d3270b5$1_2@corp.newsgroups.com>
Source record: 33529

You know what... this is entirely too hilarious...

Everything I wanted for Atari is *HAPPENING* with the AmigaOne!

1) The Amiga is back as a NEW Amiga, not some legacy-extension (Atari probably never will come back and clones are nothing but legacy extensions)
2) The AO uses a PowerPC processor (I wanted that for the New Atari Computers)
3) Software support is brewing... games and applications are coming!
4) AmigaOS 4 looks awesome!

The more I think about it, the more I realize... AmigaOne means just that... Amiga WON!

Dead for about a decade, but finally revived. Oh, I can just *TASTE* the 80's thrill coming back already! Except this time, it ain't gonna be no Fuji symbol I'm excited about... it's gonna be a Boing ball and checkmark symbol! Yee-haw!

Enjoy yourselves... I'm done beating this dead horse, called Atari. The past is coming back to life in a whole new way... the AmigaOne way!

See for yourself, tis true! Go here for a start:

http://www.amiga.com

Jared

Jon Lassen <jon@cocaine.org> wrote in message news:KOsY8.5547$eY6.105125@news2.ulv.nextra.no...
>
> "Jared Falvo" <luposian@azob.quik.com> skrev i melding
> news:3d307c39_4@corp.newsgroups.com...
> > And yet they've NEVER done it to this day. If they CAN, why DON'T they?
> > I'm talking NEW devices. New ideas. And, most importantly, NEW
> > COMPUTERS!!!
>
> Has it ever struck your mind that the outcome of WW2 could've been different
> if Hitler had chosen the Fuji symbol instead of the swastika? There really
> is something magic about it, isn't it?
>
> Now, if only I had hundreds of millions of dollars....
>
> Jon
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

920. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 08:34:06 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <1OvY8.148$qwfg.36962353@news2.randori.com>
Source record: 33530

Hi all,

"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:1026682717.259776@ananke.eclipse.net.uk...
> There is a diagram for a SCSI adaptor on http://atarihacks.cjb.net/ but no
> other info. Has any one built this. Is there any other inof about it such
as
> layouts elsewhere?
>

I was planning to build that one, but as you say there is no info just the
drawing. If you look closely enough 2 of the gates are labeld up twice with
the same IC, It was something like A,A,C,D, hence no B gate but 2 A's, thats
one mistake even before building the thing. Its a lot of work to build the
thing when there is no way of telling if it will work or not.

Chris

>
> "exxos" <exxos@home.co.uk> wrote in message
> news:cflY8.111$qwfg.29687969@news2.randori.com...
> > Hi all,
> >
> > I know theres places which sells them, and at the site which was posted
> > also. Though it comes at a high price which is why I wonder if I could
> build
> > my own.
> >
> > Chris
> >
> >
> >
> > "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> > news:oKdY8.102$wj3.68225@newsfeed.slurp.net...
> > > On 13 Jul 2002 21:28:11 , "exxos" wrote:
> > > >Hi all,
> > > >
> > > >Does anyone know of any diagrams for connecting a IDE/SCSI drive to a
> ST
> > ?
> > > >
> > > >Thanks,
> > > >Chris
> > >
> > > Hello,

> > >
> > > Get yourself a Link 2 host adapter and you will be abld to connect
any
> > SCSI
> > > HD up to the ST. I use one to connect a SCSI HD and CD drive to my
STe.
> > >
> > >
> > > Edward S. Baiz Jr.
> > > (Gamer)
> > > ----------
> > > HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> > > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > > Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> > > ----------
> > >
> > >
> > >
> >
> >
>
>

921. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 08:34:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <sOvY8.149$qwfg.44892243@news2.randori.com>
Source record: 33531

"Michael J. Sch&#65533;lke" <MJSchuelke@hotmail.com> wrote in message
news:MPG.179c04dbb068c2fe98972c@news.t-online.de...
> exxos wrote:
>
> > Hi Michael, I did try google I always do first, I did see that page a
few
> > times though I can't program GAL IC's which makes the design a bit
useless.
> > I should have stated just a plain logic design, im sure one can be done
> > without the need for GAL's :-\
>
> Sorry, I may have been a bit rude, but too many people post without
> doing any research of their own first.
>
> There are several simple circuits for GAL programming around. One od the
> most flexible designs is Manfred Winterhoff's GALBlast, at
>
> http://www.geocities.com/ResearchTriangle/Forum/8070/galblast.htm
>
> You might even get away with his "Minimum effort GAL programming", at
>
> http://www.geocities.com/ResearchTriangle/Forum/8070/program.htm,
>
> though.
>
> Regards,
> Michael

OK, thanks, I will take a look at that one!

Chris

922. VISION : LDV documentation is available in English

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 08:40:43 UTC
From: Jean <zeno@kebi.com>
Message-ID: <3d328a3c$0$544$626a54ce@news.free.fr>
Source record: 33532

Hi !

Thanks to Didier Briel (TransAction), the documentation for LDV (using & programming)
is now available at:
http://vision.atari.org/vision.doc/english/ldv.htm

Have a look and follow the LDV development kit link !
--
A+, Jean
http://vision.atari.org
(pour des raisons anti-spam, l'adresse e-mail sp&#65533;cifi&#65533;e est fausse)
For AntiSpam reasons, the mail addresses are dummy

923. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 10:57:34 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <agu9j5$1qk6$1@news.vol.cz>
Source record: 33533

> 1) The Amiga is back as a NEW Amiga, not some legacy-extension

Wrong. It's simply an new computer with modified AmigaOS for backward compatibility with clean Amiga OS software -> it's exactly same as Medusa, Hades, Eagle, Milan, etc..
So better to say: Amiga has finally a clone since TOS users have them several already for a long time.

> 2) The AO uses a PowerPC processor

Yes, and thanks it it's predetermined to be allways a slow, expensive and hardly upgradable machine.

> 3) Software support is brewing... games and applications are coming!

Dream on ! There is no market for that.

> 4) AmigaOS 4 looks awesome!

AmigaOS 4 is the same old crap as 10 years old OS 3.xx. In fact it is only a slightly modified OS 3.xx rewritten for PPC.

> The more I think about it, the more I realize... AmigaOne means just that...
> Amiga WON!

Oh boy, get yourself a cold bath. The real Amiga died togehter with the model A500
many years ago. I had one that time. I spent a thousands hours with awesome games like turrican 1/2, Apidia, Dune II or Perihelion. I did also many tunes with Protracker 2.3 and watched a bunch of demos. That was the real Amiga spirit, the games, the demos, the fantastic tunes from Moby, Jester, Chris Huelsbeck and many others, the blured picture on the TV screen, the strange souns from a flopy drive durning disk operations, the broken joysticks... It wasn't an Amiga OS, the most users even didn't know how the AmigaOS looks like, because they used it only as a game console.
I want to say, that is imposible to do a new Amiga, same as is imposible to do a new ZX spectrum or C64. Yes, you can design a new computer with the new OS based on the old AmigaOS for some kind of backward compatibility and then call it Amiga, but is it an Amiga then ? Not for me. I loved my A500, but the Amiga OS was ugly, slow and unfrindly for me.

Ctirad

924. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 11:43:09 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1026733390.6676.0.nnrp-08.3e31118f@news.demon.co.uk>
Source record: 33534

The name is being presented on TV at present, I agree that the name is worth more than that but they are trying, testing the water.

For what it is worth, I thought it was a good idea. However, there needs to be some products before the name is advertised. Not sure why everyone gives you such a hard time.

Elliot...

"Jared Falvo" <luposian@azob.quik.com> wrote in message news:3d307c39_4@corp.newsgroups.com...
>
> Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
> news:1026582184-52247AEicMi@gmx.net...
> > From: "Jared Falvo" <luposian@azob.quik.com>
> > Date: Fri, 12 Jul 2002 18:43:02 -0700
> >
> > Hi Jared,
> > So you still haven't give up your dream to revive Atari ? Well, while you
> > were dreaming someone else has beat you to it...
> > Take a look at http://www.ifone.com
>
> Old games for cell phones? Yawn! When will retro ever die?
>
> > The US-based firm Jakks Pacific is going to release an 8bit game console
> > on which 10 Atari game classics are pre-installed. The unit has a retail
> > price of only $20.
>
> While "Adventure" has me a tad excited, it's easy enough to get a 2600
> emulator for my PC, download the "Adventure" ROM and play it for free!
> Again, I say... when will retro ever die?
>
> > More important then that console are the people behind Jakks Pacific....
> > wanna take an educated guess? :-)
>
> I'm not seeing the Tramiels. Looks like there *might* be a Be, Inc. member
> in there (if the name matches). Please, tell me who's backing this company?
> ex-Sega/Atari employees? People from Commodore? Come on... TELL ME!!!
>
> > You've made a fool of yourself once at Infogrames, don't do it again !!!
>
> What fool? The only reply I got from them was telling me they weren't

> interested in doing what I was suggesting at the present time. And, as
> you'll continue to see, all they're really doing, time and time again is
> EXPLOITING the Atari name and licensing old games over and over and over
> again. And, AGAIN, I say... when will retro ever die?
>
> > You do realise I hope that when it comes down to producing animations
> > Infogrames is one of the major players?
>
> Oh, goody! I'll have THEM do it for me, then! :-)
>
> > Whatever it is you plan to show
> > them, they have the knowledge and capabilities to produce something
which
> > is 1000 times better...
>
> And yet they've NEVER done it to this day. If they CAN, why DON'T they?
>
> > Oh boy....
> > IIRC your previous "detailed business plan" was one big joke. Before a
> > business plan can be labeled "serious", it needs the blessings of an
> > experienced accountant and the bank(s). Are you trying to tell us that
you
> > actually found a bank that is willing to finance your dreams ?
>
> All that would need to happen is for Infogrames to say "Ok" to my Nutty
> Professor idea and the ball would be rolling. I would finance the "New
> Atari" (hardware divisions) from my own pocketbook and the interest of
> others like me. I mean, what I propose is a LOT more sensible that
> licensing some 20+ year old games and putting them in a cheap game system
> and try to sell them as new... my goodness, what are they THINKING? Like
> I'm gonna go out and buy one of these retro pieces of garbage? Pah!
>
> I'm talking NEW devices. New ideas. And, most importantly, NEW
> COMPUTERS!!!
>
> Would you buy an Atari Lynx II (was one ever made or prototyped?) if it
were
> suddenly available with games to boot? Would you buy an Atari palmheld
> device if it were available? Would you buy a new Atari computer
(non-x86),
> if it were available?
>
> I'm not talking trying to sell people on old retro games that died a
billion
> years ago. I'm suggesting the revival of a brandname and present new
> products with it!
>
> Here's a question:
>
> What is the FIRST thing YOU would do if Infogrames handed you a license to

> the Atari brandname and said "Do something with this, but do it justice."
>
> Would you honestly just hand it back to them and say "No thanks" or would
> you try to bring Atari back into the limelight in a big way, regardless
how
> many tiny steps you needed to take to get there?
>
> "Atari", as it appears on game boxes today, means about as much as to me
as
> "Top Ramen" on a bag of chinese noodles. It garners about an atom's worth
> of interest to me today. Only the game itself would matters, not the name
> on it, today. But I come from a day when brandname loyalty was the hot
> thing. When Atari vs. Colecovision and Atari vs. Commodore Amiga and
Atari
> vs. Mattel Intellivision were the picks of the day.
>
> To this day, "Kawasaki" means just as much to me as it ever did. I *love*
> Kawasaki! Ever since the first KX80 a friend bought in the 70's. Sega
has
> lost a lot of it's shine in my mind since dropping out of the hardware
> business... but they still make awesome games. "Panzer Dragoon: Orta" is
> coming for Xbox! Whoo-hoo!
>
> I am and always will be a brand-loyalist. But only as long as the brand
> lives on, doing what it did and does best since the beginning. If
Kawasaki
> stopped making motorcycles and jetskis and made chinese noodles, I'd stop
> caring about them.
>
> Atari has ALWAYS, but *A L W A Y S* been a hardware company, from the very
> beginning! Atari Pong (arcade game; hardware) and a billion other arcade
> releases too numerous to mention, Atari pinball machines (hardware), Atari
> 2600, 5200, 7800, Lynx, and Jaguar (home game systems; hardware), Atari
400,
> 800, etc. (8-bit home computers; hardware), Atari 520ST, 1040ST, MegaST
2/4,
> STe, TT, and Falcon030 (16/32-bit home computers; hardware)...
>
> Yes, they made software (as AtariSoft for the Apple II, C64, Colecovision,
> and Intellivision), but they have *ALWAYS* been a hardware company...
until
> now. Now, they don't exist in the arcades. They don't exist in hardware.
> They exist *ONLY* as a sad rememberance of what the name *USED* to mean...
> tacked alongside other brandnames on the box of a game title or two.
>
> Remember... "Gauntlet: Legends"? It was by Atari Games (under Midway
which
> is/was under Williams). Look on the box for the PS/2 or Xbox version.
Just
> TRY and find the word/name "Atari" anywhere in the fine print! It's not

> there as far as I can tell!
>
> What a blasted, friggin' shame... the "Atari" name, literally obliterated
in
> every way, except to be tacked onto game boxes as a sales tactic!
>
> I wonder how much profit it's earning Infogrames that way?
>
> Jared
>
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

925. Re: Falcon audio noise

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 12:02:15 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1026734536.7283.0.nnrp-08.3e31118f@news.demon.co.uk>
Source record: 33535

I had a similar problem on a TT, for me simply getting another PSU and running some things on one and some things on the other cleaned it up. Try this as a simple solution, however I can not help a proper fix.

Elliot...

"jdplace@ prodigy.net (Joseph D. Place)" <sick-of-spam> wrote in message news:45SV8.4168$_U1.187701507@newssvr15.news.prodigy.com...
> I have a low-level hum, and noise as the disk is accessed in my Falcon
> audio. It's loud enough to ruin an audio recording. Where should I look
> first?
>
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |
> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|
>

926. Re: StringServer (more)

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 13:04:58 UTC
From: <>
Message-ID: <1026734854-633149AEicMi@ntlworld.com>
Source record: 33536

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Sat, 13 Jul 2002 11:56:17 +0200

>My StringServer configuration is making progress. I have now succeeded in
>doing this trick: when I doubleclick on a *.htm(l) file on my desktop CAB
>is used to view the file, but when I hold the Shift key when doing this
>Highwire is used instead. Pretty cool :-)

Which version are you using Martin? Mine's 1.07 according to the "About..."
menu item.

Thanks to Sean Barbieri (are you still around Sean?) I can print messages from
within Emailer if I click them with the [Shift] key pressed, but I can't
persuade Idealist (which is the app doing the actual printing) to accept a
command line argument from StringServer to use a different config file.

Anyone?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

927. Re: STOS Basic - Screen as a String

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 14:52:43 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1026744765.12853.0.nnrp-08.3e31118f@news.demon.co.uk>
Source record: 33537
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hmmm, it has been some time but this may help, it is just an extension on what was said.

Think about the fact that a screen is exactly 32000 bytes, I think the rest is just palette on a PI1 and palette plus colour rotation/change on a NEO. Assuming each screen has the same palette then it is not a problem as it can simply be loaded before you start displaying, if not you can mask them off and put them into another bank and change the colour palette with each new frame.

The point being, if this is done then you only need to change the screen address each VBL and not to have to copy the screen into the LOGIC area, it can simply be replaced with;

```
reserve as data 10,32000*5
load "pic1.pi1",start(10)
load "pic2.pi1",start(10)+32000
load "pic3.pi1",start(10)+32000*2
load "pic4.pi1",start(10)+32000*3
load "pic5.pi1",start(10)+32000*4

for PICNUM = 0 to 4
for FPS = 1 to 5
wait VBL
next FPS
physics = start(10)+(32000*PICNUM)
next PICNUM
```

This should produce a simple animation at 5 FPS, it will only last a second with 5 frames (increase the FPS loop to make it last longer). I can not find my STOS book but I think that you need to put a SCREEN SWAP command or something similar after the "next FPS" but you will have to look into that yourself.

The only advantage this has is that the COPY command is removed, this will free a massive amount of CPU time. The only problem with this is that you may have to a line the BANK to 16bytes (I think) as the STFM Shifter is not that great, if the screen looks very wrong then this is the problem - can anyone help with this?

32K images by 30 odd images will be a lot of RAM (well 960K), you will be lucky to get it into a 1mb machine. As the other chap mentioned, STOS supports compressed images, a 32K image will go down to 4-5K or so, this means that you should be able to go from 30 frames to 210, at 12 FPS you will get 17 seconds or so on a 1mb machine. I do not want to go into that

any more as I can not remember it, there is also a lot of optimising that can be done in all of this too, I think you can compress just sections too so you can change your screen to say 160x120.

I have lots of STOS code about with Demos in mind, none of it released but you may be interested. I also spent much time optimising code in STOS and there is lots that can be done. Mail me if you want to look over stuff (stuff@recycledsteel.co.uk).

Elliot...

"exxos" <exxos@home.co.uk> wrote in message
news:jV0X8.18$T19d.3408022@news2.randori.com...
> HI Steven,
>
>
> "Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
> news:ag0tjv$e46$1@pegasus.csx.cam.ac.uk...
> > I'm trying to write my first STOS 3D game and am having trouble with
> > the intro screen, I thought that one method of solving it might be to
> > take several snapshots (about 30) of the screen and store them as
> > strings (either in a file or bank) so that they can be loaded and then
> > dispalyed in sequence like the frames of a film to produce an
> > animation.
> >
> > So does anyone know how to store and retrieve serveral stings from one
> > file/bank?, also would each string stored need a different name to be
> > able to recover them?
>
>
> I'm a little rusty but will try to help you. If you just want to store
> images in a bank then I think the missing link extension allows you to
store
> more than 1 image in a bank and recover it. If you want to put it in there
> yourself then you want something like..
>
> reserve as data 10,32768*5 (5 full screen images)
> load "pic1.pi1",start(10)
> load "pic2.pi1",start(10)+32768
> load "pic3.pi1",start(10)+32768*2
> load "pic4.pi1",start(10)+32768*3
> load "pic5.pi1",start(10)+32768*4
>
> then all 5 pics will be in bank 10. then all you need to do is use COPY to
> copy the block back from the bank to the logical screen. The missing link
> has a much better version of COPY (i think).....you would use something
> like....
>
> copy start(10)+(32768*PICNUM),logic
>
> I can;t remember the syntax offhand, screencopy *should* also work since

you
> are storing valid image data in a bank. PICNUM is the number of the pic
you
> want to display on screen.
>
> Once you get the hang of that idea you can then use the STOS Squasher or
> even Atomic to compress them and store them in compressed form in the
banks
> to save space ;) I wouldn't use the screen banks to store images, its a
bit
> limiting really, but fine if you only want a few images.
>
>
>
> > Alternatively does anyone know how to get STOS to run IFF animations
> > created by Delux Paint?.
>
> erm, I think there was, I would check out STOSSER im sure its in there
> somewhere!
>
>
> >
> > While I have the attention of any STOS users who may still be out
> > there do you know of any active STOS users groups/mailing lists as the
> > list at Manchester University which had about 20 subscribers has
> > closed. I know it did not recieve a lot of postings but I was nice to
> > have a place to go if you needed help and advice.
>
> You on it now ?!?! :o)
>
> HTH,
> Chris
>
> www.cps-games.co.uk
>
>
>
>
>
> >
> > Stephen Moss
> >
> >
> >
> >
> >
> >
> >
> >
> >

> >
> >
> >
>
>

928. Re: ICD Link/2 Troubles

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 15:23:56 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1026746636.677188@pikachu.atari-source.com>
Source record: 33538

Edward S. Baiz Jr. wrote:

> On 10 Jul 2002 06:29:33 , Mark Duckworth wrote:
>>Hello everyone,
>>
>>I was wondering if anyone would happen to have any advice for me. I
>>recently purchased a new Mega STe to replace the fried one I already had
>>and apparently the Link got taken down too. It works and the light lights
>>up but it doesn't get detected by ICD's software.
>
> Hell Mark,
>
> I think I had the same problem if I understand you correctly. I installed
> the Link 2 in my STe. A friend of mine made me the SCSI cable I needed. I
> turned everything on, the Link 2's light came on, but the hard drive would
> not boot up. It was not being recognized by the Link 2. It turned out the
> problem was the cable itself. You might check the connections. My friend
> just made me a new cable. It seems the first time the SCSI connectors were
> installed alittle mis-aligned.
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> ----------

Ah Edward,

No go. I tried like 6 cables and about 30 different drives. I was really
thoughouhly testing it before declaring it broken ;-)

Mark
http://atari-source.com

929. Re: Atari Janus Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 16:21:03 UTC
From: Bernd Kopriva <bernd@kopriva.de>
Message-ID: <6gt5jus3rsgn4c4rvp4gunkr6d2ggedor3@4ax.com>
Source record: 33540
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Hi Lonny,
:
>>
>
>Sorry I don't. Perhaps this site may help...
>
>http://www.vhf.de/hardware/janus/janus_gb.html
>
>-------------
>Lonny Pursell
>
:
thanks for that link ...
... i already asked them, but they only told me, that they are not in
business with the developers anymore, but they didn't give me any
name/address :-(

Bernd
```

930. Re: StringServer (more)

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 16:26:16 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207151812380.137-100000@easymint>
Source record: 33539

On Mon, 15 Jul 2002, it was written:

> From: Martin Tarenskeen <nospam@zonnet.nl>
> Date: Sat, 13 Jul 2002 11:56:17 +0200
>
> >My StringServer configuration is making progress. I have now succeeded in
>

> Which version are you using Martin? Mine's 1.07 according to the "About..."
If you're talking about the ConfigSS program, that's my Public Beta
version too. The StringServer program is v1.0 beta.

> Thanks to Sean Barbieri (are you still around Sean?) I can print messages from
> within Emailer if I click them with the [Shift] key pressed, but I can't
> persuade Idealist (which is the app doing the actual printing) to accept a
> command line argument from StringServer to use a different config file.
>
> Anyone?
>

Idealist is something I haven't tried yet. I'm using LPR.APP that came
with an old Multitos distribution I think. I could use something more
advanced, but equally simple to use. I'm looking for a print program that
lets me print both textfiles with dos/tos style end-of-lines (CR+LF) and
unix-style textfiles (LF only). Can Idealist do this (and more)

Martin Tarenskeen

931. Re: Atari St1024 and signum

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 17:19:50 UTC
From: dziewon@xs4all.nl
Message-ID: <agv07m$m5o$1@news1.xs4all.nl>
Source record: 33541

how helpful you are!

gtx, Rein

P.S.for conversion purposes only, a demo might
sometimes help, don't you think?

On 10 Jul 2002 20:11:00 , Peter Schneider wrote:
>HS>Any hints were i can download the softare?
>Signum!x has been commercial ever since.
>.

932. Re: Atari St1024 and signum

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 18:02:34 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1ffdofj.1e4qkeh1b30b2yN%donotusethisaddress@pandora.be.invalid>
Source record: 33542

Rein Bakhuizen van den Brink <dziewon@xs4all.nl> wrote:

> >On 10 Jul 2002 20:11:00 , Peter Schneider wrote:
> >HS>Any hints were i can download the softare?
> >Signum!x has been commercial ever since.
> >.

> how helpful you are!
>
> gtx, Rein
>
> P.S.for conversion purposes only, a demo might
> sometimes help, don't you think?

Restored the quotes to follow the rules. See HOW TO QUOTE:
<URL:http://www.netmeister.org/news/learn2quote.html>
For Dutch readers see: <URL:http://www.houghi.org/quote/>

A German demo version of Signum 4 can be found on:
<URL:http://www.application-systems.de/signum/index.html>

HTH,
Martin

933. Re: Another Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 18:19:11 UTC
From: Chance Hooper <chance@cybertrophic.com>
Message-ID: <agv3mvprk1@venus.btinternet.com>
Source record: 33543

trying to work out where peterborough is so I can see how badly I'd get slammed for shipping before I make an offer.....always the downside with pastage - doubles the price of everything....would rather pay more to the seller and less to the gimp who breaks it in the back of his transt van...

"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message news:3d2c75cc$0$251$4c56ba96@master.news.zetnet.net...
> Falcon for sale.
> TOS 4.04
> 4mb Ram
> 60mb Internal drive
> NVDI 2.50
> Originally supplied 1993, motherboard replaced 1996.
>
> Also for sale:
> Cubase 3.1 with key and manuals (NB This is MIDI only, not Audio)
> Roland SC55 sound canvas
> 14" Monitor - High resolution - not Atari but as supplied by System
> Solutions a while ago. (This flickers for a while when first switched on
> so may have a fault).
>
> Offers please, preferably UK.
>
> The machine is near Peterborough.
>
> Paul

934. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 20:13:09 UTC
From: swampfax@atlantic.net
Message-ID: <p1GY8.18$rB.40804@news1.atlantic.net>
Source record: 33544

Hey Jared,
From your header:
X-Newsreader: Microsoft Outlook Express 5.00.2615.200

PC emulator software running on your beloved Atari ???
Put your money where your mouth is! Buy an Atari !!!

John G.

935. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 20:35:45 UTC
From: lp <gfa@basic.net>
Message-ID: <B958AA61.7D64%gfa@basic.net>
Source record: 33545

in article 1026733390.6676.0.nnrp-08.3e31118f@news.demon.co.uk, Elliot at stuff@recycledsteel.co.uk wrote on 7/15/02 7:43 AM:

> The name is being presented on TV at present, I agree that the name is worth
> more than that but they are trying, testing the water.

Mark why words, Infogrames will not sell Atari brand computers unless they wish to go out of business. That era is over and done.

> For what it is worth, I thought it was a good idea. However, there needs to
> be some products before the name is advertised. Not sure why everyone gives
> you such a hard time.

Alot of people here have the same dream, but it's just a dream. They do not continually post rediculous ideas to this group. I could probably name about 100 people whom I and others consider 'movers and shakers' from the past and present on this platform. If one of those people had an idea I'd listen, reputation means something. However Jared is not on this list, he is a nobody, just someone with to much free time, and no real grasp on the magnitude of what he proposes.

Frankly, I think he should take his silly ideas to comp.sys.atari.announce ...

Lonny Pursell

936. Re: Atari Janus Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 20:40:48 UTC
From: lp <gfa@basic.net>
Message-ID: <B958AB90.7D6A%gfa@basic.net>
Source record: 33546
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

in article 6gt5jus3rsgn4c4rvp4gunkr6d2ggedor3@4ax.com, Bernd Kopriva at bernd@kopriva.de wrote on 7/15/02 12:21 PM:

> thanks for that link ...
> ... i already asked them, but they only told me, that they are not in
> business with the developers anymore, but they didn't give me any
> name/address :-(

It's often a policy not to give out employee info or ex-employee info such as address and telephone number. They could of at least gave a name so you could do some google searches.

Lonny Pursell

937. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 20:56:31 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-BEB1AB.16563015072002@news21.bellnet.ca>
Source record: 33547

In article <B958AA61.7D64%gfa@basic.net>, lp <gfa@basic.net> wrote:

> Alot of people here have the same dream, but it's just a dream. They do not
> continually post rediculous ideas to this group. I could probably name
> about 100 people whom I and others consider 'movers and shakers' from
> the past and present on this platform. If one of those people had an idea
> I'd listen, reputation means something. However Jared is not on this list,
> he is a nobody, just someone with to much free time, and no real grasp on
> the magnitude of what he proposes.
>
> Frankly, I think he should take his silly ideas to comp.sys.atari.announce

or even better - to comp.sys.atari.advocacy. I'm sure s*****p would
love to have someone his own IQ to play with, rather than being
constantly humiliated by the experts he stupidly tries to spork who keep
handing him back his hind quarters on a platter with a side of mint
sauce :)

938. Need HD for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 20:58:34 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <xHGY8.344$Av3.191146@newsfeed.slurp.net>
Source record: 33548

I basically have a ton of SCSI drives and enclosures but no way of me hooking them up on the STE. Ideally I would like some SCSI adapter like Link but even a Megafile 44 would be great. Also any other HDs are fine. I don't care if it's 10MBs, as long as it's bigger than a 720K floppy and works on my STE. So Supras, Megafiles, SHs are welcome. I am aware that I could get a new Link 2 for 90 some bux plus shipping. Too rich for me... I am in North Bay, Ontario, Canada.

Joshua.

939. Re: Another Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 21:34:36 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3d333feb$0$252$4c56ba96@master.news.zetnet.net>
Source record: 33549

Hi Chance,

On 15 Jul 2002 18:19:11 , "Chance Hooper" wrote:
>trying to work out where peterborough is....

Keep trying, it really does exist !

>always the downside with
>pastage - doubles the price of everything....

Well, that would be a very cheap Falcon if the postage doubled the price :-)) (But I know what you mean.)

All rather academic now I'm afraid as the machine is already promised to someone else. However, the monitor (which may be faulty), the copy of Cubase 3.1 (not audio) and the Roland SC55 sound canvas are still available and open to offers.

BTW, Peterborough is about 80 miles due North of London, just off the A1, and the first stop for many Intercity trains going to those wild Northern lands :-))

All the best

Paul

940. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 21:38:43 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <ChHY8.15$8d.2621519@news2.randori.com>
Source record: 33550

HI Lyndon,

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3d3104ac2e0e10@madasafish.com...
> Hi exxos,
>
> >Hi Michael, I did try google I always do first, I did see that page a few
> >times though I can't program GAL IC's which makes the design a bit
useless.
> >I should have stated just a plain logic design, im sure one can be done
> >without the need for GAL's :-\
>
> Try the different version here http://www.joogn.de that doesn't
> need GALs. Keep the wires shorter on IDE lead as it isn't
> buffered. So, under 30cm would be best.

Thanks for that, Gives me something to start from at least!

Chris

> --
> Lyndon Amsdon
> http://hardware.atari.org
>

941. USB <-> SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-07-15 21:46:31 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <agvfrn$f1m$1@thorium.cix.co.uk>
Source record: 33551

Hi!

I thought I'd report to the group about my solution for transferring files between a PC and my Falcon: Adaptec market a 'USBXchange' for 65 UKP that allows one SCSI drive to be connected to a Windows XP computer (more to some earlier versions). After I downloaded and installed new drivers (the package as bought was obviously too old for XP) I connected my SyQuest EZ135 to the PC, and could download to it (or copy files to it) without problems.

Originally I was going to move the SyQuest between the PC and my Falcon's SCSI chain, but I have since bought a second drive so one can stay attached to each machine and I only have to move the cartridges across.

Seeing the speed at which the PC renders some image-heavy websites is a real eye-opener. For instance a couple of the last MyAtari articles heavy with graphics took nearly 5 minutes to load on my Falcon, whereas they came up instantly on the PC. Same is true with some PDFs.

So in future I will do my web browsing on the PC, specially as it's on a much cheaper tarrif, and transfer any Atari downloads etc. on the SyQuest.

Regards, /Peter/

942. Re: ST emulator, hi res display

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 02:17:40 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d338b748ddd70@madasafish.com>
Source record: 33558

Hi Ctirad,

>> I did get higher resolutions, and very nice too but the main app
>> I wanted to run (Scooter PCB) didn't work. It starts to load
>> then returns back to the desktop. I'm surprissed as it runs on
>> Falcons, and apparantly Magic for PC and Mac. I might try
>> TOSBOX then.
>
>What about to try Aranym ?

I thought the Windows versions weren't as uptodate as the Linux
one? Is it optimised well, I only have Pentium 1 233MMX, Steem
wouldn't work at acceptable speed. Gemulator benchmarked though
at 3 times faster than a Falcon but won't run this particular
piece of software. I basically need ST/TT speed.
--
Lyndon Amsdon
http://hardware.atari.org

943. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 02:38:19 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d33839a$1_1@corp.newsgroups.com>
Source record: 33552

John Garone <swampfax@atlantic.net> wrote in message
news:p1GY8.18$rB.40804@news1.atlantic.net...
> Hey Jared,
> From your header:
> X-Newsreader: Microsoft Outlook Express 5.00.2615.200
>
> PC emulator software running on your beloved Atari ???
> Put your money where your mouth is! Buy an Atari !!!

What PC emulator running on what beloved Atari of mine? I don't own a PC emulator and I don't own an Atari.

However, I *will* be buying an AmigaOne eventually, if I can just pull my financial resources together.

Jared
"It's called AmigaOne, because... Amiga WON!"

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

944. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 03:06:48 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207151906.621185dd@posting.google.com>
Source record: 33553

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-BEB1AB.16563015072002@news21.bellnet.ca>...
> In article <B958AA61.7D64%gfa@basic.net>, lp <gfa@basic.net> wrote:
>
> > Alot of people here have the same dream, but it's just a dream. They do not
> > continually post rediculous ideas to this group. I could probably name
> > about 100 people whom I and others consider 'movers and shakers' from
> > the past and present on this platform. If one of those people had an idea
> > I'd listen, reputation means something. However Jared is not on this list,
> > he is a nobody, just someone with to much free time, and no real grasp on
> > the magnitude of what he proposes.
> >
> > Frankly, I think he should take his silly ideas to comp.sys.atari.announce
>
> or even better - to comp.sys.atari.advocacy. I'm sure s*****p would
> love to have someone his own IQ to play with, rather than being
> constantly humiliated by the experts he stupidly tries to spork who keep
> handing him back his hind quarters on a platter with a side of mint
> sauce :)

AmigaOne is not a dream but reality. Seems that there is demand for
a new Amiga over a new ST. Amiga owners came through and made it
happen while ST fugi users sat on there duffs.

So not a veep of Taf? Been disbanded? or lost ambition?

There seems to be a stench creeping down south, a couple hundred miles
from the up north border. Did your garbage collectors go on strike or
what?

sinclap!
'keeping windows shut to keep the stench out'

945. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 04:17:32 UTC
From: swampfax@atlantic.net
Message-ID: <w7NY8.27$rB.49293@news1.atlantic.net>
Source record: 33554

On 15 Jul 2002 19:38:19 , "Jared Falvo" wrote:
>
>John Garone <swampfax@atlantic.net> wrote in message
>news:p1GY8.18$rB.40804@news1.atlantic.net...
>> Hey Jared,
>> From your header:
>> X-Newsreader: Microsoft Outlook Express 5.00.2615.200
>>
>> PC emulator software running on your beloved Atari ???
>> Put your money where your mouth is! Buy an Atari !!!
>
>What PC emulator running on what beloved Atari of mine? I don't own a PC
>emulator and I don't own an Atari.
>
>However, I *will* be buying an AmigaOne eventually, if I can just pull my
>financial resources together.
>
>Jared

bye :)

John G.

946. Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 05:14:07 UTC
From: Paul Gable <gremlinamiga@bbigfoot.com>
Message-ID: <89611336170980.NC-1.53.gremlinamiga@news.west.cox.net>
Source record: 33555

Hello all,
Has anyone here ever experienced any problems with the keyboard on this machine? I am having trouble getting all the leys to work properly. I have heard that you have to "shake the rust off" so to speak and repeatedly press the keys to get it to working again. Is this true. On a related subject, does anyone have a spare 7800 power supply that I could get?
Paul

--
Amiga 2000HD
Rev 6.2, ECS, KS 3.1, MegaCHIP 2Meg CHIP RAM
Blizzard 2060 @ 50Mhz, 128 Meg RAM
Catweasel with PC HD drive working as Amiga HD
Delfina Lite Sound Card
Spectrum Card running at 1048x764x16 IL but no flicker
Hydra Amiganet Ethernet board using Cable modem
Envision 17" Flat screen monitor
9 gig Seagate and 1 gig Maxtor IDE drives attached to Catweasel
9 gig Micropolis 1991AV SCSI external attached to the Blizzard
JVC SCSI 2X CDR still using MasterISO 2.5
Maybe I should get a Bigfoot Power Supply?

947. Questions ???

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 07:56:21 UTC
From: Marcel Meihuizen <mmeihuizen@hetnet.nl>
Message-ID: <FkQY8.113600$2C1.11109607@amsnews02.chello.com>
Source record: 33556

Hi everyone,

I have a few questions that maybe somebody can answer.
1) my falcon has an network connector can I get him to my home network and share my cable internet?

2)does anyone know where to find drivers voor a HP DJ850 for SpeedoGdos and some fonts for Speedo

I hope somebody could tell

Thanks,

Marcel Meihuizen

948. Re: Must Read !!

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 09:12:20 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207161110490.256-100000@easymint>
Source record: 33557

Where is the toilet ?

Martin Tarenskeen

949. Re: StringServer (more)

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 11:22:00 UTC
From: <>
Message-ID: <1026892404-121673AEicMi@ntlworld.com>
Source record: 33573

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Mon, 15 Jul 2002 18:26:16 +0200

>> Which version are you using Martin? Mine's 1.07 according to the "About..."
>If you're talking about the ConfigSS program, that's my Public Beta
>version too. The StringServer program is v1.0 beta.

Yep, that matches here too - just checking that I hadn't missed out on anything
:-)

>> within Emailer if I click them with the [Shift] key pressed, but I can't
>> persuade Idealist (which is the app doing the actual printing) to accept a
>> command line argument from StringServer to use a different config file.

>Idealist is something I haven't tried yet. I'm using LPR.APP that came
>with an old Multitos distribution I think. I could use something more
>advanced, but equally simple to use. I'm looking for a print program that

Well, I've sorted this problem by using LPR.PRG (which I found in the Jinnee
"EXTRAS" folder. I'm pretty sure that we'd not been able to get this working in
the past - but it's fine now :-) MagiC's PRINT.TTP also works, but only in a
default font that's too big.

>lets me print both textfiles with dos/tos style end-of-lines (CR+LF) and
>unix-style textfiles (LF only). Can Idealist do this (and more)

I don't really know, I can't see anything about it after a brief look but you
could try it :-)

Thanks for making me look into this again, I'd given up!

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

950. Re: USB <-> SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 12:00:56 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1026858493.66855.3@dyke.uk.clara.net>
Source record: 33566

Hi Pete

> I thought I'd report to the group about my solution for
> transferring files between a PC and my Falcon: Adaptec market a
> 'USBXchange' for 65 UKP that allows one SCSI drive to be connected
> to a Windows XP computer (more to some earlier versions).

Bummer dude, i wish i knew you were doing this, i got a SCSI card for my windows box for half that cost, allows 7 SCSI devices to be connected, so I'm able to share my external hard drives, SCSI DAT and ZIP drives between platforms and leave my USB ports free.

> So in future I will do my web browsing on the PC, specially as
> it's on a much cheaper tariff, and transfer any Atari downloads
> etc. on the SyQuest.

You are now on the long slippery slope, see you at the bottom. 8-)

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.377 / Virus Database: 211 - Release Date: 15/07/2002

951. Re: ST emulator, hi res display

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 12:21:22 UTC
From: vdjole@EUnet.yu
Message-ID: <ah133t$g6t$1@news.eunet.yu>
Source record: 33559

On 11 Jul 2002 11:56:16 , "Lyndon Amsdon" wrote:

>> I did get higher resolutions, and very nice too but the main app
>> I wanted to run (Scooter PCB) didn't work. It starts to load
>> then returns back to the desktop. I'm surprissed as it runs on
>> Falcons, and apparantly Magic for PC and Mac. I might try
>> TOSBOX then.

Yes, those emulators are like that- e.g. I could not get DynaCADD to work in Gemulator, but in TOSbox it (at least) runs (for a while before freezing) and I remember in Pacifist it worked quite ok. AES4.1 did not like Gemulator either, but worked nice in TOSbox. On the other hand, Prospero fortran worked fine in Gemulator, but in TOSbox compilation of anything involving floating-point numbers caused a crash.

On 14 Jul 2002 21:31:16 , "Ctirad Fertr" wrote:

>What about to try Aranym ?

That might, indeed, be a very good idea.

cu;

PS. (off-topic) I wonder if there has been general problems noticed lately in circulation of new messages, or is it just something local to my country (broken major link or something)- last week no new messages appeared for several days (except from local conferences) and even now they are quite late- e.g. I recevied Lyndon's message dated july 11th only today- on the 15th?

952. Re: Questions ???

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 14:54:05 UTC
From: rs.mac@t-online.de
Message-ID: <1fff8ub.3my5xr1tk7vswN%rs.mac@t-online.de>
Source record: 33560

Marcel Meihuizen <mmeihuizen@hetnet.nl> wrote:

> I have a few questions that maybe somebody can answer.
> 1) my falcon has an network connector can I get him to my home network and
> share my cable internet?

Insnï¿½t an network connector. Itï¿½s called "LAN" and it mean "serial port"
Must be an joke or an never developed chance to made "apple talk" :->

You can use this port as second serial port.

> 2)does anyone know where to find drivers voor a HP DJ850 for SpeedoGdos and
> some fonts for Speedo

No idea. Development of Speedo stops jears ago.

Same as with NVDI 5.03, last chance to use an HP DJ660c as example with
an real old HP550c driver :/

It works, but itï¿½s makes no sense to ask for later drivers ;(

Have a look to www.nvdi.de ad watch the latest update.
(31.August.1999) Says all..

Regards, Robert

--
-= Home of DOIT-Archive =-
____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

953. Re: Need HD for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 15:51:54 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1026834714.651335@pikachu.atari-source.com>
Source record: 33561

Joshua Kaijankoski wrote:

> I basically have a ton of SCSI drives and enclosures but no way of me
> hooking them up on the STE. Ideally I would like some SCSI adapter like
> Link but even a Megafile 44 would be great. Also any other HDs are fine. I
> don't care if it's 10MBs, as long as it's bigger than a 720K floppy and
> works on my STE. So Supras, Megafiles, SHs are welcome. I am aware that I
> could get a new Link 2 for 90 some bux plus shipping. Too rich for me... I
> am in North Bay, Ontario, Canada.
>
> Joshua.

Actually,

Upon my recent contact with ICD, they no longer sell them directly (at least
that is what their story to me was :-/

Thanks
Mark
http://atari-source.com

954. Re: external HD adapter ?

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 15:52:04 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <EiXY8.66$8d.13303907@news2.randori.com>
Source record: 33562

Hi Lyndon,

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3d3104ac2e0e10@madasafish.com...
> Hi exxos,
>
> >Hi Michael, I did try google I always do first, I did see that page a few
> >times though I can't program GAL IC's which makes the design a bit
useless.
> >I should have stated just a plain logic design, im sure one can be done
> >without the need for GAL's :-\
>
> Try the different version here http://www.joogn.de that doesn't
> need GALs. Keep the wires shorter on IDE lead as it isn't
> buffered. So, under 30cm would be best.
> --
> Lyndon Amsdon
> http://hardware.atari.org
>

I took a look at it and it looks ok for me to build, though on the drawing
what are the numbers in a circle for ? I see you numbered all the IC pins,
Blitter pins, Address number etc, though I can't work out what the circled
ones are for ? I also assume the datalines are connected straight to the ST
bus ?

Thanks,
chris

955. Re: ST emulator, hi res display

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 16:08:21 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <ah1g7g$12jm$1@news.vol.cz>
Source record: 33563

Hi,

> >What about to try Aranym ?
>
> I thought the Windows versions weren't as uptodate as the Linux
> one?

AFAIK, the windows versions are synced with the official relases. Anyway,
the windoze versions are fully usable.

> Is it optimised well, I only have Pentium 1 233MMX, Steem
> wouldn't work at acceptable speed.
> Gemulator benchmarked though
> at 3 times faster than a Falcon but won't run this particular
> piece of software. I basically need ST/TT speed.

I think that on your machine the Aranym should be at least as fast as an
plain Falcon with FPU and graphics card.

Ctirad

956. TWSM/2 under XaAES?

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 17:14:30 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0207160914.629ee542@posting.google.com>
Source record: 33564

Has anyone got TWSM 2.3 to work under XaAES?

Here it *runs*, but when I click on the workspace's reduced images, workspaces do not switch (well no window or icon disappear from the screen anyway).

I have not changed my TWSM configuration for ages and I got it to work under AES 4.1 (IIRC). To Henk: Does it use some dirty tricks and do I have to get used to it not working? I hope not... :-(

BTW I tried under XaAES versions 0.951, 0.950, 0.943 and certainly some earlier versions... And yes I am registered for TWSM.

Thanks by advance for any help.

957. Re: Questions ???

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 21:09:25 UTC
From: atarirulez@go2.pl
Message-ID: <ah2221$a18$1@news.tpi.pl>
Source record: 33565

On 16 Jul 2002 16:54:05 , Robert Schaffner wrote:
> Marcel Meihuizen <mmeihuizen@hetnet.nl> wrote:
> > 2)does anyone know where to find drivers voor a HP DJ850 for SpeedoGdos and
> > some fonts for Speedo
>
> No idea. Development of Speedo stops jears ago.
>
> Same as with NVDI 5.03, last chance to use an HP DJ660c as example with
> an real old HP550c driver :/
>
> It works, but it's makes no sense to ask for later drivers ;(
>
> Have a look to www.nvdi.de ad watch the latest update.
> (31.August.1999) Says all..

But it *is* stated there that NVDI 5.03 supports HP DeskJet 850! ;-)
And when I click on INSTPRN.PRG, there is "HP DeskJet 850 Color"
option available, with 600 DPI max. resolution supported. I have NVDI 5.03
(NVDI 5.02 plus free 5.03 upgrade).

BTW you should consider leaving SpeedoGDOS and buying NVDI. It is *much*
faster and much more compatible (I never made SpeedoGDOS to work properly
with Papyrus word processor....) NVDI is much better, and nearly 100%
SpeedoGDOS compatible. It also offers more useful functions.

--
Grzegorz Pawlik
http://marijuana.atari.org/

958. Re: TWSM/2 under XaAES?

Newsgroup: comp.sys.atari.st
Date: 2002-07-16 22:49:33 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3D34A2BA.3AAD8B1C@chello.nl>
Source record: 33568

Guillaume Dï¿½flache wrote:
>
> Has anyone got TWSM 2.3 to work under XaAES?
>
> Here it *runs*, but when I click on the workspace's reduced images,
> workspaces do not switch (well no window or icon disappear from the
> screen anyway).
>
> I have not changed my TWSM configuration for ages and I got it to work
> under AES 4.1 (IIRC). To Henk: Does it use some dirty tricks and do I
> have to get used to it not working? I hope not... :-(
>
> BTW I tried under XaAES versions 0.951, 0.950, 0.943 and certainly
> some earlier versions... And yes I am registered for TWSM.
>
> Thanks by advance for any help.

I have a TWSM version on my second hand MILAN. Never tried it (not even with
N.Aes) I actually do not know if the former owner ever used it.

But I will try it out. A welcome opportunity to find bugs.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

959. HELP WITH COMP.SYS.ATARI.ST FAQ!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 00:26:12 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1026840814-397043AEicMi@williams-net.com>
Source record: 33567

Everyone,
For some time now I have been pondering the possibility of putting together a FAQ newsletter that I would post once every 2 weeks or so. My question are as follows:

1) Obviously, I cant get everything by myself. So I need your guys help with this matter. Any Atari sites that you guys thought very interesting or worthy of being on a FAQ. Send it to my E-mail address which is correct when you hit ANSWER in EMailer.

2) Any FAQ question that you would like to be put into this FAQ so people can look at the answers before posting or inquire about information from certian experts with those type of questions.

3) List of VENDORS that still support our beloved computers. I know that this maybe a sticky subject with some people but this is not meant as an advertisement. But and informative FAQ and without these people that still sell ATARI hardware and software where would we be??? Remember, we cannot get everything for FREE and I think that is what some people expect out of the Atari market now. Remember, if we do not support the upcoming XTOS machine and the ATSF the Atari following may as well roll over and DIE at that point!!!

4) Any other information about the ST/Falcon/TT/ and Clones that you might want included. Let me know!!!! Just send me an e-mail with a link or question and the answer. I will do my best to add it to my COMP.SYS.ATARI.ST.TXT file!!!!

Think of it this way people. If we do not have people out there like me who love there Atari computers. And figure there is absolutely NO market for Atari anymore. We will have lost to BILL GATES. I have never owned a PC and am 100 percent ATARI. I am considering getting a APPLE PowerMac so I can network my Falcon to broadband Internet connection. But anyways we need to support the Software houses still available to us, the upcoming CLONES like XTOS and the ATSF where ever possible!!! I will be posting a FAQ in the upcoming weeks as soon as I feel it is fit for

some sort of criticism!!!!

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

960. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 02:43:25 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207161843.1b36a98b@posting.google.com>
Source record: 33569
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

I know...You all do not have to hold your head in shame. It's not
your fault that the favorite fuji is not being carried on. Maybe,
the fuji fans cannot sway the deep pocket ones to produce an AtariOne
like the Amiga folks have done with the AmigaOne.

sinclap!

961. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 03:41:05 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d34e3cd$1_1@corp.newsgroups.com>
Source record: 33570
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

<sinclap@yahoo.com> wrote in message
news:27ff51c3.0207161843.1b36a98b@posting.google.com...
> I know...You all do not have to hold your head in shame. It's not
> your fault that the favorite fuji is not being carried on. Maybe,
> the fuji fans cannot sway the deep pocket ones to produce an AtariOne
> like the Amiga folks have done with the AmigaOne.
>
> sinclap!

Hey, Sinclap... finally someone who agrees with me whole-heartedly! It's actually refreshing!

[rant mode in activated...]

Atari is dead. It just barely lives on, in name only, as a sad reminder just how easy it is to drag a once-famous company through the mud, into the gutter, over hot coals, and then neatly dump it into a BearCat chipper-shredder! It's shredded corpse finally deposited onto a nice smoldering pile of steer manure, to ferment awhile.

Meanwhile, Commodore was destroyed, yet the vision and dream of the Amiga kept going and going and going and GOING! Not even the death of Commodore or Escom could stop it! And Gateway gave it up and it STILL lived on! An on and on and ON!

Until this day and time, when Amiga, Inc was REBORN (remember, they existed before Commodore got them)! And the AmigaOne G3-SE exists! And AmigaOS 4 is here! And the AmigaOne XE (upgradable processor!) is being shown in photos. A finished motherboard (with processor card), no less!

Tis a great day to be an EX-Atarian. We will soon have the AmigaOne and it's by-products probably by no later than the end of the year (solely dependant as to when AmigaOS 4 is available to end-users). New technology. New software. Company support. Try getting all that on your Atari clones. Even the Atari Coldfire Project is a joke... you think it's really going to *revive* the market? Pah! Get it through your heads...

THERE... IS... NO... COMPANY... BEHIND... IT!

Clone manufacturers don't count. Only if someone were to revive *Atari* as a hardware division again (since Atari has ALWAYS,
A L W A Y S, *A * L * W * A * Y * S * been a *HARDWARE* company), would any such effort of a new Atari computer ever even have the slightest CHANCE of succeeding!

But...

No one can accept that.
No one can see that.
No one can understand that!

And...

No one will ever DO that!

Because Atari is dead and no one cares enough to do everything in their power (and beyond) to try and change history, regardless how utterly stupid it was for Atari to have been KILLED BY THE SAME DICKHEAD, BULLCOCK-SUCKING FUCKERS THAT SAVED IT ONLY 10 YEARS EARLIER!!!

A R R R R R R G H !!!!

Anyone have any FRICKEN IDEA WHERE ATARI (and Atari computers) COULD BE TODAY, IF IT WASN'T FOR THAT?!?

(Oh, probably about where Apple and their computers are today, I would guess...)

Eh-hmm!

[rant mode deactivated...]

Jared
"It's called AmigaOne because... Amiga WON!"

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

962. Re: HELP WITH COMP.SYS.ATARI.ST FAQ!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 04:22:42 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0207162022.1743c801@posting.google.com>
Source record: 33571

carey christenson <firest@williams-net.com> wrote in message
news:<1026840814-397043AEicMi@williams-net.com>...
> Everyone,
> For some time now I have been pondering the
> possibility of putting together a FAQ newsletter that
> I would post once every 2 weeks or so. My question
> are as follows:> Thanks,
> Carey Christenson

Hi Chris...I think that you want to do this is great.
I have a FAQ page as well...and we also have the Great ATARI-QUICK FAQ
which answers most of your topics already. There is also Hallvards FAQ
Pages .

The links are here:

http://tamw.atari-users.net/download.htm

I usually direct people to this Faq if they want to know how to
download Atari software, transfer MIDI files, as well as Links to the
other faq pages and Vendors we still have.

Of course, my main site is:

http://tamw.atari-users.net

all the best

Tim Conrardy

963. Bread and Butter on TAMW

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 06:31:08 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0207162231.5902bf15@posting.google.com>
Source record: 33572

More Bread and Butter on TAMW!(Tims Atari MIDI World)

I have been trying to update my sequencer section (the bread and
butter tools)on TAMW and have added MANY new
pages:

Sweet Sixteen:
http://tamw.atari-users.net/s16.htm

Edit Track/SMPTE Track:
http://tamw.atari-users.net/editrk.htm

IMS4.7 Intitive MIDI system Sequencer:
http://tamw.atari-users.net/ims.htm

Trackman by Hollis Research:
http://tamw.atari-users.net/trackman.htm

Live Plus by Harold P.
http://tamw.atari-users.net/liveplus.htm

If you go to my Index page
http://tamw.atari-users.net/timidi.htm

You will now see a number of our Bread and Butter apps in the
Sequencer
section! (Cubase, Notator, KCS)

These are great tools for the Atari platform. If you have not heard of
some of these applications, please check out these pages for
screenshots, plenty of info and of course: the downloads!

Now to get some more Butter for my Bread.:-)

Tim Conrardy
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

964. Re: Is the CT060 ready yet??

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 10:39:28 UTC
From: <>
Message-ID: <1026896740-989553AEicMi@ntlworld.com>
Source record: 33574

From: rustynutt@hotmail.com (rustynutt)
Date: 9 Jul 2002 15:11:07 -0700

>There was a post recently with the projects current status. The CT060
>website has also been updated. From what he says however, if you

Has anyone heard anything recently? Last we all heard was some time ago!

I haven't ordered one myself, but a fellow club member has so I have an
interest in knowing what's going on!

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

965. [NEW] Falcon Demo Mania volume 2

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 10:46:40 UTC
From: St&#65533;phane Perez <Stephane.Perez@imag.fr>
Message-ID: <Xns924E81FABA248StephanePerezimagfr@213.228.0.33>
Source record: 33575

Hello,

The second volume of this compilation is available now. What's new? There
are 15 Falcon demos and intros, with a special remixed version of the
Motion Demo by Aggression. All the videos are compressed with DivX codec
4.02, the sound is compressed in MP3 at 256 kbit/s.

I've not tested the video files with Aniplayer (shame on me ^_^)
DivX codecs for MacOS, Linux and Win are available on
http://www.divx.com/

* Demos *
Built in Obsolescence Digital Chaos 1994
E.X Illusion Aura 1995
Firestarter Shadows 1997
Lemon (Light version) Mind Design 2000
Mostly Harmless MJJ Prod 1994
Papa was a Bladerunner EKO 1994
Plastikk Vibration NPG 1994
Symposium 96 Contribution Hydroxid 1996
Upside Down Mystic Bytes 2000

* Intros *
Blue New Beat Development 1997
Burning Waters The Chaos Engine 1995
Cruor 96K Cruor 1995
Insanity Cobra 1997

* Bonus *
Motion (Special Edition) Aggression 1999
Oddstuff (ST demo) Sector One 2001

The CD is available on one of the scene.org FTP servers.
You can find a link on Supremacy's web site:
http://supremacy.atari.org/

Format: one 650 MB CD converted into an ISO image (RAR compression).

See you.
Strider
Salut,

Le volume 2 est enfin disponible en t&#65533;l&#65533;chargement. Au menu : 15 d&#65533;mos et
intros Falcon, dont une in&#65533;dite (Motion Demo d'Aggression). Toutes les
vid&#65533;o sont compress&#65533;es avec le codec DivX 4.02, le son est compress&#65533; en
MP3 &#65533; 256 kbit/s.

Je n'ai pas eu l'occasion de tester les vid�o avec Aniplayer (non pas sur la t�te, a�e). Les codecs DivX pour MacOS, Linux et Win sont disponibles sur http://www.divx.com/

```
* Demos *
Built in Obsolescence Digital Chaos 1994
E.X Illusion Aura 1995
Firestarter Shadows 1997
Lemon (Light version) Mind Design 2000
Mostly Harmless MJJ Prod 1994
Papa was a Bladerunner EKO 1994
Plastikk Vibration NPG 1994
Symposium 96 Contribution Hydroxid 1996
Upside Down Mystic Bytes 2000

* Intros *
Blue New Beat Development 1997
Burning Waters The Chaos Engine 1995
Cruor 96K Cruor 1995
Insanity Cobra 1997

* Bonus *
Motion (Special Edition) Aggression 1999
Oddstuff (ST demo) Sector One 2001

Le CD est disponible sur l'un des serveurs de scene.org.
Un lien est disponible sur le site de Supremacy :
http://supremacy.atari.org/

Format : 1 CD de 650 Mo converti en image ISO (compression RAR).

A+
Strider
```

966. Re: StringServer (more)

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 10:47:14 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207171239360.120-100000@easymint>
Source record: 33576

On Tue, 16 Jul 2002, it was written:

> Well, I've sorted this problem by using LPR.PRG (which I found in the Jinnee
> "EXTRAS" folder. I'm pretty sure that we'd not been able to get this working in
> the past - but it's fine now :-) MagiC's PRINT.TTP also works, but only in a
> default font that's too big.
>
> >lets me print both textfiles with dos/tos style end-of-lines (CR+LF) and
> >unix-style textfiles (LF only). Can Idealist do this (and more)
>
> I don't really know, I can't see anything about it after a brief look but you
> could try it :-)
>

I'm trying out Idealist now. I can print unix-style textfiles with it, and
normal Atari ones too. The LPR.APP that I was using didn't print unix
texts correctly on my HP500. Idealist does. That's what this newsgroup is
for: to help each other :-)

It will take me some more time to learn all the different things Idealist
can do, but it looks pretty good at first sight.

Martin Tarenskeen

967. Re: gluestik

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 11:09:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d35525a24ba50@madasafish.com>
Source record: 33455

Hi Martin,

>Martin Tarenskeen <nospam@zonnet.nl> wrote:
>
>> When I run Gluestik a message tells me that it reads my STiK configuration
>> file (if present). If this file isn't there it uses default settings, and
>> it still works fine. At least on my system.
>>
>> Which makes me wonder: What settings exactly does Gluestik read and use
>> from STiK's configuration file ? Anyone ?
>
>AFAIK it reads c:\stik_cfg\default.cfg. My cfg holds only these lines:
>ALLOCMEM = 30000
>POP_HOST = pop.pandora.be
>POP_USERNAME = my username
>POP_PASSWORD = my password
>SMTP_HOST = smtp.pandora.be
>FULLNAME = Martin Byttebier

Does it read any of the RCV_WIND settings, TTL and all of those
seettings for modems/serial port?
--
Lyndon Amsdon
http://hardware.atari.org

968. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 11:23:31 UTC
From: Mark Bedingfield <atari030@nospam.optusnet.com.au>
Message-ID: <3d355360$0$822$afc38c87@news.optusnet.com.au>
Source record: 33577
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hmmmm, the main difference here is that Atari are still alive and kicking. The name alone is worth alot more than you probably realise. PC's suck, Macs are OK, I suppose, Amiga is fine, but Atari is just damn nice to use. Atari will have to be prised from Infogrames before anything can be done. Then maybe it will happen. Infogrames know exactly how much it is worth, and they will not just give ANY of it away if they have any brains. I for one would love to see Atari come back again, but I think the real future is in projects like Amithlon, that is the only way we can continue. No sense crying about it, that is the future. How much money do you think Amiga one will make? F%$ all. Nice pictures too sinclap.

Mark

969. Re: Another Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 11:37:42 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <mIcZ8.1534$Dh3.69144@newsfep1-win.server.ntli.net>
Source record: 33578

Hello.

"Chance Hooper" <chance@cybertrophic.com> wrote in message
news:agv3mvprk1@venus.btinternet.com...
> trying to work out where peterborough is....

?????

> always the downside with
> pastage - doubles the price of everything....would rather pay more to the
> seller and less to the gimp who breaks it in the back of his transt van...

No, I can't let that go. As one who has, a, been there, done that from transits up to artics and b, used the postal and parcel service for the last 10 years I feel it safe to say the fault for damage is usually down to the lack of proper packing by the sender.

One layer of bubblewrap and a plastic bag (honest) is not enough packing for an ST or a monitor.

Three STs squashed in a box designed for 1 ST ain't a good idea either.

Carriage in the UK on an ST or Falcon should cost between £10 and £15 depending on the service.

If you value your Atari pack it properly!! Ten layers of bubblewrap and a solid cardboard box with no maraca effect.
(i.e. don't let it move about in the box)

Coloured parceltape on the bubblewrap helps too!

Barrie at Keychange. www.keychange.co.uk

970. Re: Another Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 14:11:06 UTC
From: Chance Hooper <chance@cybertrophic.com>
Message-ID: <ah3ttq$i8h$1@paris.btinternet.com>
Source record: 33579

have known a well known courier company (**trak) reverse an articulated lorry over a pc, rebox it in a TV box and wonder why we refused to accept the delivery... they also put a fork-lift bald through a monitor and re-boxed it and repackaged a laptop they damaged so much the liquid crystal would pour out of the screen.... but good packaging is essential, yes.

On another topic - how much for a Falcon? =)

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:mIcZ8.1534$Dh3.69144@newsfep1-win.server.ntli.net...
> Hello.
>
> "Chance Hooper" <chance@cybertrophic.com> wrote in message
> news:agv3mvprk1@venus.btinternet.com...
> > trying to work out where peterborough is....
>
> ?????
>
> > always the downside with
> > pastage - doubles the price of everything....would rather pay more to
the
> > seller and less to the gimp who breaks it in the back of his transt
van...
>
> No, I can't let that go. As one who has, a, been there, done that from
> transits up to artics and b, used the postal and parcel service for the
> last 10 years I feel it safe to say the fault for damage is usually down
to
> the lack of proper packing by the sender.
>
> One layer of bubblewrap and a plastic bag (honest) is not enough packing
> for an ST or a monitor.
>
> Three STs squashed in a box designed for 1 ST ain't a good idea either.
>
> Carriage in the UK on an ST or Falcon should cost between £10 and £15
> depending on the service.
>
> If you value your Atari pack it properly!! Ten layers of bubblewrap and a
> solid cardboard box with no maraca effect.
> (i.e. don't let it move about in the box)
>
> Coloured parceltape on the bubblewrap helps too!
>

>
> Barrie at Keychange. www.keychange.co.uk
>
>
>
>
>

971. gluestik

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 15:39:34 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207171735440.40-100000@easymint>
Source record: 33580

When I run Gluestik a message tells me that it reads my STiK configuration file (if present). If this file isn't there it uses default settings, and it still works fine. At least on my system.

Which makes me wonder: What settings exactly does Gluestik read and use from STiK's configuration file ? Anyone ?

Martin Tarenskeen

972. Re: gluestik

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 16:11:38 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1ffh8d0.16oq0bu13xvt1cN%donotusethisaddress@pandora.be.invalid>
Source record: 33581

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> When I run Gluestik a message tells me that it reads my STiK configuration
> file (if present). If this file isn't there it uses default settings, and
> it still works fine. At least on my system.
>
> Which makes me wonder: What settings exactly does Gluestik read and use
> from STiK's configuration file ? Anyone ?

AFAIK it reads c:\stik_cfg\default.cfg. My cfg holds only these lines:
ALLOCMEM = 30000
POP_HOST = pop.pandora.be
POP_USERNAME = my username
POP_PASSWORD = my password
SMTP_HOST = smtp.pandora.be
FULLNAME = Martin Byttebier

TTYS,
Martin

973. Re: Atari St1024 and signum

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 20:01:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200207172201.a24587@su2.maus.de>
Source record: 33363

RBVDB>P.S.for conversion purposes only, a demo might sometimes help,
RBVDB>don't you think?
of course, but maybe there isn't any.

974. Re: gluestik

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 21:52:28 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3d3600741bae850@europe-shareware.org>
Source record: 33584

Hello,

in article <1ffh8d0.16oq0bu13xvt1cN%donotusethisaddress@pandora.be.invalid>
(comp.sys.atari.st)
Martin "Nightowl" Byttebier wrote on Wed 17-07-2002 16:11 (GMT):

> Martin Tarenskeen <nospam@zonnet.nl> wrote:

> > Which makes me wonder: What settings exactly does Gluestik read and use
> > from STiK's configuration file ? Anyone ?
>
> AFAIK it reads c:\stik_cfg\default.cfg. My cfg holds only these lines:
> ALLOCMEM = 30000

I'm pretty sure it just needs this one (allocmem).

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

975. Re: Is the CT060 ready yet??

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 21:54:04 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3d3600741bae851@europe-shareware.org>
Source record: 33585

Hello,

in article <1026896740-989553AEicMi@ntlworld.com> (comp.sys.atari.st)
derryck@.NOT~THIS~cix.co.uk wrote on Wed 17-07-2002 09:39 (-0100):

> Has anyone heard anything recently? Last we all heard was some time ago!

Nothing for circa 3 weeks. Work, holidays, etc I guess.

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

976. Re: StringServer (more)

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 22:20:55 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ah4qk7$50l$1@thorium.cix.co.uk>
Source record: 33582

In message <1026892404-121673AEicMi@ntlworld.com>, derryck@.NOT~THIS~cix.co.uk said:
>From: Martin Tarenskeen <nospam@zonnet.nl>
....
>>lets me print both textfiles with dos/tos style end-of-lines (CR+LF) and
>>unix-style textfiles (LF only). Can Idealist do this (and more)
>
>I don't really know, I can't see anything about it after a brief look but you
>could try it :-)

Hi!

I think that if you select 'Body copy' in 'Output options' then
IdeaList will reformat each paragraph to the set parameters for
paper/margin/fontsize/line-spacing.

If you want to keep the original layout, then I think IdeaList will
accept LF as newlines, but to be sure you can use Blinex, which comes
with the IdeaList package and is able to convert between various
line-endings, including Atari/PC CR+LF, Mac CR, Linux LF and even
NULL-byte newlines. You have the option of removing multiple spaces as
well as multiple blank lines too. It can also convert between various
character-set font tables if your text has accented characters in it,
for instance.

BTW, it's worth printing out the manuals for IdeaList and its various
programs, as they are more extensive than the HYPs.

Regards, /Peter/

977. Re: USB <-> SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 22:20:55 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ah4qk7$50k$1@thorium.cix.co.uk>
Source record: 33583

In message <1026858493.66855.3@dyke.uk.clara.net>, stevesweet@freeuk.com said:

>> I thought I'd report to the group about my solution for
>> transferring files between a PC and my Falcon: Adaptec market a
>> 'USBXchange' for 65 UKP that allows one SCSI drive to be connected
>> to a Windows XP computer (more to some earlier versions).
>
>Bummer dude, i wish i knew you were doing this, i got a SCSI card for my
>windows box for half that cost, allows 7 SCSI devices to be connected, so
>I'm able to share my external hard drives, SCSI DAT and ZIP drives between
>platforms and leave my USB ports free.

Hi Steve!

No good - my son doesn't want the only spare slot used up by a
SCSI card. Otherwise I'd have gone for that solution. (I don't
need to connect more than one SCSI device to the PC, I hope.)
Since the PC has 3 USB ports, using one for the Adaptec is not a problem.

Regards, /Peter/

978. Re: USB <-> SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 23:01:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1027012092.63789.0@iapetus.uk.clara.net>
Source record: 33452

Hi Pete

> >> I thought I'd report to the group about my solution for
> >> transferring files between a PC and my Falcon: Adaptec market a
> >> 'USBXchange' for 65 UKP that allows one SCSI drive to be connected
> >> to a Windows XP computer (more to some earlier versions).
> >
> >Bummer dude, i wish i knew you were doing this, i got a SCSI card for my
> >windows box for half that cost, allows 7 SCSI devices to be connected, so
> >I'm able to share my external hard drives, SCSI DAT and ZIP drives
between
> >platforms and leave my USB ports free.
>
> Hi Steve!
>
> No good - my son doesn't want the only spare slot used up by a
> SCSI card. Otherwise I'd have gone for that solution. (I don't
> need to connect more than one SCSI device to the PC, I hope.)

So is he saving it for something specific?. I have my SCSI DAT plugged into
mine so at least i can restore a backup, i doubt you've got any REAL mode
DOS drivers so if you went belly up your Removable media would be useless
until you get Windows up and stable again.

> Since the PC has 3 USB ports, using one for the Adaptec is not a problem.

Sure, I'm only using 2 of mine.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.377 / Virus Database: 211 - Release Date: 16/07/2002

979. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 23:03:50 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1027012095.63789.1@iapetus.uk.clara.net>
Source record: 33454
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hi "Jared Falvo"

> > I know...You all do not have to hold your head in shame. It's not
> > your fault that the favorite fuji is not being carried on. Maybe,
> > the fuji fans cannot sway the deep pocket ones to produce an AtariOne
> > like the Amiga folks have done with the AmigaOne.

> Hey, Sinclap... finally someone who agrees with me whole-heartedly! It's
> actually refreshing!

That's no surprise you are both Guinness eating Arse-bandits.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.377 / Virus Database: 211 - Release Date: 16/07/2002

980. Re: Is the CT060 ready yet??

Newsgroup: comp.sys.atari.st
Date: 2002-07-17 23:06:14 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1027012096.63789.2@iapetus.uk.clara.net>
Source record: 33453

Hi Derryck

> >There was a post recently with the projects current status. The CT060
> >website has also been updated. From what he says however, if you
>
> Has anyone heard anything recently? Last we all heard was some time ago!
>
> I haven't ordered one myself, but a fellow club member has so I have an
> interest in knowing what's going on!

Club!!, tell me more?. Where is it?, when does it meet?, how much does it
cost?, are there any fat welsh barstards there?.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.377 / Virus Database: 211 - Release Date: 16/07/2002

981. Falcon External Speaker Noise

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 04:22:19 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3d36427c$0$3568$1dc6e903@news.corecomm.net>
Source record: 33586

Hello,

I hear crackling noise from my external speaker when I boot up.
Same noise comes out of the headphones when plugged in.

I can turn the speaker off under general control panel.

What causes this?

Thank you.

ken

982. Mega ST4: Megafile 30/SH204

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 04:40:20 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3d3646b6$0$1424$1dc6e903@news.corecomm.net>
Source record: 33587

Hello,

I had to reformatt my Megafile 30 and SH204.
The Megafile 30 reformatts and partitions.
The SH204 reformats, but will not repartition.
I am using Advanced Hard Disk Utilities for Mega ST4.

I did a disk check with Diamond Edge.
Four partitions show up on the SH204.
I think I got the SH204 to partition
with the SH boot disk, but I don't think that is compatible with
the Megafile 30. (The SH boot disk)
When I check the disk (SH204) with Diamond Edge, I get the message:
Unrecognized boot sector.

Megafile 30 is Addressed to 0.
SH204 is Addressed to 1

I also tried Zeoring the drive.
I can't do that either. I get the message reformatt, after I just did!

What might be causing this?

Thank you.

ken

983. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 07:02:13 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207172302.632bd24b@posting.google.com>
Source record: 33588
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Did you see the Jaguar announcement:

Chat
The best way to IM.
Mail
The end of junk mail.
Address Book
Many contacts, one book.
Sherlock 3
Web services for the rest of us.
QuickTime 6
The digital media standard.
Finder
Find anything ï¿½ fast.
Rendezvous
Networking, simplified.
Quartz Extreme
Faster graphics.
Inkwell
Write anywhere.
The power of UNIX
The industrial-strength foundation.
Compatibility
Works with Windows networks and files.
Universal Access
User friendly.
Dozens More
From new fonts to IPv6.

Hopefully, the AmigaOne will see the light on this side of the
Atlantic this year. Still need to clean up Amiga OS 4. With Jag
comming out next month, AmigaOne will be a tough sell.

"Mark Bedingfield" <atari030@nospam.optusnet.com.au> wrote in message
news:<3d355360$0$822$afc38c87@news.optusnet.com.au>...
> Hmmmm, the main difference here is that Atari are still alive and kicking.
> The name alone is worth alot more than you probably realise. PC's suck, Macs
> are OK, I suppose, Amiga is fine, but Atari is just damn nice to use. Atari
> will have to be prised from Infogrames before anything can be done. Then
> maybe it will happen. Infogrames know exactly how much it is worth, and they
> will not just give ANY of it away if they have any brains. I for one would
> love to see Atari come back again, but I think the real future is in
> projects like Amithlon, that is the only way we can continue. No sense
> crying about it, that is the future. How much money do you think Amiga one

> will make? F%$ all. Nice pictures too sinclap.
>
> Mark

984. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 08:22:10 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <YWuZ8.5122$t4.13230@nntpserver.swip.net>
Source record: 33589
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Jared,

Go play somewhere else.

/Peter

985. TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 11:07:14 UTC
From: Silent Blue <DBrown04@BTClick.com>
Message-ID: <ah67h1$kp2$1@helle.btinternet.com>
Source record: 33590

Hi does any one know of a good TT or Falcon emulator because my Falcon was destoryed and i don't have the money to replace it.

986. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 11:50:42 UTC
From: Mark Bedingfield <atari030@nospam.optusnet.com.au>
Message-ID: <3d36ab41$0$16941$afc38c87@news.optusnet.com.au>
Source record: 33591

No Falcon emulators avaliable sorry... Seems to be very tricky to do.
Besides the real thing is better anyway;-)

Mark

"Silent Blue" <DBrown04@BTClick.com> wrote in message
news:ah67h1$kp2$1@helle.btinternet.com...
> Hi does any one know of a good TT or Falcon emulator because my Falcon was
> destoryed and i don't have the money to replace it.
>
>

987. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 13:03:44 UTC
From: Christer Gundersen <dtun3z@spam.online.no>
Message-ID: <Q0zZ8.241$Py1.4783@news2.ulv.nextra.no>
Source record: 33592

"Mark Bedingfield" <atari030@nospam.optusnet.com.au> wrote in message
news:3d36ab41$0$16941$afc38c87@news.optusnet.com.au...
> No Falcon emulators avaliable sorry... Seems to be very tricky to do.
> Besides the real thing is better anyway;-)
>

That is not true.
http://aranym.atari.org

MvH
Christer Gundersen

988. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 13:22:28 UTC
From: Silent Blue <DBrown04@BTClick.com>
Message-ID: <ah6fek$7bo$1@venus.btinternet.com>
Source record: 33594

I know th real thing is better but I don't have the monkey to buy another
one!
thx any way.

"Mark Bedingfield" <atari030@nospam.optusnet.com.au> wrote in message
news:3d36ab41$0$16941$afc38c87@news.optusnet.com.au...
> No Falcon emulators avaliable sorry... Seems to be very tricky to do.
> Besides the real thing is better anyway;-)
>
> Mark
>
>
> "Silent Blue" <DBrown04@BTClick.com> wrote in message
> news:ah67h1$kp2$1@helle.btinternet.com...
> > Hi does any one know of a good TT or Falcon emulator because my Falcon
was
> > destoryed and i don't have the money to replace it.
> >
> >
>
>

989. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 13:39:07 UTC
From: Silent Blue <DBrown04@BTClick.com>
Message-ID: <ah6gdq$8ad$1@paris.btinternet.com>
Source record: 33595

I will have a look thx.

"Silent Blue" <DBrown04@BTClick.com> wrote in message
news:ah6fek$7bo$1@venus.btinternet.com...
> I know th real thing is better but I don't have the monkey to buy another
> one!
> thx any way.
>
> "Mark Bedingfield" <atari030@nospam.optusnet.com.au> wrote in message
> news:3d36ab41$0$16941$afc38c87@news.optusnet.com.au...
> > No Falcon emulators avaliable sorry... Seems to be very tricky to do.
> > Besides the real thing is better anyway;-)
> >
> > Mark
> >
> >
> > "Silent Blue" <DBrown04@BTClick.com> wrote in message
> > news:ah67h1$kp2$1@helle.btinternet.com...
> > > Hi does any one know of a good TT or Falcon emulator because my Falcon
> was
> > > destoryed and i don't have the money to replace it.
> > >
> > >
> >
> >
>
>

990. f/a Falcon030 uk Last Day

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 14:45:36 UTC
From: Mark Phillips <moongravySPAM@TRAPntlworld.com>
Message-ID: <8wAZ8.274$3N2.54753@news8-gui.server.ntli.net>
Source record: 33446

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2038638156

991. Re: StringServer (more)

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 14:47:42 UTC
From: <>
Message-ID: <1026998548-198971AEicMi@ntlworld.com>
Source record: 33593

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Wed, 17 Jul 2002 12:47:14 +0200

>I'm trying out Idealist now. I can print unix-style textfiles with it, and
>normal Atari ones too. The LPR.APP that I was using didn't print unix

There's plenty of opportunities to save paper too, that depending on how good
your spectacles are ;-)

>texts correctly on my HP500. Idealist does. That's what this newsgroup is
>for: to help each other :-)

Quite agree!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

992. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 14:54:31 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d36d322_4@corp.newsgroups.com>
Source record: 33447
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

I'm sorry for trampling in your sandbox and knocking over your sandcastles,
but...

If I can't rally the troops for a cause I think is important, because no one
else does, then...

I'm gonna do my best to demoralize them to where they all give up and buy an
AmigaOne!

If I can't win by being gung-ho for Atari or BeOS (OpenBeOS), then Amiga it
is! I just want a platform that is... um... SUPPORTED and ALIVE!

Jared
"It's called AmigaOne, because... Amiga WON!"

Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:YWuZ8.5122$t4.13230@nntpserver.swip.net...
> Jared,
>
> Go play somewhere else.
>
> /Peter
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

993. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 15:00:10 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d36d1bd$1_9@news.teranews.com>
Source record: 33448

What happened to it? I'll buy the broken one from you.

"Silent Blue" <DBrown04@BTClick.com> wrote in message
news:ah67h1$kp2$1@helle.btinternet.com...
> Hi does any one know of a good TT or Falcon emulator because my Falcon was
> destoryed and i don't have the money to replace it.
>
>

994. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 15:49:46 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <psBZ8.372$Jg4.124860@newsfeed.slurp.net>
Source record: 33449
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

> I just want a platform that is... um... SUPPORTED and ALIVE!
>
> Jared
> "It's called AmigaOne, because... Amiga WON!"

Then stick to your bloody PC!! You don't own an Atari, I doubt that you even know how to use one or an Amiga. You're mental and not welcome here. Bugger off and leave us in peace.

Joshua.

995. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 16:02:42 UTC
From: Silent Blue <DBrown04@BTClick.com>
Message-ID: <ah6or2npl1@knossos.btinternet.com>
Source record: 33450

Went 5 flours out the window and impacted the ground with a big bang, girl friend did it, to get back at me. (bitch!!!!!!!!!!!!!!!!)

"Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message news:3d36d1bd$1_9@news.teranews.com...
> What happened to it? I'll buy the broken one from you.
>
> "Silent Blue" <DBrown04@BTClick.com> wrote in message
> news:ah67h1$kp2$1@helle.btinternet.com...
> > Hi does any one know of a good TT or Falcon emulator because my Falcon was
> > destoryed and i don't have the money to replace it.
> >
> >
>
>

996. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 16:18:49 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <ETBZ8.451$Jg4.132131@newsfeed.slurp.net>
Source record: 33451

That's a sin, punishable by death...

Joshua.

"Silent Blue" <DBrown04@BTClick.com> wrote in message
news:ah6or2npl1@knossos.btinternet.com...
> Went 5 flours out the window and impacted the ground with a big bang, girl
> friend did it, to get back at me. (bitch!!!!!!!!!!!!!!!!)
>
> "Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
> news:3d36d1bd$1_9@news.teranews.com...
> > What happened to it? I'll buy the broken one from you.
> >
> > "Silent Blue" <DBrown04@BTClick.com> wrote in message
> > news:ah67h1$kp2$1@helle.btinternet.com...
> > > Hi does any one know of a good TT or Falcon emulator because my Falcon
> was
> > > destoryed and i don't have the money to replace it.
> > >
> > >
> > >
> > >
>
>

997. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 17:39:07 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3d36f94c$0$3578$6d5eecc5@news.eurekanet.com>
Source record: 33456

Silent Blue wrote in message ...
>Went 5 flours out the window and impacted the ground with a big bang, girl
>friend did it, to get back at me. (bitch!!!!!!!!!!!!!!!!)
>

Did you send her out after it, to pick up the pieces ;)

Dan
aka baldrick

998. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 17:53:38 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D37009B.DEB0F311@rogers.com>
Source record: 33457
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Steve Sweet wrote:

> Hi "Jared Falvo"
>
> > > I know...You all do not have to hold your head in shame. It's not
> > > your fault that the favorite fuji is not being carried on. Maybe,
> > > the fuji fans cannot sway the deep pocket ones to produce an AtariOne
> > > like the Amiga folks have done with the AmigaOne.
>
> > Hey, Sinclap... finally someone who agrees with me whole-heartedly! It's
> > actually refreshing!
>
> That's no surprise you are both Guinness eating Arse-bandits.

I'm still surprised that anyone would fall for sinclaps line of bollox, but Jared seems to be actually *trying* to fall for it. If he things people were on his case before then he's really in for it if he starts impersonating sinplops imaginary friend

999. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 17:54:43 UTC
From: Silent Blue <DBrown04@BTClick.com>
Message-ID: <ah6vd3$sv0$1@paris.btinternet.com>
Source record: 33458

I nearly sent her after it out the window, but then remember thats not
alowed. and i don't f**king want going to jail!!!

"Silent Blue" <DBrown04@BTClick.com> wrote in message
news:ah6or2npl1@knossos.btinternet.com...
> Went 5 flours out the window and impacted the ground with a big bang, girl
> friend did it, to get back at me. (bitch!!!!!!!!!!!!!!!!)
>
> "Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
> news:3d36d1bd$1_9@news.teranews.com...
> > What happened to it? I'll buy the broken one from you.
> >
> > "Silent Blue" <DBrown04@BTClick.com> wrote in message
> > news:ah67h1$kp2$1@helle.btinternet.com...
> > > Hi does any one know of a good TT or Falcon emulator because my Falcon
> was
> > > destoryed and i don't have the money to replace it.
> > >
> > >
> >
> >
>
>

1000. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 17:59:43 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d36fbcf$1_12@news.teranews.com>
Source record: 33460

Life in prison, with no chance for parole!!!!!!!!!!!!!!!!!!!

"Silent Blue" <DBrown04@BTClick.com> wrote in message
news:ah6or2npl1@knossos.btinternet.com...
> Went 5 flours out the window and impacted the ground with a big bang, girl
> friend did it, to get back at me. (bitch!!!!!!!!!!!!!!!!)
>
> "Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
> news:3d36d1bd$1_9@news.teranews.com...
> > What happened to it? I'll buy the broken one from you.
> >
> > "Silent Blue" <DBrown04@BTClick.com> wrote in message
> > news:ah67h1$kp2$1@helle.btinternet.com...
> > > Hi does any one know of a good TT or Falcon emulator because my Falcon
> was
> > > destoryed and i don't have the money to replace it.
> > >
> > >
> >
> >
>
>

1001. TAT 2001 Issue Price Reduction!

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 17:59:57 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D3702AC.6BD4F680@ataritimes.com>
Source record: 33459
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

2001 Issue Price Reduced to $16.95!

Now you can get a copy of The Atari Times 2001 Year End Issue for the low price of just $16.95! It includes 100 pages of articles and pictures from The Atari Times in a convenient package and it includes a color cover! There are also several articles that have never been published to the website! Get one soon, limited stock remaining!

http://www.ataritimes.com/store/2001_YearEnd.html

--
Gregory D. George

```
=-=-=-
```

1002. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 18:35:15 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1027018105.70687.1@iapetus.uk.clara.net>
Source record: 33461

Hi "Silent Blue"

> Went 5 flours out the window and impacted the ground with a big bang, girl
> friend did it, to get back at me. (bitch!!!!!!!!!!!!!!!!)

I would have thrown her after it, to give her a chance to redeem herself by
catching it!!.

I hope you dumped the bitch, or at least shagged her best mate or her
sister/mother just for revenge!!.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.377 / Virus Database: 211 - Release Date: 15/07/2002

1003. Atari STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 18:47:17 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <ah72fl$743$1@freenet9.carleton.ca>
Source record: 33462

Is it possible to emulate an Atari STe on a PC soley with software?
If it is, where on the WWW may I find it?

It would help if any replies could be to me at

cwacole@aol.com. I don't get to monitor this Atari site very often.

I've been an ST user since 1986, but find the PC's access to the
Internet too much easier to use.

Walter Cole
--
Walter A. Cole
ai063@freenet.carleton.ca

1004. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 19:17:40 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1027098930.14886.0@demeter.uk.clara.net>
Source record: 33349
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hi James

> > > > I know...You all do not have to hold your head in shame. It's not
> > > > your fault that the favorite fuji is not being carried on. Maybe,
> > > > the fuji fans cannot sway the deep pocket ones to produce an
AtariOne
> > > > like the Amiga folks have done with the AmigaOne.
> >
> > > > Hey, Sinclap... finally someone who agrees with me whole-heartedly!
It's
> > > > actually refreshing!
> >
> > That's no surprise you are both Guinness eating Arse-bandits.

> I'm still surprised that anyone would fall for sinclaps line of bollox,
but
> Jared seems to be actually *trying* to fall for it. If he things people
were
> on his case before then he's really in for it if he starts impersonating
> sinplops imaginary friend

I think that Jared is one of Sinclaps alter-ego's, his Atari supporting one

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.377 / Virus Database: 211 - Release Date: 15/07/2002

1005. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 19:18:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1027098932.14886.1@demeter.uk.clara.net>
Source record: 33350

Hi Lannie

> Life in prison, with no chance for parole!!!!!!!!!!!!!!!!!!!
>
> "Silent Blue" <DBrown04@BTClick.com> wrote in message
> news:ah6or2npl1@knossos.btinternet.com...
> > Went 5 flours out the window and impacted the ground with a big bang,
girl
> > friend did it, to get back at me. (bitch!!!!!!!!!!!!!!!!)
> >
> > "Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
> > news:3d36d1bd$1_9@news.teranews.com...
> > > What happened to it? I'll buy the broken one from you.
> > >
> > > "Silent Blue" <DBrown04@BTClick.com> wrote in message
> > > news:ah67h1$kp2$1@helle.btinternet.com...
> > > > Hi does any one know of a good TT or Falcon emulator because my
Falcon
> > > > was destoryed and i don't have the money to replace it.

That's more fun than having no Atari.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.377 / Virus Database: 211 - Release Date: 15/07/2002

1006. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 19:27:40 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d371325$1_1@corp.newsgroups.com>
Source record: 33463
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
news:psBZ8.372$Jg4.124860@newsfeed.slurp.net...
> > I just want a platform that is... um... SUPPORTED and ALIVE!
> >
> > Jared
> > "It's called AmigaOne, because... Amiga WON!"
>
> Then stick to your bloody PC!! You don't own an Atari, I doubt that you
even
> know how to use one or an Amiga. You're mental and not welcome here.
Bugger
> off and leave us in peace.

I plan to keep using my PC. However, I'm hoping the Kickstart 3.1 ROMs for the A1200 arrive today, so I can get it running again.

Doubt I know how to use an Atari ST? You sad, sorry excuse for an Atarian. I'm 33 yrs. old... I was around when PONG was invented! I was there when the Atari 2600VCS was a 6-switch model! I was around when... shoot, I've seen it ALL! I've owned an Apple IIc, Atari 1040ST, Mega ST4, MegaFile 30, Atari Falcon030, etc.

Agreed, you're probably right about knowing how to use an Amiga. I owned an A500 when Commodore was still around, but hated the look of Workbench 3.1. Never got into it much. GEM looked much nicer and more polished, even as primitive as it was! And case design? Pah. The Atari 1040ST wins hands down over any Amiga! It was stylized, man! And, most importantly, I owe my love of grey ("Atari grey", as I think it came to be known as) to the 1040ST. I've loved it ever since.

But, with the advent of the AmigaOne, I've decided to take the opportunity to get back into the Amiga (thanks to my employer; the A1200 is his) and get use to the look and feel and environment of AmigaOS, so I can be totally and absolutely ready for it when the AmigaOne is available to buy!

I was (emphasize: WAS) a very die-hard Atarian, as far back as when the Falcon030 was new. But those days are long gone and they AIN'T coming back unless Atari comes back. It's that simple. And no clone or Atari Coldfire Project is gonna bring it back. Not unless you can pitch it to Infogrames and get them to start up an Atari hardware division again.

The funny thing is, we've got the people doing the hardware, but no one is interested in reviving the namesake these clones are all following in the footsteps of. I'd gladly renew my die-hard Atarian status in a heartbeat, if there was anywhere near the effort going into reviving Atari, like there

is with the whole Amiga community (and Amiga, Inc. company) behind the AmigaOne.

If the flag is down, the cause is lost. Amiga never lost it's flag nor it's flag ever knocked down, so it's cause was only deterred for the years that passed. Atari was killed and butchered for a feast to the vultures. It's flag has not only been knocked down, but it has been utterly and absolutely obliterated!

It's any wonder there's no one to rally behind it... they're all convinced their cause is lost and they simply drag on, denying the fact that they follow a dead cause. A hopeless cause. Refusing to admit they are a dead and defeated group of has-beens.

My last hurrah for Atari was shot down when they stopped supporting the Falcon030 seemingly only a few months after it was released! I sold mine and never really looked back since. The Jaguar was an utter flop! And Atari was killed off shortly thereafter... from the INSIDE!

Was it an utter conspiracy? Was Jack Tramiel always planning to destroy Atari, but knew he couldn't do it outright, legitimately, so he simply made a few neat machines and then slowly choked it to death thereafter? Did he give up on Atari, because his enemy (Commodore) was now dead, so he didn't NEED to fight back anymore?

Who can say, but I still think it's a shame history played out that way.

But now we can have a bit of the 80's again... with PowerPC processing! It's a shame it won't be a genuine Atari with the awesome fuji, but at least it will be a genunie Amiga with the Boing ball! Whee!

Jared
"It's called AmigaOne, because... Amiga WON!"

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1007. Re: Atari STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 20:04:28 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D371FD9.B0BB277D@ataritimes.com>
Source record: 33464

"Walter A. Cole" wrote:

> Is it possible to emulate an Atari STe on a PC soley with software?
> If it is, where on the WWW may I find it?
>
> It would help if any replies could be to me at
>
> cwacole@aol.com. I don't get to monitor this Atari site very often.
>
> I've been an ST user since 1986, but find the PC's access to the
> Internet too much easier to use.

I'm pretty sure STe emulation has been around for awhile. Check
http://www.emulators.com/ for GEMulator and http://www.vg-network.com
for everything else.

--
Gregory D. George

=-=-=-

1008. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 20:10:43 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <khFZ8.700$Jg4.184008@newsfeed.slurp.net>
Source record: 33465
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

My previous claim stands; You're mental. Now you can piss off and sleep with
your AmigaOne.

Joshua.

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:3d371325$1_1@corp.newsgroups.com...
>
> Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> news:psBZ8.372$Jg4.124860@newsfeed.slurp.net...
> > > I just want a platform that is... um... SUPPORTED and ALIVE!
> > >
> > > Jared
> > > "It's called AmigaOne, because... Amiga WON!"
> >
> > Then stick to your bloody PC!! You don't own an Atari, I doubt that you
> even
> > know how to use one or an Amiga. You're mental and not welcome here.
> Bugger
> > off and leave us in peace.
>
> I plan to keep using my PC. However, I'm hoping the Kickstart 3.1 ROMs
for
> the A1200 arrive today, so I can get it running again.
>
> Doubt I know how to use an Atari ST? You sad, sorry excuse for an
Atarian.
> I'm 33 yrs. old... I was around when PONG was invented! I was there when
> the Atari 2600VCS was a 6-switch model! I was around when... shoot, I've
> seen it ALL! I've owned an Apple IIc, Atari 1040ST, Mega ST4, MegaFile
30,
> Atari Falcon030, etc.
>
> Agreed, you're probably right about knowing how to use an Amiga. I owned
an
> A500 when Commodore was still around, but hated the look of Workbench 3.1.
> Never got into it much. GEM looked much nicer and more polished, even as
> primitive as it was! And case design? Pah. The Atari 1040ST wins hands
> down over any Amiga! It was stylized, man! And, most importantly, I owe
> my love of grey ("Atari grey", as I think it came to be known as) to the
> 1040ST. I've loved it ever since.
>
> But, with the advent of the AmigaOne, I've decided to take the opportunity
> to get back into the Amiga (thanks to my employer; the A1200 is his) and

get
> use to the look and feel and environment of AmigaOS, so I can be totally
and
> absolutely ready for it when the AmigaOne is available to buy!
>
> I was (emphasize: WAS) a very die-hard Atarian, as far back as when the
> Falcon030 was new. But those days are long gone and they AIN'T coming
back
> unless Atari comes back. It's that simple. And no clone or Atari
Coldfire
> Project is gonna bring it back. Not unless you can pitch it to Infogrames
> and get them to start up an Atari hardware division again.
>
> The funny thing is, we've got the people doing the hardware, but no one is
> interested in reviving the namesake these clones are all following in the
> footsteps of. I'd gladly renew my die-hard Atarian status in a heartbeat,
> if there was anywhere near the effort going into reviving Atari, like
there
> is with the whole Amiga community (and Amiga, Inc. company) behind the
> AmigaOne.
>
> If the flag is down, the cause is lost. Amiga never lost it's flag nor
it's
> flag ever knocked down, so it's cause was only deterred for the years that
> passed. Atari was killed and butchered for a feast to the vultures. It's
> flag has not only been knocked down, but it has been utterly and
absolutely
> obliterated!
>
> It's any wonder there's no one to rally behind it... they're all convinced
> their cause is lost and they simply drag on, denying the fact that they
> follow a dead cause. A hopeless cause. Refusing to admit they are a dead
> and defeated group of has-beens.
>
> My last hurrah for Atari was shot down when they stopped supporting the
> Falcon030 seemingly only a few months after it was released! I sold mine
> and never really looked back since. The Jaguar was an utter flop! And
> Atari was killed off shortly thereafter... from the INSIDE!
>
> Was it an utter conspiracy? Was Jack Tramiel always planning to destroy
> Atari, but knew he couldn't do it outright, legitimately, so he simply
made
> a few neat machines and then slowly choked it to death thereafter? Did he
> give up on Atari, because his enemy (Commodore) was now dead, so he didn't
> NEED to fight back anymore?
>
> Who can say, but I still think it's a shame history played out that way.
>
> But now we can have a bit of the 80's again... with PowerPC processing!
> It's a shame it won't be a genuine Atari with the awesome fuji, but at

least
> it will be a genunie Amiga with the Boing ball! Whee!
>
> Jared
> "It's called AmigaOne, because... Amiga WON!"
>
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1009. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 20:59:12 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d37289a_1@corp.newsgroups.com>
Source record: 33466
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
news:khFZ8.700$Jg4.184008@newsfeed.slurp.net...
> My previous claim stands; You're mental. Now you can piss off and sleep
with
> your AmigaOne.

Gee, only a non-intelligent lifeform would offer THAT as a reply.

I speak forth ages of wisdom and replying material and you come up with... a
one liner.

What are you Atarians coming to?

If y'all gonna rage against me for promoting "Atari", it's a waste of effort
for me to do so.
So... I'll promote Amiga and insult Atarians, instead! Now THAT'S
productive!

Just remember, you brought this on yourselves...

I was in your camp, TRYING to help... to bring vision and hope. You all
dissed me.
Now I stand for a banner other than Atari. At least you'll be dissing me
for a good reason, now!

See how helpful I am! You may now thank me and feel good about hating me.
:-)

Jared
"It's called AmigaOne, because... Amiga WON!"

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1010. Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 21:07:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0207181400200.7294-100000@shell1.aracnet.com>
Source record: 33467
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/whybuyben.htm Well, the contest is nearly half-over! Times getting short. So submit your entry, while you have time!

http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm announcing a Contest! Whoever can write the best Submission for the "Why you should buy Atari from Bravo Sierra Contest!" My Customers are living examples of why to buy from Bravo Sierra! More satisfied Customers & the number keeps growing! Submissions judged on persuasiveness. Originality would be nice but not required. Personal testimonials preferred! Please include your real name (No aliases without your real name!) and where your from. Please submit your entry by Thursday, August 15th. Contest will last 6 weeks, but could last longer should I deem necessary. Prize for the most persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can come from any Country! All entries become the property of Bravo Sierra Computers! Please E-Mail all entries to atari@aracnet.com plus results will be shown at the HotLink Below!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1011. Amiga 1200 video weirdness!

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 22:54:30 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d3743a0_3@corp.newsgroups.com>
Source record: 33468

Thanks to Eldor's 3.1 ROMs... the A1200 is alive again! But...

The video goes grey and the hard drive light flickers a bunch and then I get this grey screen with a vertical black bar in the middle and a tiny grey graphic something at the top of the right side and part of another grey graphic something at the top of the other side. Both look to be going past the top of the screen. There is a brief flash of green along the edges of the center black bar just as the HD is finishing it's thing.

Any idea what I'm seeing and why it's all grey? I'm using the RCA "COMP." port. (*not* the RF output) hooked up to our TV's A/V Video RCA jack.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1012. Re: Amiga 1200 video weirdness!

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 23:19:47 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D374CCC.2F831B5F@rogers.com>
Source record: 33469

Jared Falvo wrote:

> Thanks to Eldor's 3.1 ROMs... the A1200 is alive again! But...
>
> The video goes grey and the hard drive light flickers a bunch and then I get
> this grey screen with a vertical black bar in the middle and a tiny grey
> graphic something at the top of the right side and part of another grey
> graphic something at the top of the other side. Both look to be going past
> the top of the screen. There is a brief flash of green along the edges of
> the center black bar just as the HD is finishing it's thing.
>
> Any idea what I'm seeing and why it's all grey? I'm using the RCA "COMP."
> port. (*not* the RF output) hooked up to our TV's A/V Video RCA jack.
>
> Jared

Its probly having a fit of sincrap induced brain damages, as are you.

1013. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-18 23:39:39 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <%kIZ8.465367$o66.1245275@news-server.bigpond.net.au>
Source record: 33470

Does it emulate the DSP?

Mark

"Christer Gundersen" <dtun3z@spam.online.no> wrote in message
news:Q0zZ8.241$Py1.4783@news2.ulv.nextra.no...
>
> "Mark Bedingfield" <atari030@nospam.optusnet.com.au> wrote in message
> news:3d36ab41$0$16941$afc38c87@news.optusnet.com.au...
> > No Falcon emulators avaliable sorry... Seems to be very tricky to do.
> > Besides the real thing is better anyway;-)
> >
>
> That is not true.
> http://aranym.atari.org
>
> MvH
> Christer Gundersen
>
>

1014. All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 02:32:27 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d3776b5$1_3@corp.newsgroups.com>
Source record: 33471

The display glitchiness I was seeing on our TV was because the Workbench on the HD is set to a resolution our TV can't display. Upon removing the HD, the system took about 30 seconds to boot, but as soon as it saw that the disk in the drive wasn't bootable, we got the standard (beautiful?) Workbench request screen!

Is there a way to default the software on the HD to a low resolution our TV can display, kinda like a Workbench "SafeMode"?

Jared
"It's called AmigaOne, because... Amiga WON!"

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1015. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 03:31:06 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1027049466.767051@pikachu.atari-source.com>
Source record: 33472

They're working on that. At least partially, I'm not sure what limitations
the DSP code will have or whatnot.

But DSP emulation will suck no matter what. Support for a DSP PCI card
would be awesome and is probably also in the works ;)

Mark
http://atari-source.com

Mark Bedingfield wrote:

> Does it emulate the DSP?
>
> Mark
>
>
> "Christer Gundersen" <dtun3z@spam.online.no> wrote in message
> news:Q0zZ8.241$Py1.4783@news2.ulv.nextra.no...
>>
>> "Mark Bedingfield" <atari030@nospam.optusnet.com.au> wrote in message
>> news:3d36ab41$0$16941$afc38c87@news.optusnet.com.au...
>> > No Falcon emulators avaliable sorry... Seems to be very tricky to do.
>> > Besides the real thing is better anyway;-)
>> >
>>
>> That is not true.
>> http://aranym.atari.org
>>
>> MvH
>> Christer Gundersen
>>
>>

1016. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 05:08:43 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1027055323.757065@pikachu.atari-source.com>
Source record: 33473

Hey guy,

This is an atari newsgroup. We don't know (or care much <snicker>) a whole
lot about amigas.. Think you have the wrong group.

Mark
http://atari-source.com

Jared Falvo wrote:

> The display glitchiness I was seeing on our TV was because the Workbench
> on
> the HD is set to a resolution our TV can't display. Upon removing the HD,
> the system took about 30 seconds to boot, but as soon as it saw that the
> disk in the drive wasn't bootable, we got the standard (beautiful?)
> Workbench request screen!
>
> Is there a way to default the software on the HD to a low resolution our
> TV can display, kinda like a Workbench "SafeMode"?
>
> Jared
> "It's called AmigaOne, because... Amiga WON!"
>
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>
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>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1017. Re: Is the CT060 ready yet??

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 11:24:24 UTC
From: <>
Message-ID: <1027075366-535978AEicMi@ntlworld.com>
Source record: 33474

Hi Steve,

>> I haven't ordered one myself, but a fellow club member has so I have an
>> interest in knowing what's going on!
>
>Club!!, tell me more?. Where is it?, when does it meet?, how much does it
>cost?, are there any fat welsh barstards there?.

Well, it's a great computer club in Cheshunt - not far from the M25 J25 in Herts. Anyone turning up will find great support for their Atari and will get to meet not only yourself Steve, but also myself and Peter West. Familiar names all.

There's no annual membership, just pay three quid at the door, and your first visit is free.

All the meeting dates and a map are available from the CCC section of my web site (the URL is in my sig!!!). Next meeting is this Wednesday next, the 24th July at the Garden Room, Wolsey Hall, Windmill Lane, Cheshunt.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1018. Re: Amiga 1200 video weirdness!

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 11:27:56 UTC
From: <>
Message-ID: <1027075368-536262AEicMi@ntlworld.com>
Source record: 33475

From: "Jared Falvo" <luposian@azob.quik.com>
Date: Thu, 18 Jul 2002 15:54:30 -0700

>Thanks to Eldor's 3.1 ROMs... the A1200 is alive again! But...

Jared, I don't usually react to the kind of rubbish that you've been posting,
but I really think that you should resign from this ATARI newsgroup and join
one that is more suited to your /real/ interests.

--
Regards, Derryck

1019. Re: Atari STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 12:17:06 UTC
From: Jonathan Mortimer <jonathanmortimer@bigbus.vispa.com>
Message-ID: <3D380342.DA1AB988@bigbus.vispa.com>
Source record: 33476

"Walter A. Cole" wrote:
>
> Is it possible to emulate an Atari STe on a PC soley with software?
> If it is, where on the WWW may I find it?
>
> It would help if any replies could be to me at
>
> cwacole@aol.com. I don't get to monitor this Atari site very often.
>
> I've been an ST user since 1986, but find the PC's access to the
> Internet too much easier to use.
>
> Walter Cole
> --
> Walter A. Cole
> ai063@freenet.carleton.ca

Little Green Desktop is a good place to visit, search for them in
google.
STEEM is probably the best emulator around, IMO.
--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1020. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 12:25:25 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <_yTZ8.39$ws4.80795@newsfeed.slurp.net>
Source record: 33477
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

How's this for a one-liner?: You are totally f*cked in the head!

Joshua.

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:3d37289a_1@corp.newsgroups.com...
> Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> news:khFZ8.700$Jg4.184008@newsfeed.slurp.net...
> > My previous claim stands; You're mental. Now you can piss off and sleep
> with
> > your AmigaOne.
>
> Gee, only a non-intelligent lifeform would offer THAT as a reply.
>
> I speak forth ages of wisdom and replying material and you come up with...
a
> one liner.
>
> What are you Atarians coming to?
>
> If y'all gonna rage against me for promoting "Atari", it's a waste of
effort
> for me to do so.
> So... I'll promote Amiga and insult Atarians, instead! Now THAT'S
> productive!
>
> Just remember, you brought this on yourselves...
>
> I was in your camp, TRYING to help... to bring vision and hope. You all
> dissed me.
> Now I stand for a banner other than Atari. At least you'll be dissing me
> for a good reason, now!
>
> See how helpful I am! You may now thank me and feel good about hating me.
> :-)
>
> Jared
> "It's called AmigaOne, because... Amiga WON!"
>
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>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----

> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> ------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1021. Re: TT or Falcon Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 13:19:08 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <nnUZ8.5230$t4.13285@nntpserver.swip.net>
Source record: 33478

Hi,

Actually yes, if you read the mailinglist.

However, it is not intended to emulate existing hardware (this is more of a sideeffect). It features lots of cool native stuff instead with drivers for TOS/MiNT.

Regards

/Pete

1022. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 13:21:48 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <SpUZ8.5231$t4.13376@nntpserver.swip.net>
Source record: 33479
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

If you want to do something constructive, pull your hands out of your butt
and create some software. Until then, go play somewhere else.

/Peter

1023. Re: Atari STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 13:36:52 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d380fa6$1_14@news.teranews.com>
Source record: 33480

Go to The Little Green Desktop. http://www.atari.st
They have a emulators section. Steem is the best right now. gemulator is
good only for applications. Games are out. Steem seems to run the most.
Also check out: http://aranym.sophics.cz/index.html still in early stages,
but looking great.

Lannie

"Walter A. Cole" <ai063@FreeNet.Carleton.CA> wrote in message
news:ah72fl$743$1@freenet9.carleton.ca...
> Is it possible to emulate an Atari STe on a PC soley with software?
> If it is, where on the WWW may I find it?
>
> It would help if any replies could be to me at
>
> cwacole@aol.com. I don't get to monitor this Atari site very often.
>
> I've been an ST user since 1986, but find the PC's access to the
> Internet too much easier to use.
>
> Walter Cole
> --
> Walter A. Cole
> ai063@freenet.carleton.ca

1024. EasyMINT install?

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 14:07:58 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d3816ef$1_9@news.teranews.com>
Source record: 33481

When I run the install it says it needs a raw partition. I am using ARAnyM 0.1.7 for Windows.

How do I create the partitions for this install? I'm just experimenting. :) Never used Mint before.

Lannie

1025. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:00:08 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d3825f1_3@corp.newsgroups.com>
Source record: 33482
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

You know what the real kicker is to all this? I go to Aminet and see a TON of recent (i.e. *daily*) uploads for Amiga software. Demos. Games. Applications. Utilities. I see support. I see interest. I see...
AH-MEE-GAH!!! :-D

Meanwhile, in the Atari camp...

[the sound of crickets]

MEANWHILE, IN THE ATARI CAMP...

[more sound of crickets]

M E A N W H I L E, I N T H E A T A R I C A M P . . .

[Even the crickets stop chirping... because they've all died of boredom, waiting for something to happen...]

Boy, isn't it just TONS OF FUN TO BE AN ATARIAN, eh?

Jared
"It's called AmigaOne, because... Amiga WON!"

Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message news:_yTZ8.39$ws4.80795@newsfeed.slurp.net...
> How's this for a one-liner?: You are totally f*cked in the head!
>
> Joshua.
>
> "Jared Falvo" <luposian@azob.quik.com> wrote in message
> news:3d37289a_1@corp.newsgroups.com...
> > Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> > news:khFZ8.700$Jg4.184008@newsfeed.slurp.net...
> > > My previous claim stands; You're mental. Now you can piss off and sleep
> > with
> > > your AmigaOne.
> >
> > Gee, only a non-intelligent lifeform would offer THAT as a reply.
> >
> > I speak forth ages of wisdom and replying material and you come up with...
> a
> > one liner.
> >
> > What are you Atarians coming to?

> >
> > If y'all gonna rage against me for promoting "Atari", it's a waste of
> effort
> > for me to do so.
> > So... I'll promote Amiga and insult Atarians, instead! Now THAT'S
> > productive!
> >
> > Just remember, you brought this on yourselves...
> >
> > I was in your camp, TRYING to help... to bring vision and hope. You all
> > dissed me.
> > Now I stand for a banner other than Atari. At least you'll be dissing
me
> > for a good reason, now!
> >
> > See how helpful I am! You may now thank me and feel good about hating
me.
> > :-)
> >
> > Jared
> > "It's called AmigaOne, because... Amiga WON!"
> >
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> >
> > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> > -----== Over 80,000 Newsgroups - 16 Different Servers! =-----
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1026. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:06:52 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d382785_4@corp.newsgroups.com>
Source record: 33483
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Aww, you're just jealous because *Amiga, Inc.* is alive and well, the *AmigaOne* is an *Amiga* computer that actually *exists* and will be *supported*, and I can find a billion *tons* of *new Amiga* software *every day*...

Gee, that must be a new record for me... I've NEVER put that many astericks in a sentence before!

Jared
"It's called AmigaOne, because... Amiga WON!"

Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote in message news:SpUZ8.5231$t4.13376@nntpserver.swip.net...
> If you want to do something constructive, pull your hands out of your butt
> and create some software. Until then, go play somewhere else.
>
> /Peter
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1027. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:12:56 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <10WZ8.72$ws4.114829@newsfeed.slurp.net>
Source record: 33484
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Thanks for proving my previous point.

Joshua.

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:3d3825f1_3@corp.newsgroups.com...
> You know what the real kicker is to all this? I go to Aminet and see a
TON
> of recent (i.e. *daily*) uploads for Amiga software. Demos. Games.
> Applications. Utilities. I see support. I see interest. I see...
> AH-MEE-GAH!!! :-D
>
> Meanwhile, in the Atari camp...
>
> [the sound of crickets]
>
> MEANWHILE, IN THE ATARI CAMP...
>
> [more sound of crickets]
>
> M E A N W H I L E, I N T H E A T A R I C A M P . . .
>
> [Even the crickets stop chirping... because they've all died of boredom,
> waiting for something to happen...]
>
> Boy, isn't it just TONS OF FUN TO BE AN ATARIAN, eh?
>
> Jared
> "It's called AmigaOne, because... Amiga WON!"
> ---------
> Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> news:_yTZ8.39$ws4.80795@newsfeed.slurp.net...
> > How's this for a one-liner?: You are totally f*cked in the head!
> >
> > Joshua.
> >
> > "Jared Falvo" <luposian@azob.quik.com> wrote in message
> > news:3d37289a_1@corp.newsgroups.com...
> > > Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> > > news:khFZ8.700$Jg4.184008@newsfeed.slurp.net...
> > > > My previous claim stands; You're mental. Now you can piss off and
> sleep
> > > with
> > > > your AmigaOne.

> > >
> > > Gee, only a non-intelligent lifeform would offer THAT as a reply.
> > >
> > > I speak forth ages of wisdom and replying material and you come up
> with...
> > a
> > > one liner.
> > >
> > > What are you Atarians coming to?
> > >
> > > If y'all gonna rage against me for promoting "Atari", it's a waste of
> > effort
> > > for me to do so.
> > > So... I'll promote Amiga and insult Atarians, instead! Now THAT'S
> > > productive!
> > >
> > > Just remember, you brought this on yourselves...
> > >
> > > I was in your camp, TRYING to help... to bring vision and hope. You
all
> > > dissed me.
> > > Now I stand for a banner other than Atari. At least you'll be dissing
> me
> > > for a good reason, now!
> > >
> > > See how helpful I am! You may now thank me and feel good about hating
> me.
> > > :-)
> > >
> > > Jared
> > > "It's called AmigaOne, because... Amiga WON!"
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> > > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1028. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:16:41 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <y3WZ8.75$ws4.115848@newsfeed.slurp.net>
Source record: 33485
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Jared, you are a *pain* in my *ass*. *Why* don't you just *bugger* the
hell out of this *NG* and *bother* the *Amigans* in *their* *NG*. *Or*
better yet, *seek* some *proffesional* *help* for you *mental* *illness*.

Joshua.

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:3d382785_4@corp.newsgroups.com...
> Aww, you're just jealous because *Amiga, Inc.* is alive and well, the
> *AmigaOne* is an *Amiga* computer that actually *exists* and will be
> *supported*, and I can find a billion *tons* of *new Amiga* software
*every
> day*...
>
> Gee, that must be a new record for me... I've NEVER put that many
astericks
> in a sentence before!
>
> Jared
> "It's called AmigaOne, because... Amiga WON!"
> ---------------
> Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote in message
> news:SpUZ8.5231$t4.13376@nntpserver.swip.net...
> > If you want to do something constructive, pull your hands out of your
butt
> > and create some software. Until then, go play somewhere else.
> >
> > /Peter
> >
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>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1029. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:23:17 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d382b5e$1_1@corp.newsgroups.com>
Source record: 33486
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Ok, thanks for the advice...

Oh, and great use of astericks. Maybe even better than my post!

Jared

Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
news:y3WZ8.75$ws4.115848@newsfeed.slurp.net...
> *Jared*, you are a *pain* in my *ass*. *Why* don't you just *bugger* the
> *hell* out of this *NG* and *bother* the *Amigans* in *their* *NG*. *Or*
> better yet, *seek* some *proffesional* *help* for you *mental* *illness*.
>
> Joshua.
>
> "Jared Falvo" <luposian@azob.quik.com> wrote in message
> news:3d382785_4@corp.newsgroups.com...
> > Aww, you're just jealous because *Amiga, Inc.* is alive and well, the
> > *AmigaOne* is an *Amiga* computer that actually *exists* and will be
> > *supported*, and I can find a billion *tons* of *new Amiga* software
> *every
> > day*...
> >
> > Gee, that must be a new record for me... I've NEVER put that many
> astericks
> > in a sentence before!
> >
> > Jared
> > "It's called AmigaOne, because... Amiga WON!"
> > ---
> > Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote in message
> > news:SpUZ8.5231$t4.13376@nntpserver.swip.net...
> > > If you want to do something constructive, pull your hands out of your
> butt
> > > and create some software. Until then, go play somewhere else.
> > >
> > > /Peter
> > >
> > >
> >
> >
> >
> >
> > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!

> > -----== Over 80,000 Newsgroups - 16 Different Servers! =-----
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1030. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:24:56 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d382bc0$1_3@corp.newsgroups.com>
Source record: 33487
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

More one liners... how sad. I WANT MORE READING MATERIAL!!!
WHAAAAAAAAAAAAAA!

Can't you write a tome or something in reply or did you not get enough sleep
and can't muster the energy to type lots of stuff on your keyboard?

Jared

Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
news:10WZ8.72$ws4.114829@newsfeed.slurp.net...
> Thanks for proving my previous point.
>
> Joshua.
>
> "Jared Falvo" <luposian@azob.quik.com> wrote in message
> news:3d3825f1_3@corp.newsgroups.com...
> > You know what the real kicker is to all this? I go to Aminet and see a
> TON
> > of recent (i.e. *daily*) uploads for Amiga software. Demos. Games.
> > Applications. Utilities. I see support. I see interest. I see...
> > AH-MEE-GAH!!! :-D
> >
> > Meanwhile, in the Atari camp...
> >
> > [the sound of crickets]
> >
> > MEANWHILE, IN THE ATARI CAMP...
> >
> > [more sound of crickets]
> >
> > M E A N W H I L E, I N T H E A T A R I C A M P . . .
> >
> > [Even the crickets stop chirping... because they've all died of boredom,
> > waiting for something to happen...]
> >
> > Boy, isn't it just TONS OF FUN TO BE AN ATARIAN, eh?
> >
> > Jared
> > "It's called AmigaOne, because... Amiga WON!"
> > ---------
> > Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> > news:_yTZ8.39$ws4.80795@newsfeed.slurp.net...
> > > How's this for a one-liner?: You are totally f*cked in the head!
> > >

> > > Joshua.
> > >
> > > "Jared Falvo" <luposian@azob.quik.com> wrote in message
> > > news:3d37289a_1@corp.newsgroups.com...
> > > > Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> > > > news:khFZ8.700$Jg4.184008@newsfeed.slurp.net...
> > > > > My previous claim stands; You're mental. Now you can piss off and
> > sleep
> > > > with
> > > > > your AmigaOne.
> > > >
> > > > Gee, only a non-intelligent lifeform would offer THAT as a reply.
> > > >
> > > > I speak forth ages of wisdom and replying material and you come up
> > with...
> > > a
> > > > one liner.
> > > >
> > > > What are you Atarians coming to?
> > > >
> > > > If y'all gonna rage against me for promoting "Atari", it's a waste
of
> > > effort
> > > > for me to do so.
> > > > So... I'll promote Amiga and insult Atarians, instead! Now THAT'S
> > > > productive!
> > > >
> > > > Just remember, you brought this on yourselves...
> > > >
> > > > I was in your camp, TRYING to help... to bring vision and hope. You
> all
> > > > dissed me.
> > > > Now I stand for a banner other than Atari. At least you'll be
dissing
> > me
> > > > for a good reason, now!
> > > >
> > > > See how helpful I am! You may now thank me and feel good about
hating
> > me.
> > > > :-)
> > > >
> > > > Jared
> > > > "It's called AmigaOne, because... Amiga WON!"
> > > >
> > > >
> > > >
> > > >
> > > >
> > > > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----

> > > > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> > > > -----== Over 80,000 Newsgroups - 16 Different Servers! =-----
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-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1031. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:35:52 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <xlWZ8.78$ws4.120597@newsfeed.slurp.net>
Source record: 33488
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

errr... no. I won't give you that pleasure.

Joshua.

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:3d382bc0$1_3@corp.newsgroups.com...
> More one liners... how sad. I WANT MORE READING MATERIAL!!!
> WHAAAAAAAAAAAAAA!
>
> Can't you write a tome or something in reply or did you not get enough
sleep
> and can't muster the energy to type lots of stuff on your keyboard?
>
> Jared
> ------------
> Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> news:10WZ8.72$ws4.114829@newsfeed.slurp.net...
> > Thanks for proving my previous point.
> >
> > Joshua.
> >
> > "Jared Falvo" <luposian@azob.quik.com> wrote in message
> > news:3d3825f1_3@corp.newsgroups.com...
> > > You know what the real kicker is to all this? I go to Aminet and see
a
> > TON
> > > of recent (i.e. *daily*) uploads for Amiga software. Demos. Games.
> > > Applications. Utilities. I see support. I see interest. I see...
> > > AH-MEE-GAH!!! :-D
> > >
> > > Meanwhile, in the Atari camp...
> > >
> > > [the sound of crickets]
> > >
> > > MEANWHILE, IN THE ATARI CAMP...
> > >
> > > [more sound of crickets]
> > >
> > > M E A N W H I L E, I N T H E A T A R I C A M P . . .
> > >
> > > [Even the crickets stop chirping... because they've all died of
boredom,
> > > waiting for something to happen...]
> > >

> > > Boy, isn't it just TONS OF FUN TO BE AN ATARIAN, eh?
> > >
> > > Jared
> > > "It's called AmigaOne, because... Amiga WON!"
> > > ---------
> > > Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> > > news:_yTZ8.39$ws4.80795@newsfeed.slurp.net...
> > > > How's this for a one-liner?: You are totally f*cked in the head!
> > > >
> > > > Joshua.
> > > >
> > > > "Jared Falvo" <luposian@azob.quik.com> wrote in message
> > > > news:3d37289a_1@corp.newsgroups.com...
> > > > > Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> > > > > news:khFZ8.700$Jg4.184008@newsfeed.slurp.net...
> > > > > > My previous claim stands; You're mental. Now you can piss off
and
> > > sleep
> > > > > with
> > > > > > your AmigaOne.
> > > > >
> > > > > Gee, only a non-intelligent lifeform would offer THAT as a reply.
> > > > >
> > > > > I speak forth ages of wisdom and replying material and you come up
> > > with...
> > > > a
> > > > > one liner.
> > > > >
> > > > > What are you Atarians coming to?
> > > > >
> > > > > If y'all gonna rage against me for promoting "Atari", it's a waste
> of
> > > effort
> > > > > for me to do so.
> > > > > So... I'll promote Amiga and insult Atarians, instead! Now THAT'S
> > > > > productive!
> > > > >
> > > > > Just remember, you brought this on yourselves...
> > > > >
> > > > > I was in your camp, TRYING to help... to bring vision and hope.
You
> > all
> > > > > dissed me.
> > > > > Now I stand for a banner other than Atari. At least you'll be
> dissing
> > > me
> > > > > for a good reason, now!
> > > > >
> > > > > See how helpful I am! You may now thank me and feel good about
> hating

> > > me.
> > > > > :-)
> > > > >
> > > > > Jared
> > > > > "It's called AmigaOne, because... Amiga WON!"
> > > > >
> > > > >
> > > > >
> > > > >
> > > > >
> > > > > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > > > > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> ------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1032. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:38:02 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <znWZ8.80$ws4.121054@newsfeed.slurp.net>
Source record: 33489
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

I give up... You're way beyond any sort of help. If you could even muster the tiniest bit of sanity to leave us alone, we'd greatly appreciate it. You won, we lost, Amiga won, Atari lost. Happy? Now, scoot.

Joshua.

"Jared Falvo" <luposian@azob.quik.com> wrote in message news:3d382b5e$1_1@corp.newsgroups.com...
> Ok, thanks for the advice...
>
> Oh, and great use of astericks. Maybe even better than my post!
>
> Jared
> -------------
> Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> news:y3WZ8.75$ws4.115848@newsfeed.slurp.net...
> > *Jared*, you are a *pain* in my *ass*. *Why* don't you just *bugger* the
> > *hell* out of this *NG* and *bother* the *Amigans* in *their* *NG*. *Or*
> > better yet, *seek* some *proffesional* *help* for you *mental* *illness*.
> >
> > Joshua.
> >
> > "Jared Falvo" <luposian@azob.quik.com> wrote in message
> > news:3d382785_4@corp.newsgroups.com...
> > > Aww, you're just jealous because *Amiga, Inc.* is alive and well, the
> > > *AmigaOne* is an *Amiga* computer that actually *exists* and will be
> > > *supported*, and I can find a billion *tons* of *new Amiga* software
> > *every
> > > day*...
> > >
> > > Gee, that must be a new record for me... I've NEVER put that many
> > astericks
> > > in a sentence before!
> > >
> > > Jared
> > > "It's called AmigaOne, because... Amiga WON!"
> > > ---------------
> > > Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote in message
> > > news:SpUZ8.5231$t4.13376@nntpserver.swip.net...
> > > > If you want to do something constructive, pull your hands out of your
> > butt

> > > > and create some software. Until then, go play somewhere else.
> > > >
> > > > /Peter
> > > >
> > > >
> > >
> > >
> > >
> > >
> > > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1033. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:49:53 UTC
From: ebaiz@skyenet.net
Message-ID: <ByWZ8.86$ws4.123528@newsfeed.slurp.net>
Source record: 33491

On 15 Jul 2002 00:05:24 , "Jared Falvo" wrote:
>You know what... this is entirely too hilarious...
>
>Everything I wanted for Atari is *HAPPENING* with the AmigaOne!
>
>1) The Amiga is back as a NEW Amiga, not some legacy-extension (Atari
>probably never will come back and clones are nothing but legacy extensions)
>2) The AO uses a PowerPC processor (I wanted that for the New Atari
>Computers)
>3) Software support is brewing... games and applications are coming!
>4) AmigaOS 4 looks awesome!

Jared, Jared, Jared. It sounds like the Amiga thing is the same as the Atari thing. The Hades, the Milan, the Coldfire project are alive just like this new Amiga. I do not see the difference. If you just would have listened and bought either a Hades or Milan, you would have seen what I (and others) have been talking about.

>The more I think about it, the more I realize... AmigaOne means just that...
>Amiga WON!

Not really. Again, the Amiga One may be a good machine, but so are the Hades and the Milan. When the Coldfire comes out, you will see an upto-date Atari clone machine.

>Enjoy yourselves... I'm done beating this dead horse, called Atari. The

I will enjoy myself, just like I have been. And the horse is not dead. You just refused to get on and enjoy the ride. Now, you are on a different horse and I hope you enjoy yourself.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1034. Re: Need HD for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:49:56 UTC
From: ebaiz@skyenet.net
Message-ID: <EyWZ8.87$ws4.123511@newsfeed.slurp.net>
Source record: 33493

On 15 Jul 2002 16:58:34 , "Joshua Kaijankoski" wrote:
>I basically have a ton of SCSI drives and enclosures but no way of me
>hooking them up on the STE. Ideally I would like some SCSI adapter like Link
>but even a Megafile 44 would be great. Also any other HDs are fine. I don't
>care if it's 10MBs, as long as it's bigger than a 720K floppy and works on
>my STE. So Supras, Megafiles, SHs are welcome. I am aware that I could get a
>new Link 2 for 90 some bux plus shipping. Too rich for me... I am in North
>Bay, Ontario, Canada.
>
>Joshua.

Hello,

Well if you can find one, I would get a Link 2 SCSI adapter. I have seen them
for sale at computer shows like the CGE. Try contacting B&E or else Best
Electronics. I have on hooked to my STe and it works great.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1035. Re: gluestik

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:49:58 UTC
From: ebaiz@skyenet.net
Message-ID: <GyWZ8.88$ws4.123237@newsfeed.slurp.net>
Source record: 33494

On 17 Jul 2002 12:09:16 , "Lyndon Amsdon" wrote:
>Hi Martin,
>
>>Martin Tarenskeen <nospam@zonnet.nl> wrote:
>>
>>> When I run Gluestik a message tells me that it reads my STiK configuration
>>> file (if present). If this file isn't there it uses default settings, and
>>> it still works fine. At least on my system.
>>>
>>> Which makes me wonder: What settings exactly does Gluestik read and use
>>> from STiK's configuration file ? Anyone ?
>>
>>AFAIK it reads c:\stik_cfg\default.cfg. My cfg holds only these lines:
>>ALLOCMEM = 30000
>>POP_HOST = pop.pandora.be
>>POP_USERNAME = my username
>>POP_PASSWORD = my password
>>SMTP_HOST = smtp.pandora.be
>>FULLNAME = Martin Byttebier
>
>Does it read any of the RCV_WIND settings, TTL and all of those
>seettings for modems/serial port?

Hello,

From what I understand Gluestik will ignor certain setting in the cfg file
and only read& use the ones it uses. I do not have the RCV_WIND and
TTL settings, but I am using it with a cable modem.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1036. Re: Atari STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:50:01 UTC
From: ebaiz@skyenet.net
Message-ID: <JyWZ8.89$ws4.123675@newsfeed.slurp.net>
Source record: 33492

On 18 Jul 2002 18:47:17 , Walter A. Cole wrote:
>Is it possible to emulate an Atari STe on a PC soley with software?
>If it is, where on the WWW may I find it?
>
>It would help if any replies could be to me at
>
>cwacole@aol.com. I don't get to monitor this Atari site very often.
>
>I've been an ST user since 1986, but find the PC's access to the
>Internet too much easier to use.

You want to try Pacifist. It can load in the various roms from 1.0 to 2.6.

http://www.pacifist.fatal-design.com/

http://www.geocities.com/Area51/Corridor/8458/

http://members.optusnet.com.au/~atari1/
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1037. New email address

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:50:03 UTC
From: ebaiz@skyenet.net
Message-ID: <LyWZ8.90$ws4.123605@newsfeed.slurp.net>
Source record: 33495

Hello all,

I finally got my Hades hooked up to my Cable modem. It now works under MintNet and MagicNet using a NIC PCI card and Ozk's driver. By using GlueStik I can use Newsie, Cab, MyMail, aFTP, AtarIRC and AtariCQ. Popwatch was the only program I could not get to work under GlueStik, so I will be using PopGem instead.

My new email address will be edbaizjr@attbi.com. If you have me in your address book, please make this change. If you do not, no need to worry about it. My old one will work until the end of August. I feel that will be long enough for me to tell everyone about the switch. Take care...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1038. Newsie and GlueStik

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:50:06 UTC
From: ebaiz@skyenet.net
Message-ID: <OyWZ8.91$ws4.123027@newsfeed.slurp.net>
Source record: 33346

Hello,

Since I will be using a cable modem, I have started to use GlueStik. However when I try to use it with Newsie, Newsie locks up my computer when I try to access the various address books or mail boxes. I have the same problem when I try to do the same thing without having the Hades's memory split into ST and TT ram. Splitting the ram solved my Newsie problem. Now, in order to get things to work I have to install STiK instead of GlueStik. Just wondering if anyone has ideas or else experiencing the same thing.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1039. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:50:08 UTC
From: edbaizjr@attbi.com
Message-ID: <QyWZ8.92$ws4.123423@newsfeed.slurp.net>
Source record: 33347

How right you are Mark. After all the talk, he just gets a 1200. He should have got an A2000 or A3000 or A4000. A 1200 is like a Mega STe or a TT and he could have gotten one of those from the beginng. from the beginning.

On 19 Jul 2002 01:08:43 , Mark Duckworth wrote:
>Hey guy,
>
>This is an atari newsgroup. We don't know (or care much <snicker>) a whole
>lot about amigas.. Think you have the wrong group.
>
>Mark
>http://atari-source.com
>
>Jared Falvo wrote:
>
>> The display glitchiness I was seeing on our TV was because the Workbench
>> on
>> the HD is set to a resolution our TV can't display. Upon removing the HD,
>> the system took about 30 seconds to boot, but as soon as it saw that the
>> disk in the drive wasn't bootable, we got the standard (beautiful?)
>> Workbench request screen!
>>
>> Is there a way to default the software on the HD to a low resolution our
>> TV can display, kinda like a Workbench "SafeMode"?
>>
>> Jared

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1040. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 15:53:30 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0207190753.6d4f4dc@posting.google.com>
Source record: 33490
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

"Jared Falvo" <luposian@azob.quik.com> wrote in message

> So... I'll promote Amiga and insult Atarians, instead! Now THAT'S
> productive!

I think few consider any form of insults to be productive, be it in an
Atari newsgroup or an Amiga dito.

> Just remember, you brought this on yourselves...

So you plan to stick around an behave badly just because the majority
doesn't agree with you? If anything, that is sad.

> I was in your camp, TRYING to help... to bring vision and hope. You all
> dissed me.
> Now I stand for a banner other than Atari. At least you'll be dissing me
> for a good reason, now!

No reason to diss you for that, and also no reson for you to keep
posting here if the postings will not be atari related. I am certain
that the people still using their Ataris have visions too, however not
sharing yours. That is all and well, ppl need to be allowed to have
different opinions.

Regards,

Joakim

1041. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 16:35:55 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d38399b_10@news.teranews.com>
Source record: 33348
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

I think it's great you have a love of Atari computers and the will to try
and bring it back. However, the way you present it makes it the problem.
If you put as much effort into a new application or hardware design as you
do your insulting posts, we would have a AtariThree already!

Lannie

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:3d382b5e$1_1@corp.newsgroups.com...
> Ok, thanks for the advice...
>
> Oh, and great use of astericks. Maybe even better than my post!
>
> Jared
> -------------
> Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> news:y3WZ8.75$ws4.115848@newsfeed.slurp.net...
> > *Jared*, you are a *pain* in my *ass*. *Why* don't you just *bugger*
the
> > *hell* out of this *NG* and *bother* the *Amigans* in *their* *NG*. *Or*
> > better yet, *seek* some *proffesional* *help* for you *mental*
illness.
> >
> > Joshua.
> >
> > "Jared Falvo" <luposian@azob.quik.com> wrote in message
> > news:3d382785_4@corp.newsgroups.com...
> > > Aww, you're just jealous because *Amiga, Inc.* is alive and well, the
> > > *AmigaOne* is an *Amiga* computer that actually *exists* and will be
> > > *supported*, and I can find a billion *tons* of *new Amiga* software
> > *every
> > > day*...
> > >
> > > Gee, that must be a new record for me... I've NEVER put that many
> > astericks
> > > in a sentence before!
> > >
> > > Jared
> > > "It's called AmigaOne, because... Amiga WON!"
> > > ---------------
> > > Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote in message
> > > news:SpUZ8.5231$t4.13376@nntpserver.swip.net...
> > > > If you want to do something constructive, pull your hands out of
your

> > butt
> > > > and create some software. Until then, go play somewhere else.
> > > >
> > > > /Peter
> > > >
> > > >
> > >
> > >
> > >
> > >
> > > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> > > -----== Over 80,000 Newsgroups - 16 Different Servers! =-----
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> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1042. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 17:19:48 UTC
From: ve6hy <besmith@calcna.ab.ca>
Message-ID: <3D384A2D.CB98BECD@calcna.ab.ca>
Source record: 33352
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Jared Falvo wrote:
>
> Aww, you're just jealous because *Amiga, Inc.* is alive and well, the
> *AmigaOne* is an *Amiga* computer that actually *exists* and will be
> *supported*, and I can find a billion *tons* of *new Amiga* software *every
> day*...
>
> Gee, that must be a new record for me... I've NEVER put that many astericks
> in a sentence before!

If you are going to use "asterisks" -- please learn to spell the word !

The Canadian Curmudgeon (is sunny, hot, dry, Calgary)

1043. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 17:20:52 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d3846ec$1_1@corp.newsgroups.com>
Source record: 33351
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

As I've said before, I have vision, not technical talent. What people need to do is create this Coldfire whatever and present it to Infogrames with a business plan for the "New Atari". It's that simple.

I tell ya, though... Workbench 3.0 is still a nightmare and a horrible thing to look at compared to GEM. It makes BeOS seem... simple! Maybe it's the low resolution of our TV, but... I think I am quickly becoming disenchanted with the whole Amiga thing again. Hmmph!

Jared

Lannie Schafroth <lannie_schafroth@hotmail.com> wrote in message
news:3d38399b_10@news.teranews.com...
> I think it's great you have a love of Atari computers and the will to try
> and bring it back. However, the way you present it makes it the problem.
> If you put as much effort into a new application or hardware design as you
> do your insulting posts, we would have a AtariThree already!
>
> Lannie
>
> "Jared Falvo" <luposian@azob.quik.com> wrote in message
> news:3d382b5e$1_1@corp.newsgroups.com...
> > Ok, thanks for the advice...
> >
> > Oh, and great use of astericks. Maybe even better than my post!
> >
> > Jared
> > -------------
> > Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> > news:y3WZ8.75$ws4.115848@newsfeed.slurp.net...
> > > *Jared*, you are a *pain* in my *ass*. *Why* don't you just *bugger*
> the
> > > *hell* out of this *NG* and *bother* the *Amigans* in *their* *NG*.
Or
> > > better yet, *seek* some *proffesional* *help* for you *mental*
> *illness*.
> > >
> > > Joshua.
> > >
> > > "Jared Falvo" <luposian@azob.quik.com> wrote in message
> > > news:3d382785_4@corp.newsgroups.com...
> > > > Aww, you're just jealous because *Amiga, Inc.* is alive and well,
the
> > > > *AmigaOne* is an *Amiga* computer that actually *exists* and will be

> > > > *supported*, and I can find a billion *tons* of *new Amiga* software
> > > *every
> > > > day*...
> > > >
> > > > Gee, that must be a new record for me... I've NEVER put that many
> > > astericks
> > > > in a sentence before!
> > > >
> > > > Jared
> > > > "It's called AmigaOne, because... Amiga WON!"
> > > > ---------------
> > > > Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote in message
> > > > news:SpUZ8.5231$t4.13376@nntpserver.swip.net...
> > > > > If you want to do something constructive, pull your hands out of
> your
> > > butt
> > > > > and create some software. Until then, go play somewhere else.
> > > > >
> > > > > /Peter
> > > > >
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> > > >
> > > > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > > > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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> > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1044. ExtenDOS Gold / PlayMyCD

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 17:26:42 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.72abd70f.76aa4e62.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33353

Hello,

I read in your sig that you're using PlayMyCD together with Extendos
Gold. I bought this driver recently, and can't export tracks anymore
with PlayMyCD since then - the software tells me that my driver or
my unit don't allow audio extraction, though this works perfectly
under betados/Spin.
Could you please tell me if you encounter the same problem ?

Thanx in advance,

J.-Luc

1045. SCSIDRV

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 18:24:47 UTC
From: fried@achilles.net
Message-ID: <751b0ec4.0207191024.189f1973@posting.google.com>
Source record: 33355

HI THERE I have used HD driver and have always found it to be excellent. However on my CTB II Falcon, for various reasons, I am using the built-in driver "Cecile" Is there a way to get some of the features of HD driver while using another driver? I am thinking of the SCSIDRV features. Please forgive me if I am asking a dumb question!

1046. Re: Atari STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 18:26:28 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <3d38596c$0$21588$79c14f64@nan-newsreader-02.noos.net>
Source record: 33354

Hello Walter :-)

> Is it possible to emulate an Atari STe on a PC soley with software?
> If it is, where on the WWW may I find it?

Look at there:
http://music-atari.org/atari/emul/

Regards...

--
Paul CAILLET.
http://music-atari.org
http://musique.atari.org
http://music.atari.org

1047. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 19:36:07 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d38669f_4@corp.newsgroups.com>
Source record: 33356

Tarkus <karnevil9@beer.com> wrote in message
news:t4igjuccknugc1bnqbv680c3a41o2n9vf2@4ax.com...
> On Thu, 18 Jul 2002 19:32:27 -0700, "Jared Falvo" <luposian@azob.quik.com>
> wrote:
>
> >"It's called AmigaOne, because... Amiga WON!"
>
> Won what?

Amiga was born. Commodore bought them up. Amiga became a model of computers. Commodore died. Amiga lived on through several hand-me-downs. Amiga, Inc. was created. Amiga, Inc broke away and became self-sufficient. The AmigaOne is born. AmigaOS 4 is created. Amiga is alive and well.

Atari was saved by the Tramiels. 10 years later, they kill it. "Atari" (what's left of it) is handed to JTS, Hasbro, and then Infogrames, used as nothing but a name solely for marketing game titles. The Atari we all knew is but a mere whisp of it's former self. Atari is dead and buried.

Atari is dead. Amiga is alive. In all consideration, Amiga WON (AmigaOne) the lifespan war. It is alive today, whereas Atari and it's computers are nothing but has-beens.

Why call it the AmigaOne? Why not call it the Amiga G3/600? I think a little wordplay is going on and I'm onto it... :-)

Jared
"It's called AmigaOne, because... Amiga WON!"

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1048. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 19:43:48 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d38686c_2@corp.newsgroups.com>
Source record: 33357
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

> > Gee, that must be a new record for me... I've NEVER put that many
astericks
> > in a sentence before!
>
> If you are going to use "asterisks" -- please learn to spell the word !

Thank you for the correction. I sensed it wasn't quite spelled right... but
I was only off by one letter. At least I didn't spell it "assturix" or
something like that... :-)

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1049. Re: SCSIDRV

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 20:03:24 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.d8a27d06.70d84ec2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33358

Hello,

Dans le message <751b0ec4.0207191024.189f1973@posting.google.com>
Mark a ï¿½crit:
>HI THERE I have used HD driver and have always found it to be excellent. How
>ever
>on my CTB II Falcon, for various reasons, I am using the built-in
>driver "Cecile" Is there a way to get some of the features of HD driver
>while using another driver? I am thinking of the SCSIDRV features.
>Please forgive me if I am asking a dumb question!

Well, just put "SCSIDRV.PRG", from S. Engel, in your auto folder.
You can find it within GEMAR and CBHD on ftp://chapelie.rma.ac.be/
or on the author's site (sorry, I don't remember the url...).

J.-Luc

1050. Re: Amiga 1200 video weirdness!

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 20:26:15 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1027160539.17399.1@iapetus.uk.clara.net>
Source record: 33373

Hi Jared

> Thanks to Eldor's 3.1 ROMs... the A1200 is alive again! But...
>
> The video goes grey and the hard drive light flickers a bunch and then I
get
> this grey screen with a vertical black bar in the middle and a tiny grey
> graphic something at the top of the right side and part of another grey
> graphic something at the top of the other side. Both look to be going
past
> the top of the screen. There is a brief flash of green along the edges of
> the center black bar just as the HD is finishing it's thing.
>
> Any idea what I'm seeing and why it's all grey? I'm using the RCA "COMP."
> port. (*not* the RF output) hooked up to our TV's A/V Video RCA jack.

Piss off you arse bandit, this is an Atari group, the help you need will be
found in alt.buttfucking.amiga.loverz

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.377 / Virus Database: 211 - Release Date: 15/07/2002

1051. Re: Amiga 1200 video weirdness!

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 20:27:49 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1027160541.17399.2@iapetus.uk.clara.net>
Source record: 33374

Hi derryck

> >Thanks to Eldor's 3.1 ROMs... the A1200 is alive again! But...

> Jared, I don't usually react to the kind of rubbish that you've been
posting,
> but I really think that you should resign from this ATARI newsgroup and
join
> one that is more suited to your /real/ interests.

There aren't any small animal abuse sights left!!.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.377 / Virus Database: 211 - Release Date: 15/07/2002

1052. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 20:34:17 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <ah9t6funt1@news6.svr.pol.co.uk>
Source record: 33359

How about an STbook? Does anyone have one of those little beauties? I gather they're really rare - only about 1000 units shipped in Europe, and none in the States. They must be worth an absolute fortune by now.

"potts" <potts@mobiremtoreplees.com> wrote in message news:agp3iu4l8be96u6c18m8i93tdu2v6bes2d@4ax.com...
>
> Just a quick question.
>
> I have an old 2meg Stacy (20meg HD, no battery, box or manuals). It
> worked about 4 years ago when I last used it.
>
> The question is, is it worth anything?
> I tried looking on Ebay, but couldn't find anything similar.
>
> I don't want to throw it out if it's worth a few quid, but I don't
> want to waste time cleaning and mending it (if it's broken) if it's
> worth bugger all.
>
> Cheers,
> Potts.
>
> take out remtorep from the email
>

1053. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 20:49:31 UTC
From: Starlord <starlord@in>
Message-ID: <pW_Z8.596$fC1.47474745@news.inreach.com>
Source record: 33360

I don't know the number, but there where STBooks sold in the States.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

"Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
news:ah9t6funt1@news6.svr.pol.co.uk...
> How about an STbook? Does anyone have one of those little beauties? I
> gather they're really rare - only about 1000 units shipped in Europe, and
> none in the States. They must be worth an absolute fortune by now.
>
>
> "potts" <potts@mobiremtoreplees.com> wrote in message
> news:agp3iu4l8be96u6c18m8i93tdu2v6bes2d@4ax.com...
> > >
> > > Just a quick question.
> > >
> > > I have an old 2meg Stacy (20meg HD, no battery, box or manuals). It
> > > worked about 4 years ago when I last used it.
> > >
> > > The question is, is it worth anything?
> > > I tried looking on Ebay, but couldn't find anything similar.
> > >
> > > I don't want to throw it out if it's worth a few quid, but I don't
> > > want to waste time cleaning and mending it (if it's broken) if it's
> > > worth bugger all.
> > >
> > > Cheers,
> > > Potts.
> > >
> > > take out remtorep from the email
> > >
>
>

1054. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-19 20:52:14 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <ah9v67ejr1@news.vol.cz>
Source record: 33361

> If you put as much effort into a new application or hardware design as you
> do your insulting posts, we would have a AtariThree already!

There *are* already "AtariThree", maybe even AtariFive. I don't understand why some people are so excited by a new Amiga. There were several new Atari/TOS machines in the past: Medusa, Eagle, Hades, C-lab Falcon, Milan. A couple of others were completed, but unfortunatelly never produced (Milan 2, Phenix) and, of course, there was also some wapourware. How many new Amigas were there until now ? Only one (!), but this machine (Draco) was rather an strange semiprofessional graphical workstation than a real Amiga. If you look at Atari and Amiga OSes, you will see exactly the same situation. There are two modern TOS compatible OSes (one commercial, one opensource) + opensource TOS replacement (EmuTOS). All, or at least two, are still in development. How many alternative OSes are there for Amiga (I don't mean Linux or BSD) ? How many of them are opensource ? How often updated was the Amiga OS ? Once per 10 years ?

So I please Jared and others: Before you start to write some bulshit about new Amigas or Ataris, get yourself a Hades, Milan or Aranym, install an up to date version of FreeMint or MagiC a try some real applications. I hope it will return you back to reality.

Ctirad

1055. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 00:30:26 UTC
From: Oracle <Someone@home.com>
Message-ID: <Q32_8.38887$Hj3.117648@newsfeeds.bigpond.com>
Source record: 33362

you still use a heap of shit thats less powerful than a calculator let alone what your bragging about.. go stick your gutless 020 with the shitest graphics ive ever seen where the sun dont shine, and get the hell out of this group.

"Jared Falvo" <luposian@azob.quik.com> wrote in message news:3d38669f_4@corp.newsgroups.com...
> Tarkus <karnevil9@beer.com> wrote in message
> news:t4igjuccknugc1bnqbv680c3a41o2n9vf2@4ax.com...
> > On Thu, 18 Jul 2002 19:32:27 -0700, "Jared Falvo"
<luposian@azob.quik.com>
> > wrote:
> >
> > >"It's called AmigaOne, because... Amiga WON!"
> >
> > Won what?
>
> Amiga was born. Commodore bought them up. Amiga became a model of
> computers. Commodore died. Amiga lived on through several hand-me-downs.
> Amiga, Inc. was created. Amiga, Inc broke away and became
self-sufficient.
> The AmigaOne is born. AmigaOS 4 is created. Amiga is alive and well.
>
> Atari was saved by the Tramiels. 10 years later, they kill it. "Atari"
> (what's left of it) is handed to JTS, Hasbro, and then Infogrames, used as
> nothing but a name solely for marketing game titles. The Atari we all
knew
> is but a mere whisp of it's former self. Atari is dead and buried.
>
> Atari is dead. Amiga is alive. In all consideration, Amiga WON
(AmigaOne)
> the lifespan war. It is alive today, whereas Atari and it's computers are
> nothing but has-beens.
>
> Why call it the AmigaOne? Why not call it the Amiga G3/600? I think a
> little wordplay is going on and I'm onto it... :-)
>
> Jared
> "It's called AmigaOne, because... Amiga WON!"
>
>
>
>
>

> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1056. Atari Online News, Etc. #04-29

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 01:01:26 UTC
From: danap8@aol.com
Message-ID: <20020719210126.15369.00000109@mb-da.aol.com>
Source record: 33364

A-ONE #0429 07/19/02

~ Apple Shows New Stuff! ~ People Are Talking! ~ New Steem Update!
~ Gator Is Handcuffed! ~ Apple's .Mac Web! ~ Can IE Be Unseated?!
~ Apple's Jaguar Ready! ~ MSN Browser Revamped! ~ Do Re Atari Online!
~ Multimedia Windows XP ~ Atari Swap and Sale! ~ New ASMA Released!

-* HP Fires 2 For E-mail Abuse! *-
-* Hacker Software Human Rights Weapon *-
-* Hacker Group Targets Countries Who Censor *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1057. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 02:29:29 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D38CB03.B9DC24E2@rogers.com>
Source record: 33365
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Steve Sweet wrote:

>

<jareds stuff snipped>

> > I'm still surprised that anyone would fall for sinclaps line of bollox,
> but
> > Jared seems to be actually *trying* to fall for it. If he things people
> were
> > on his case before then he's really in for it if he starts impersonating
> > sinplops imaginary friend
>
> I think that Jared is one of Sinclaps alter-ego's, his Atari supporting one

Steve,

I suspected that as well for a microsecond and thought I might be paranoid,
but it did occur to me as a possibility since sinplops on occasion impersonated
both atari and amiga users over the past 10 years, including with his many
sockpuppets. I even got him in a slipup a few months ago when he said someting
about "not needing tech support for my dell" when I called him on not
participating in the mac newsgroups since he's spent the most time
impersonating a mac user.

1058. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 02:42:50 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D38CE24.13747924@rogers.com>
Source record: 33366
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Joshua,

The reason he keeps coming back is the amiga community won't have him,
especially after he put his kickstart roms in backwards and detonated his
A1200's motherboard.

Joshua Kaijankoski wrote:

> *Jared*, you are a *pain* in my *ass*. *Why* don't you just *bugger* the
> *hell* out of this *NG* and *bother* the *Amigans* in *their* *NG*. *Or*
> better yet, *seek* some *proffesional* *help* for you *mental* *illness*.
>
> Joshua.
>

<jareds rambling snipped>

1059. Walmart To Sell Linux Based Computers!

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 02:49:51 UTC
From: swampfax@atlantic.net
Message-ID: <jd4_8.125$rB.225612@news1.atlantic.net>
Source record: 33367

Hi All,
Although it's not directly Atari related, I heard Walmart is to sell
computers based on the Linux OS (non-Mocrosoft compatable). Gutsy!
John G.

1060. Re: Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 03:08:32 UTC
From: swampfax@atlantic.net
Message-ID: <Qu4_8.126$rB.226062@news1.atlantic.net>
Source record: 33368

On 16 Jul 2002 05:14:07 , "Paul Gable" wrote:
>Hello all,
>Has anyone here ever experienced any problems with the keyboard on this
>machine? I am having trouble getting all the leys to work properly. I
>have heard that you have to "shake the rust off" so to speak and
>repeatedly press the keys to get it to working again. Is this true. On a
>related subject, does anyone have a spare 7800 power supply that I could
>get?
>Paul
>

Hi Paul,
Firstly, proceed at your own risk :) For a temporary fix, (with the
unit off) pop off the cap of the key with the problem. Don't try that on
the larger keys (some are wired and it might break the plastic). Press the
plunger down and put in a drop or two of alcohol. Depress and release the
plunger several times. Let the alcohol dry and snap the key cap back on.
Works for my MegaST4.

John G.

1061. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 03:25:00 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d38d485$1_1@corp.newsgroups.com>
Source record: 33369
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Um, hello? Are *YOU* A+ Certified as a computer repair technician? I am... so let's not go there, shall we?

At the very worst, I *might* have removed and accidentally reinserted the Kickstart 3.0 ROMs starting at the front of the socket, instead of the back. But that's only because I thought the ROM was the same size as the socket. When, in actuality, the ROMs are 40 pin and the sockets are 42. I never inserted them backwards... just *possibly* at the wrong end of the socket (assuming they weren't already in the wrong end, which I tend to think they were, because I lifted the first ROM up and then reinserted it in the exact same position the other one was and simply duplicated that procedure on the second ROM).

However, I was planning on upgrading to Kickstart 3.1 ROMs anyways (which I've just done correctly, I might add!). So, the only loss is the fact that I can't sell the 3.0's, since they're, in all likelihood, as dead as the Atari scene. :-D

No, I didn't blow up the A1200 motherboard. It's working as fit as a fiddle. Now, if I can just get a mouse and a monitor for this puppy, I'll be ready to go!

Jared
"It's called AmigaOne, because... Amiga WON!"

James Alexander <james-m-alexander@rogers.com> wrote in message news:3D38CE24.13747924@rogers.com...
> Joshua,
>
> The reason he keeps coming back is the amiga community won't have him,
> especially after he put his kickstart roms in backwards and detonated his
> A1200's motherboard.
>
> Joshua Kaijankoski wrote:
>
> > *Jared*, you are a *pain* in my *ass*. *Why* don't you just *bugger* the
> > *hell* out of this *NG* and *bother* the *Amigans* in *their* *NG*. *Or*
> > better yet, *seek* some *proffesional* *help* for you *mental* *illness*.
> >
> > Joshua.
> >
>

> <jareds rambling snipped>
>

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1062. Re: Amiga 1200 video weirdness!

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 04:03:09 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207192003.2a614954@posting.google.com>
Source record: 33370

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D374CCC.2F831B5F@rogers.com>...
> Jared Falvo wrote:
>
> > Thanks to Eldor's 3.1 ROMs... the A1200 is alive again! But...
> >
> > The video goes grey and the hard drive light flickers a bunch and then I get
> > this grey screen with a vertical black bar in the middle and a tiny grey
> > graphic something at the top of the right side and part of another grey
> > graphic something at the top of the other side. Both look to be going past
> > the top of the screen. There is a brief flash of green along the edges of
> > the center black bar just as the HD is finishing it's thing.
> >
> > Any idea what I'm seeing and why it's all grey? I'm using the RCA "COMP."
> > port. (*not* the RF output) hooked up to our TV's A/V Video RCA jack.
> >
> > Jared
>
> Its probly having a fit of sincrap induced brain damages, as are you.

Oh good one...---) Did your partner 'chunks' think of that one?

1063. Re: Amiga 1200 video weirdness!

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 04:05:07 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207192005.1a8b41cb@posting.google.com>
Source record: 33371

<derryck@.NOT~THIS~cix.co.uk> wrote in message
news:<1027075368-536262AEicMi@ntlworld.com>...
> From: "Jared Falvo" <luposian@azob.quik.com>
> Date: Thu, 18 Jul 2002 15:54:30 -0700
>
> >Thanks to Eldor's 3.1 ROMs... the A1200 is alive again! But...
>
> Jared, I don't usually react to the kind of rubbish that you've been posting,
> but I really think that you should resign from this ATARI newsgroup and join
> one that is more suited to your /real/ interests.

Cop out! In other words your saying you don't know. Why don't you
just say this or remain silent. Nobody will say your dumb or an
idiot.

1064. Re: SCSIDRV

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 04:27:00 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D38E694.1060702@seimet.de>
Source record: 33372

Mark wrote:

> HI THERE I have used HD driver and have always found it to be excellent. However
> on my CTB II Falcon, for various reasons, I am using the built-in
> driver "Cecile" Is there a way to get some of the features of HD driver
> while using another driver? I am thinking of the SCSIDRV features.

I don't think that this is possible with Cecile, because Cecile does not
support the SCSI Driver protocol. Both drivers would compete for the IDE
and SCSI bus, which will most likely cause problems. Two drivers that
support the SCSI Driver, on the other hand, would not have problems to
coexist.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1065. Re: Newsie and GlueStik

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 06:09:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200207200809.a33114@wun.maus.de>
Source record: 33382

Hallo Edward!

ESBJ>However when I try to use it with Newsie, Newsie locks up my
ESBJ>computer when I try to access the various address books or mail
ESBJ>boxes.

I've had a problem with Newsie on my Milan, too: accessing ftp servers by double-clicking them in the list would crash. Marking them with the mouse and hitting return, however, would work. Perhaps you could try this.

With best regards
Ekkehard

1066. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 12:20:16 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <nCc_8.5280$t4.13492@nntpserver.swip.net>
Source record: 33375

I think there is something troll-ish about Jared. Let's ignore him shall we?

/Peter

1067. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 15:10:53 UTC
From: lp <gfa@basic.net>
Message-ID: <B95EF5BD.7EAF%gfa@basic.net>
Source record: 33376

in article nCc_8.5280$t4.13492@nntpserver.swip.net, Peter Persson at pepNOSPAM@mbox306.swipnet.se wrote on 7/20/02 8:20 AM:

> I think there is something troll-ish about Jared. Let's ignore him shall we?

Yes, or if one feel the need to reply please direct it to the advocacy group only.

Lonny Pursell

1068. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 15:25:52 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <e05c90c4.0207200725.75f31d3a@posting.google.com>
Source record: 33377
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Yes, but the main point of his message was that you are OFF TOPIC.
People should only be talking ATARI in here, not crappy AMIGA! ;-)

BUGGER OFF!

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:<3d38d485$1_1@corp.newsgroups.com>...
> Um, hello? Are *YOU* A+ Certified as a computer repair technician? I am...
> so let's not go there, shall we?

> > Joshua Kaijankoski wrote:
> >
> > > *Jared*, you are a *pain* in my *ass*. *Why* don't you just *bugger*
> the
> > > *hell* out of this *NG* and *bother* the *Amigans* in *their* *NG*. *Or*
> > > better yet, *seek* some *proffesional* *help* for you *mental*
> *illness*.

1069. Re: SCSIDRV

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 16:14:21 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207201811540.126-100000@easymint>
Source record: 33379

On 19 Jul 2002, Mark wrote:

> HI THERE I have used HD driver and have always found it to be excellent. However
> on my CTB II Falcon, for various reasons, I am using the built-in
> driver "Cecile" Is there a way to get some of the features of HD driver

Could you tell me more about those "various reasons" ?
I have never managed to get that Cecile driver working on my CT2b-Falcon.
I'm using HDDRIVER, but not all versions I tried work.

Martin Tarenskeen

1070. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 16:30:58 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d398cb8$1_3@corp.newsgroups.com>
Source record: 33380
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

James Haslam <jfhaslam@zetnet.co.uk> wrote in message
news:e05c90c4.0207200725.75f31d3a@posting.google.com...
> Yes, but the main point of his message was that you are OFF TOPIC.
> People should only be talking ATARI in here, not crappy AMIGA! ;-)

Crappy Amiga? Now, correct me if I'm wrong, but... WHICH company is STILL alive and MAKING Amiga hardware? Oh, yeah... Atari, right? Oops, I'm sorry... that should be AH-MEE-GAH! Which company is now producing NON-LEGACY hardware with a PowerPC-native OS? Oh, yeah... AH-MEE-GAH! Which company HAS a future? AH-MEE-GAH!

Off-topic, I be... yes. Crappy Amiga? No. Companies that make crappy computers don't last. Um... so far as I can tell, where is Atari now? So, guess who's covered in steer manure these days?

> BUGGER OFF!

Don't worry, I will... but people keep replying and giving me reason to reply back. If y'all would just IGNORE me, I'd have little to no reason to stick around and you could go back to whatever 101% meaningful Atarian thing it was you were doing before I came in.

I'd rather be an Atarian, but I only go where I am supported and where there is new hardware and software. Atari is dead. Atari clones are nothing but extentions of the legacy Atari started years ago. Amiga is alive. Kinda takes away the question of "Which platform do I follow?".

Jared

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1071. Atari - Jack Tramiel 10 Commandments

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 16:47:04 UTC
From: computerclassics@netscape.net
Message-ID: <2295b3fc.0207200847.383b8bcf@posting.google.com>
Source record: 33381

During Jack Tramiel's early days at Atari he brought out the ST line and surrounded it with a lot of fanfare and marketing hype. Among the most remembered hype was "The Atari Ten Commandments":

* 01. We shall create a computer that will be a landmark in the history of computers.
* 02. We shall create a computer that is as smart as the buy who buy it.
* 03. We shall create a computer that sets a new standard for speed and performance.
* 04. We shall create a computer that lets consumers choose what is right for them.
* 05. We shall create a computer that gives consumers power without the price.
* 06. We shall create a computer that is as powerful in the music studio as it is in the office.
* 07.
* 08.
* 09.
* 10.

Does anyone know if Tramiel ever finished the 10 Commandments? If so, can you tell me what 7-10 were? Thanks!

Bill G

1072. Help with Sound system

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 16:53:41 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <1027180421.1028.0@iris.uk.clara.net>
Source record: 33378

Hi all,

More or less ever since I have had this Milan I have had a
problem with the sound system.

It works perfectly most of the time and then suddenly with no
error message and with no obvious cause it stops working and there
is no more sound output.

For example. If I play sound files via Aniplayer it suddenly stops
making sound but otherwise it continues playing files as though
everything is working. The only hint of a problem comes from the
percentage indicator in the Aniplayer window which starts displaying
values like 15%, 109%, 14%, 127%, etc.

It's not just Aniplayer that is affected though, once the sound
system is broken, GEMJing is silent too. I have found that I can
usually cause the problem to appear by moving the slider in the
Aniplayer window but it also appears when using GEMJing.

The only thing that fixes the problem is a reboot which obviously
re-initialises something.

I feel that the problem is in the software between the application
and the hardware. I tried upgrading to a later version of the
MilanBlaster software but that made no difference.

I increased the amount of ST-Ram to 14Mb as I read that using less
could cause problems with the Soundblaster driver.

I am using Mint and NAES 1.2, do either of these have any affect
on the sound system?

This may be unrelated but I see on acp.atari.org that there is a new
pci-bios for the Hades is there any benefit in using this on the Milan?

All ideas gratefully received.

Regards,

Peter

PS
I have been having a lot of problems with NGs via my isp
so I am trying my back-up isp. I hope this works.

1073. Re: Help with Sound system

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 17:56:11 UTC
From: Clement.Benrabah@wanadoo.fr
Message-ID: <ahc87r$1gc$1@wanadoo.fr>
Source record: 33383

Hi,

On 20 Jul 2002 16:53:41 , Peter Slegg wrote:
>Hi all,
>
>More or less ever since I have had this Milan I have had a
>problem with the sound system.
>
>It works perfectly most of the time and then suddenly with no
>error message and with no obvious cause it stops working and there
>is no more sound output.
>
[...]
>
>The only thing that fixes the problem is a reboot which obviously
>re-initialises something.

Try this to avoid a reboot: open the Soundblaster Mixer and clic on Reset.

>I feel that the problem is in the software between the application
>and the hardware. I tried upgrading to a later version of the
>MilanBlaster software but that made no difference.

Is your Milan's motherboard up-to-date ?

Clement

1074. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 19:01:08 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0207201101.6a0f6da2@posting.google.com>
Source record: 33384

"Jared Falvo" <luposian@azob.quik.com> wrote in message news:<3d38d485
> However, I was planning on upgrading to Kickstart 3.1 ROMs anyways (which
> I've just done correctly, I might add!). So, the only loss is the fact that
> I can't> sell the 3.0's, since they're, in all likelihood, as dead as the
> Atari scene. :-D
>
> No, I didn't blow up the A1200 motherboard. It's working as fit as a
> fiddle. Now, if I can just get a mouse and a monitor for this puppy, I'll
> be ready to go!

This is after all a newsgroup for Atari computers (including all its
offspring, which to the best of my knowledge doesn't include the Amiga
range of computers)
You may of course use the computer you see fit, but wouldn't it be
more appropriate to perform Amiga talk in the Amiga forum?

Regards,

Joakim

1075. Re: Atari - Jack Tramiel 10 Commandments

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 19:19:41 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d39b444$1_2@corp.newsgroups.com>
Source record: 33385

Commandment #4 was, technically, a lie (all built-in hardware, no slots or upgradable options, until the STe/TT/Falcon030). However #5 was the motto we all lived by and loved so well. If Commandments #7-10 were never given, it's proably because Atari was on it's way out by then.... losing the battle to the Commodore Amiga, which was upgradable, even from the A1000, IIRC.

I remember reading the 10 Commandments in Compute!'s Atari ST magazine... ah, my favorite! Atari Explorer was my other favorite. STart was good too. Anyone remember the tech magazine "ST Applications" (my friend, James, once saw the magazine and thought it said "STaple Cushions" (laugh))? Ah, the good ol' days...

Not here to troll, just to offer my view as a previous Atarian.

Jared

ComputerClassics <computerclassics@netscape.net> wrote in message news:2295b3fc.0207200847.383b8bcf@posting.google.com...
> During Jack Tramiel's early days at Atari he brought out the ST line
> and surrounded it with a lot of fanfare and marketing hype. Among the
> most remembered hype was "The Atari Ten Commandments":
>
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> history of computers.
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> buy it.
> * 03. We shall create a computer that sets a new standard for
> speed and performance.
> * 04. We shall create a computer that lets consumers choose what
> is right for them.
> * 05. We shall create a computer that gives consumers power
> without the price.
> * 06. We shall create a computer that is as powerful in the music
> studio as it is in the office.
> * 07.
> * 08.
> * 09.
> * 10.
>
> Does anyone know if Tramiel ever finished the 10 Commandments? If so,
> can you tell me what 7-10 were? Thanks!
>
> Bill G

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1076. Bomb graphic

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 22:33:15 UTC
From: Bjarni Juliusson <bjju1185@student.uu.se>
Message-ID: <3D39E52B.BC6D9057@student.uu.se>
Source record: 33386

Can anyone tell me where I can get a capture of the bomb error graphic?

Thanks,
Bjarni Juliusson

1077. Re: Bomb graphic

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 22:56:05 UTC
From: John Does <sbstp8@cf.ac.uk>
Message-ID: <3D39EA85.9010306@cf.ac.uk>
Source record: 33387

Bjarni Juliusson wrote:
> Can anyone tell me where I can get a capture of the bomb error graphic?
>
> Thanks,
> Bjarni Juliusson

Why don't you ran an emulator, crash it and hit PrintScreen?

Cheers
Themis

1078. Re: Amiga 1200 video weirdness!

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 23:38:45 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D39F481.35818102@rogers.com>
Source record: 33388

Steve,

Steve Sweet wrote:

> Hi derryck
>
> > >Thanks to Eldor's 3.1 ROMs... the A1200 is alive again! But...
>
> > Jared, I don't usually react to the kind of rubbish that you've been
> posting,
> > but I really think that you should resign from this ATARI newsgroup and
> join
> > one that is more suited to your /real/ interests.
>
> There aren't any small animal abuse sights left!!.

they wont take him for being too cruel and unusual. I suggest we nominate him for iKOTM instead.

1079. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-20 23:44:28 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D39F5D7.E5C6AAD8@rogers.com>
Source record: 33389

lp wrote:

> in article nCc_8.5280$t4.13492@nntpserver.swip.net, Peter Persson at
> pepNOSPAM@mbox306.swipnet.se wrote on 7/20/02 8:20 AM:
>
> > I think there is something troll-ish about Jared. Let's ignore him shall we?
>
> Yes, or if one feel the need to reply please direct it to the advocacy group
> only.

Just kick his lame tifkas impersonating ASS out in the Street where he belongs
with the other 2 drooling idiots.

1080. Re: Bomb graphic

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 00:44:05 UTC
From: Bjarni Juliusson <bjju1185@student.uu.se>
Message-ID: <3D3A03D5.59EC8FA8@student.uu.se>
Source record: 33390

>
> Why don't you ran an emulator, crash it and hit PrintScreen?

Because I'm at school and there are no busses home in about three hours, I don't want to get and install an emulator here, I would have to figure out some good way to crash the Atari (not the emulator as you suggested), and I figured someone already did pretty much exactly that and has a nice little gif somewhere.

Bjarni

1081. Re: XTOS interview!!!

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 03:58:20 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d3a2dd3_2@corp.newsgroups.com>
Source record: 33393

Whoa! Finally some interesting details concerning the ACP!

Of course, AmigaOS 4 is still in the works... maybe released this year, maybe not. Kinda took a lot of the wind out of my sails when I got that answer from Hyperion Ent. today.

I'll be keeping a close eye on both ACP and AmigaOne's progress. Wonder which one will finish the race first? Hmm.

Not trolling, just strolling...

Jared
---

carey christenson <firest@williams-net.com> wrote in message news:1027200130-741598AEicMi@williams-net.com...
> From: carey christenson <firest@williams-net.com>
> To: <edbaizjr@attbi.com>
> Date: Sat, 20 Jul 2002 22:00:08 -0600
>
> Everyone,
> This is a translated article from STC over in
> germany. From a friend of mine in Holland. he has
> been asked by MyAtari to translate any new articles by
> STC and MyAtari to get more information out to the
> English speaking Atari users. We as Atari users
> really need to band together and avoid this guy Jared.
> The only way Atari computers will ever survive is
> through Atari clones. So support the XTOS movement as
> well as ATSF!!!!
>
> Thanks,
>
>
>
> >>Hello Carey,
> >>Here the definate translation of the report on the
> xtos meeting in
> Dresden, which,
> >as
> >>a full blood Atarian will make your heart beat go
> faster too, no doubt
> >about
> >>it.
> I'll send the xtos interview too in a week or so.
> I have sent a copy to Lance too.

>
> Cheers
> Dan
>
> >>
> >>COLDFIRE TALK
> >>
> >>In the last issue of STC we mentioned the first
> official xtos meeting of
> >>renowned persons in the Atari scene in Dresden. Hard-
>
> and software
> >>developpers as well as planners joined at the round
> table to give Atari a
> >>new future. The results, goals and plans concerning
> the new Coldfire Atari
> >>are revealed in the following interview between
> Thomas Raukamp and Oliver
> >>Kootschi, the new leader of the project :
> >>
> >>TR :
> >>Oliver, the first xtos meeting is a fact now. Now, a
> few weeks later,how
> >are
> >>your feelings concerning the Coldfire project ?
> >>
> >>OK :
> >>Our meeting in Dresden was for me and the oither
> participants a great
> >>experience. It is very impressive when 20 Atari
> enthusiasts from different
> >>parts of Germany and other countries meet e.o. to
> participate in the
> future
> >>of the Atari system and decide to work together. But
> the most important
> for
> >>me was that we managed to create amongst the
> developpers the spirit to
> make
> >>possible a big project like this one without the
> help of a big supporting
> >>company.
> >>
> >>TR :
> >>Up till now you were not the coordinator of this
> project. How come that
> you
> >>are now the leader ?
> >>

> >>OK :
> >>
> >>Since autumn 2001 I have been in close contact with
> Ulrich Goessel and
> >Fredi
> >>Ascwanden concerning the Coldfire project. When we
> met the first time at
> >the
> >>Atari Expo in Koln it was clear that I would
> participate in the
> >developpment
> >>of the CFcomputer You can imagine that bit by bit I
> became the
> coordinator,
> >>not in the last place because I was so busy with the
> Deesse card and have
> >>many contacts with many Atari developpers.
> >>What also played a role was my warm relationship
> with Milan and the Falke
> >>Verlag (STC), to you and Ali Goukasian, without
> these contacts a
> >>cooperation with xtos would not have been so
> natural. For the CF project
> >>this means a great advantage. We (xtos) and Milan
> cannot afford anymore
> >>hostilities, we should work together to realize this
> project.
> >>
> >>TR :
> >>In which way is you company "Frontier Systems"
> involved in the xtos
> project
> >>?
> >>
> >>OK :
> >>Frontier was started to make a sort of platform
> where all interested
> >>developpers could be united in the developpment of
> the Deesse card. Then
> >>Frontier acquired the rights to sell the Eclipse in
> Germany. Later we
> >became
> >>acquainted with the CF project because of the plans
> to integrate the
> Deesse
> >>in the Coldfire. Now this project has absolute
> priority for us and in the
> >>future it it very obvious that we might become the
> platform for the
> >>distribution in Germany for the CF Atari.

> >>
> >>TR :
> >>In which stage is the CF project at present ?
> >>
> >>OK :
> >> Now we are in the final stage of planning of the
> hardware. We have to
> test
> >>in detail if all the planned features are feasable.
> This is the most
> >>important phase because we have decide in detail
> about every piece of
> >hardware we intend to use, any change in plans in a
> later phase would mean
> a
> >lot of extra work which we want to prevent at any
> costs. In this actual
> >planning phase we can still make decisions on
> changing this or that chip,
> >feature etc.
> >
> >TR :
> >Up till now this project was an idea of Medusa
> Systems, who has in the
> past
> >realized the Hades and Medusa clones. Now the project
> is a joint project.
> >How and why did you decide to work together ?
> >
> >OK :
> >In my opinion this sharing of tasks is absolutely
> necessary because a small
> >company like Medusa Systems could never cope with
> such a big project. It
> not
> >only involves hardware, but also software. In the
> past hardware developpers
> >made great hardware, but then on the software side it
> showed up there was
> >not enough developpment for the macine. It was always
> "hardware top -
> >software flop". It was immediately clear to Fredi and
> I that we could only
> >realize this huge undertaking by means of a joint
> task force of different
> >companies. We then decided that I would care for the
> coordination of all
> non
> >hardware aspects of the project. Fredi knows from his
> own experience the

> >great amount of work it takes to make an Atari
> compatible computer and this
> >joint effort is the best chance to ensure future
> succes for Atari based
> >systems.
> >This is a unique joint effort made by people on a
> voluntary, non profit
> base
> >without an anonymous company making sharp
> calculations to ensure maximum
> >profit.
> >After Fredi and I came to these conclusions, as a
> next step we have
> >contacted Atari hard- and software developpers and
> have organised this
> >meeting in Dresden.
> >
> >TR :
> >Who has decided on the assignment of the different
> tasks ?
> >
> >OK :
> >This assignment, which you can read on our website is
> the result of the
> >developper meeting in Dresden, it came spontaneously
> and on a voluntary
> >base. In the first place it depends on the individual
> talents of the people
> >working on the project. It is not fixed though, it
> can change any moment.
> >The project is open, any new, interested developper
> can join in the team
> at
> >any moment, we welcome everyone who wants to help,
> there is much to do,
> >consider for exemple the developpment of new drivers
> for PCI cards !
> >
> >TR :
> >In which way is Medusa Systems involved ?
> >
> >OK :
> >Medusa, Fredi's company, is responsible for the
> developpment and
> >construction of the hardware, incl my Deesse (DSP)
> card. All the others
> work
> >mainly on the adaption and development of the OS and
> on new software for
> the

> >Coldfire Atari.
> >
> >TR :
> >How does the Atari world react to the plans ?
> >
> >OK :
> >The Atari world is divided in several groups which
> make it difficult to
> give
> >a judgement about that. Anyhow I see a very positive
> attitude, especially
> >from the developpers side. You can clearly sense that
> there is a certain
> >nervous tension in the air, everyone would like to
> have the new computer on
> >his desk right now.
> >The normal Atari user is more sceptical which is not
> surprising due to the
> >failed project of the last 5 years As long as we have
> no real and working
> >computer, there will always be doubts but you can
> sense a positive
> >attitude.here too.
> >From musicians I got many questions about the Midi
> and sound possibilities
> >of the new computer. Users want an up to date machine
> regarding these
> >features. I can imagine this all too well, I use my
> Falcon for years
> already
> >for music and I am constantely confronted with the
> restrictions of this-
> >compared to actual standards- old computer when I
> manipulate souns files
> >with Cubase Audio. To this group we give a clear
> signal : the new Coldfire
> >computer will have midi I/O and a very powerfull DSP.
> We will create for
> >musicians a machine with great possibilities !
> >
> >TR :
> >Some confusion arised about the name "Atlantos". IMO
> this is not the right
> >name because according to the legend this city
> disappeared with man and
> >mouse into the sea. We haven't heard this name
> mentionned anymore since
> some
> >time.
> >

> >OK :
> >You are absolutely right, the launch of this name 2
> days before the Dresden
> >meeting was not a wise thing. A definitive name will
> be given after a
> voting
> >between the developperes involved. In the mean time
> we will speak of the
> >Atari Coldfire Project. At the meeting we have
> discussed about the name of
> >the new computer but decided to postpone this issue.
> >
> >TR: I get the impression that the project is going
> into 2 separate
> >directions : there are two different websites with
> different news : the
> >xtos.de site and the Atari Coldfire site...
> >
> >OK :
> >This is due to the fact that the developpment of the
> Atari Coldfire
> Project
> >(ACP) and the cooperation with Atari developpers has
> grown enormously over
> >the past few months and and now has grown into a
> common project. This is
> why
> >we had to create a new common website. The webpages
> of xtos are now
> >excusivly devoted to the new Atari Software
> Foundation created by Ulrich
> >Gossel , the Coldfire Project site is devoted to our
> common ACP.
> >
> >TR :
> >Let's talk technics now.
> >When it was anounced that the Coldfire would be the
> new CPU for the new
> >Atari system, there were several doubts and
> contradictions. Rodolphe Czuba
> >for exemple claimed that the Coldfire would not be
> fit for an Atari clone
> >because of compatibility problems. Meanwhile you
> stayed with the Coldfire
> as
> >CPU. Are there new insights regarding to the
> compatibility ?
> >
> >OK:
> >Compatibility was an issue during the conference of

> course. But it became
> >clear very quickly during the discussion that for a
> real Atari successor we
> >have no other choice than to opt for the modertn
> Coldfire series. With the
> >release of the Coldfire V4e there will be no more
> major compatibility
> >problems with the 68K generation anymore. It is clear
> though, that the
> >Coldfire isn't 100% compatible to the 68k series but
> should that be a point
> >not to proceed ? If we kept on trying to be always
> compatible to older
> >standards there would never be a movement towards
> new hardware, it would
> >restrict us. This also counts for software. It can't
> be denied that
> Motorola
> >claims the Coldfire to be the official 68k successor
> and sells it as such.
> >In the Coldfire Routmap future generations of
> Coldfire cores are planned
> >which ensures that this CPU has a future .
> >The most important is that we all agree about the use
> of the Coldfire, For
> >us it is the only logic and possible way the Atari
> hardware should go.
> >
> >TR :
> >What about the availability of the Coldfire V4e
> >
> >OK :
> >According to Motorola the Coldfire V4e should be
> available in the course of
> >this year. A meeting of Fredi Aschwanden with
> Motorola is planned this
> month
> >and we hope to get futher info from them about the
> dates.
> >
> >TR
> Will it be possible to swap the processor, for the V4e
> ? (Because the
> Coldfire V4e is not yet available, Fredi Aschwanden is
> using the Coldfire
> 5407 and replace it by the V4e later)
> ?
>
> OK :
> Yes, just like on the bplan PPC board, it will be

> possible on the xtos board
> to replace the processor by the stronger V4e. We
> designed a special socket
> to make this possible via plug and play, without
> soldering. With regard to
> the Coldfire V4e and it's future generations (see road
> map Coldfire on
> Motorola site) this has enormous advantages, you will
> only have to swap one
> processor for a newer, faster model, without having to
> buy a new board as is
> the habit with all known computers nowadays. Another
> advantage is that,
> without much development, we can react rapidly to new
> features which
> Motorola will integrate in the Coldfires like
> ethernet, USB etc and be able
> to use this in a simple way. When we would integrate
> the processor on the
> mainboard, this would be impossible.
>
> TR :
> It is quite a while since Motorola announced the V4e,
> are the specs still
> the same ?
>
> OK :
> Yes, a speed between 225 Mhz and 333 Mhz depending on
> the manner of
> production (20 or 13 micron)
>
> TR :
> Another remarkable feature of the Coldfire Atari is
> the lack of AGP port for
> fast graphic card. What is the reason for this ?
>
> OK :
> A perfect integration of graphics in the CA is one of
> our greatest concerns.
> Over the past weeks we have invested much time in
> figuring out the best
> solutions and we are in close contact with several
> graphic chip producers. I
> cannot yet give you the definite solution yet. On one
> hand we need a fast
> and modern graphic chip, on the other hand it has to
> be available for a long
> period. And : the best chip is of no use for us if we
> don't get optimal
> development support of the chip producers. It is this

> support that nowadays
> creates big problems for projects like ours because
> the producers are not
> very keen on giving documentation about their products
> and are even more
> reluctant to pass on to others the 3D functions of the
> chips.
> Nevertheless we have archieved great results, thanks
> Norman Feske, Markus
> Fichtenbauer and Leon O'Reilly, who have relentlesly
> tried to persuade the
> graphic chip producers to cooperate.
> If we have to choose for AGP or the PCI variant,
> depends on our continuing
> negotiations with these producers.
>
> TR :
> Is the Radeon chip from ATI being considered ?
>
> OK :
> Indeed the integration of graphics via AGP slot seems
> the best solution to
> us at the moment. Nevertheless the PCI variant is
> another option if our
> first tests with AGP are unsuccesfull. The choice of
> graphicchip and the
> quality of it's drivers is much more important for
> optimal performance than
> the choice between AGP or PCI : and as I mentionned
> before, we have had
> frequent contact with the producers, to be able to
> make the best choice. We
> have the choice between chips from nvidia, ATI and
> Matrox. Because all of
> them have nearly equal 2D performance, we will choose
> the one that allows
> for the best integration in the Coldfire System and
> has the best
> documentation available. At the moment it seems that
> the G450 from Matrox
> has the best chances.
>
> TR :
> How about the 3D support of the chip ? Projects for
> porting the Open GL
> standard haven't been completed unfortunately...
>
> OK :
> Standard 3D support would indeed be a novum on the
> Atari platform and it

> would boost considerably the objective and subjective
> system performance,
> particularly for the all important multi media
> programms nowadays. We are
> very pleased that for this important area we managed
> to get support from
> Leon O'Reilly, who will make the complete 3D graphic
> chip driver development
> for the CA. Leon has gained much experience in 3D
> programming of modern
> graphic chips in his job as a developper in the
> software company Bullfrog.
> He also worked on the 3D graphic-engine of Quake3 and
> in Playstation2 games
> like the Formel-1-simulator F1.
>
> TR :
> You mentioned that the integration of AGP is a
> problem. Is there not a
> danger that soon there will be no more graphic cards
> available for the CA if
> you have to drop AGP ?
>
> OK :
> We are aware of this and that is why we lay a great
> importance on the
> carefull choice of the sort of integration of graphics
> and the graphic chip.
> The final solution is not made yet because we are
> still in the process of
> evaluating the different possibilities.
>
> TR :
> Which advantages does the integration of the graphic
> chip on the motherboard
> have in your view ?
>
> OK :
> The onboard solution, which we have also discussed
> during the meeting,
> surely has some advantages : it is compact and
> programmer-friendly.
> Disadvantages are the considerable extra amount of
> work on the hardware
> developpment side and the extra time and costs arising
> from that, because no
> chip designer will give documentation for such an
> integration : this means
> we would have to make all the graphic hardware
> ourselves. This couldn't be

> realized for the first CA and wouldn't be of any
> benefit. The choice for an
> external grapics integration doesn't mean that we have
> to renounce a variant
> with an onboard solution in the future...
>
> TR :
> Concerning SOUND, the Coldfire Atari is going to set
> new standards, Falcon
> owners can once again rejoice in a real succesor. Will
> the the integration
> of the Deesse DSP card be onboard or as a PCI card ?
> What would the
> advantages and disadvantages be for both cases ?
>
> OK :
> We have chosen to integrate the Deesse as a PCI card.
> The only advantage of
> an onboard solution would be that we could guarantee
> the programmers that
> they would find a DSP in the system, just like in the
> Falcon (??). This
> advantage looses it's meaning quickly because we will
> integrate the Deesse
> in the system as well as from the hardware side as the
> software side. Every
> Coldfire computer will have, standard, a Deesse DSP
> card. From the software
> point of view it is our definite goal to integrate the
> DSP as a standard,
> fixed hardware component in the Operating System,
> sothat the programmers can
> rely, just as is the case with the Falcon, on a DSP.
> Besides that the PCI variant gives us much greater
> advantages : the user
> will have the possibility to add a faster card with
> multiple DPS's if he
> needs them, without having to buy a new CA successor.
> Because of this we
> have designed the drivers to cope with more DSP's even
> though the standard
> CA will have one DSP. In this way programms will be
> able to take advantage
> immediately from the extra DSP's !
>
> TR :
> How about the development of the Deesse card ?
> Unfortunately Hades and Milan
> owners can't buy the card yet...
>

> OK :
> With respect to the Coldfire project the Deesse
> development got a new
> meaning for us. For our team it is very important that
> we coordinate the
> development of both projects. The continuing Deesse
> development has now the
> goal to support the Coldfire Atari and to make
> exploite fully the DSP in
> combination with the CF CPU via adapted programms.
> Mariusz Buras has worked
> hard on the Deesse PCI integration over the past
> months and we were able to
> test a finished version during our meeting in Dresden.
> We could also solve
> our last lay-out problems with the help of Fredi
> Aschwanden and Elmar
> Hilgart could now order extra Deesse cards from our
> chipcard manufacturer.
>
> TR :
>
> There was some discussion on the developpers meeting
> about the integration
> of a diskdrive. You know my point of view : we should
> abandon this fosile
> and turn to cdrom and cdwriter, just as Apple does.
> What was the reason for
> the integration of a diskdrive in the Coldfire
> computer ?
>
> OK :
> I agree, a diskdrive is a fossile nowadays. The only
> reason for integration
> would be if a necessary chip on the mainboard would
> have the possibility for
> support anyhow. (if that chip, besides other important
> functions would also
> have a diskdrive supporting possibility, why not
> integrate it ?). Anyhow, we
> agreed that we will not offer at all costs such a
> device. It will be left to
> the user to decide if he wants to install one. The
> role of the ancient
> diskdrive will be taken over by the cdrw in the new
> computer.
>
> TR :
> Things like LS 120 and ED will not be considered ?
>

> OK :
> They have never been considered. These are formats
> that would bring no
> advantages.
>
> TR :
> Concerning USB 1.0 and 2.0. You want to integrate both
> standards. Isn't USB
> 2.0 enough, or isn't this standard backward compatible
> ?
>
> OK :
> USB 2.0 is backwards compatible so it's integration
> would support a complete
> set of USB peripherals.
>
> TR :
> Does the Coldfire support both standards ?
>
> OK :
> No, the Coldfire V4e supports only USB 1.0. This is
> designed for slow
> peripherals like mouse, keyboard, printer etc. We
> should realize that USB
> 1.0 is integrated in the V4e, the support is on the
> chip itself, a sort of
> extra without costs for us. A USB 2.0 support could be
> realized through an
> extra USB chip on the motherboard, but we decided to
> do it via an external
> PCI card.
>
> TR :
> Talking about USB we come to the driver programming.
> Of what use is USB
> integration if there are no drivers for USB
> peripherals ?b How could the
> problem be solved ?
>
> OK :
> You are right. The experience with clones like the
> Hades and Milan has shown
> a lack of support for modern standards. There was a
> lack of PCI driver
> development. There were nearly no drivers and if there
> was one then it was
> commercial and often not matured. To prevent going
> through the same
> experience with the new Coldfire Atari, we have
> already invested a lot of

> work into the future driver development. But the most
> important part has
> begun on the developpers meeting in Dresden : the
> start of the development
> in a joint project, without the support of a team of
> developpers this
> project cannot be realized.
>
> TR :
> Why do you connect the mouse and keyboard via the PS/2
> standard ? Wouldn't a
> connection via USB make more sense ?
>
> OK :
> USB is a new field for Atari development We cannot
> expect a perfect USB
> support immediately so it's logic to rely on the
> unproblematic integration
> via PS/2 in the system
>
> TR :
> The question arises here on which level the USB
> drivers will be integrated.
> If you want to configure at low level, then USB
> drivers should be present in
> the kernel. This is also true for connecting mouse and
> keyboard.
>
> OK :
> On the long term the goal is to integrate the USB
> drivers in the system. It
> should be clear that we cannot catch up with the new
> modern standards
> immediately, the development in the Atari world has
> come to a stand still
> over the last few years. We are doing our utmost to
> catch up, and this gets
> a new impulse with the arrival of a new promising
> Atari system like the
> Coldfire Atari.
>
> TR :
> You are not integrating FireWire in the system ?
>
> OK :
> USB 2.0 is a perfect substitute for FireWire.
> Development and integration of
> both would mean a waste of ressources which we cannot
> afford in this stage
> of development. We are not opposed to a support of

> FireWire via a PCI card
> solution. A PCI integration would be a better choice
> anyway because FireWire
> peripherals are not so common and much more expensive
> than USB gear. It
> should be clear that every extra integration during
> the initial development
> phase of the CA will drive up the price and postpone
> the date of release.
>
> TR :
> Traditionally, the Atari world is divided into MagiC
> and MiNT supporters.
> Which road is the Coldfire Atari going to follow ?
>
> OK :
> We will choose for the only usefull and possible way :
> using TOS and MiNT we
> will have a modern OS, which will be able to load
> MagiC on demand.
>
> TR :
> What are the pro's and cons for MiNT, MagiC ?
>
> OK :
> Besides the problematic installation of MiNT, MagiC
> has no more advantages
> for me. If you consider the fact that we will pre-
> install the OS in the CA
> in Flash ROM, and that the user will not have anything
> to do with it's
> installation, the argument : difficult installation of
> MiNT, loses it's
> meaning.
> MiNT gives us innumerable advantages in comparison to
> the commercial, closed
> MagiC system. Right now, thanks to MiNT, we can use a
> great amount of
> software from the Linux world, also a port of an
> actual browser would give
> much problems with the new hardware. The most
> important point and advantage
> remains the possibility of future development of the
> OS, with MagiC this
> remains unsecure.
>
> TR :
> What about TOS ? Which version will be used ?
>
> OK :

> In cooperation with Milan Computersystems we will be
> able to use the actual
> Milan TOS, (that means the new developped Milan TOS
> for the Milan II) as the
> OS for the CA. (Milan has the rights to develop
> TOS)This means a great
> profit for our project because we can use a well
> documented and a debugged,
> clean version.
>
> TR :
> Interesting for longtime Atari users is the
> compatibility of the new
> computer to old programms. This is always a critical
> issue, because new
> systems have to cut old ways. How will you maintain
> compatibility to older
> programms ?
>
> OK :
> I think the old days are over. If you still want to
> run ST prg's from 89 you
> should keep your ST, Falcon, MegaSTE and TT on your
> desk next to the new CA.
> Between the old Atari's many prg's are incompatible
> too. Striving for
> maximal compatibility should not hinder development.
> Who needs the antique
> low grafic modes of the ST nowadays ?
> At the developpers meeting we agreed : whith the new
> Coldfire computer we
> will have no probs to port an actual Atari Emulator
> natively. Then most of
> the oldest unclean ST games will run on the new
> computer. Result : finally
> we will end up with the most compatiblke Atari
> computer ever !
>
> TR :
> A deception for the Atari users was the price of the
> new computer : 1000
> euro (=1000 $$ now !!) only for the motherboard.
> Several people pointed out
> that the price for the new Amiga One G3 would only be
> 600 euro. What is your
> reaction to this ?
>
> OK :
> Of course, we could also have promised a price of 600
> euro. But why should

> we be unrealistic about the price ? In that case the
> Coldfire project would
> have died immediately after the release, because we
> would be bankrupt. To
> understand the price of 1000 euro, you should know the
> problematic situation
> of our platform in todays world. The market is too
> small for mass production
> of a CA. Our first goal is to provide a new system the
> still active existing
> Atari users. and to bring the system to the actual
> standards. Only then we
> can start to open new markets for the CA and to awake
> interest among new
> potential users.
> It should be clear that everyone involved in this
> project works on a purely
> idealistic basis, nobody earns a cent and the sales
> will only cover the
> expenses made. It is unrealtic to believe we could
> simply and rapidly make
> the PC world happy with our system and become rich.
> Before we can even start
> thinking about this we should do our homework and
> bring our system to actual
> standards.
>
> TR :
> Do you intend to sell only motherboards so that users
> and sellers can build
> their own systems or do you also intend to sell a
> complete system including
> drives, mice, keyboards etc...?
>
> OK :
> A complete system at this stage of developpment is not
> our main goal, but we
> are sure that we will also offer a complete system.
> This is due to the many
> suggestions and ideas from the Atari users on the
> newsgroups and forums on
> the internet, who have contributed to this theme with
> many constructive and
> remarkable ideas. I am also convinced of providing a
> complete system with
> certain unique Atari looks, contrasting to the mass
> products of the PC
> world. But before this can be realized, a lot of work
> has to be done.
>

> TR :
> How much RAM will the standard system have ? And which
> kind of RAM ?
>
> OK :
> At least 256 Mb SD-RAM. We will adapt our final RAM
> amount to the actual
> standards, so that we obtain the
> bestprice/performance.
>
> TR :
> The hardware specs are almost fixed, the developpers
> have been found. When
> can we expect the new computer ?
>
> OK :
> All of us would like to have it right now on our
> desks. But this can't be
> done overnight, everybody can understand that. We work
> on this project with
> all our energy so that we can release the computer as
> soon as possible, and
> I personally hope to release the CA before X-Mas this
> year. This is my
> personal view, we should not forget that we work in a
> team and depend on
> e.o., it is impossible to give a fixed date yet, that
> would be unfair to the
> rest of the team.
>
> TR :
> Oliver, thank for this interesting interview.
>
>
> Carey Christenson
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> Coming CT60 with a 68060 running at 72 mhz.
> Eclipse with 4 meg ATI Graphic Card
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.3 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 8x4x20x Smart and Friendly CD-Burner
> 56K CNET modem

> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
> 5.1 Surround Sound System
>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 210 meg Quantum Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor
>

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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1082. XTOS interview!!!

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 04:17:10 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1027200130-741598AEicMi@williams-net.com>
Source record: 33391

From: carey christenson <firest@williams-net.com>
To: <edbaizjr@attbi.com>
Date: Sat, 20 Jul 2002 22:00:08 -0600

Everyone,
This is a translated article from STC over in
germany. From a friend of mine in Holland. he has
been asked by MyAtari to translate any new articles by
STC and MyAtari to get more information out to the
English speaking Atari users. We as Atari users
really need to band together and avoid this guy Jared.
The only way Atari computers will ever survive is
through Atari clones. So support the XTOS movement as
well as ATSF!!!!

Thanks,

>>Hello Carey,
>>Here the definate translation of the report on the
xtos meeting in
Dresden, which,
>as
>>a full blood Atarian will make your heart beat go
faster too, no doubt
>about
>>it.
I'll send the xtos interview too in a week or so.
I have sent a copy to Lance too.

Cheers
Dan

>>
>>COLDFIRE TALK
>>
>>In the last issue of STC we mentioned the first
official xtos meeting of
>>renowned persons in the Atari scene in Dresden. Hard-

and software
>>developpers as well as planners joined at the round
table to give Atari a
>>new future. The results, goals and plans concerning
the new Coldfire Atari
>>are revealed in the following interview between
Thomas Raukamp and Oliver

>>Kootschi, the new leader of the project :
>>
>>TR :
>>Oliver, the first xtos meeting is a fact now. Now, a
few weeks later,how
>are
>>your feelings concerning the Coldfire project ?
>>
>>OK :
>>Our meeting in Dresden was for me and the oither
participants a great
>>experience. It is very impressive when 20 Atari
enthusiasts from different
>>parts of Germany and other countries meet e.o. to
participate in the
future
>>of the Atari system and decide to work together. But
the most important
for
>>me was that we managed to create amongst the
developpers the spirit to
make
>>possible a big project like this one without the
help of a big supporting
>>company.
>>
>>TR :
>>Up till now you were not the coordinator of this
project. How come that
you
>>are now the leader ?
>>
>>OK :
>>
>>Since autumn 2001 I have been in close contact with
Ulrich Goessel and
>Fredi
>>Ascwanden concerning the Coldfire project. When we
met the first time at
>the
>>Atari Expo in Koln it was clear that I would
participate in the
>developpment
>>of the CFcomputer You can imagine that bit by bit I
became the
coordinator,
>>not in the last place because I was so busy with the
Deesse card and have
>>many contacts with many Atari developpers.
>>What also played a role was my warm relationship

with Milan and the Falke
>>Verlag (STC), to you and Ali Goukasian, without
these contacts a
>>cooperation with xtos would not have been so
natural. For the CF project
>>this means a great advantage. We (xtos) and Milan
cannot afford anymore
>>hostilities, we should work together to realize this
project.
>>
>>TR :
>>In which way is you company "Frontier Systems"
involved in the xtos
project
>>?
>>
>>OK :
>>Frontier was started to make a sort of platform
where all interested
>>developpers could be united in the developpment of
the Deesse card. Then
>>Frontier acquired the rights to sell the Eclipse in
Germany. Later we
>became
>>acquainted with the CF project because of the plans
to integrate the
Deesse
>>in the Coldfire. Now this project has absolute
priority for us and in the
>>future it it very obvious that we might become the
platform for the
>>distribution in Germany for the CF Atari.
>>
>>TR :
>>In which stage is the CF project at present ?
>>
>>OK :
>> Now we are in the final stage of planning of the
hardware. We have to
test
>>in detail if all the planned features are feasable.
This is the most
>>important phase because we have decide in detail
about every piece of
>hardware we intend to use, any change in plans in a
later phase would mean
a
>lot of extra work which we want to prevent at any
costs. In this actual
>planning phase we can still make decisions on

changing this or that chip,
>feature etc.
>
>TR :
>Up till now this project was an idea of Medusa
Systems, who has in the
past
>realized the Hades and Medusa clones. Now the project
is a joint project.
>How and why did you decide to work together ?
>
>OK :
>In my opinion this sharing of tasks is absolutely
necessary because a small
>company like Medusa Systems could never cope with
such a big project. It
not
>only involves hardware, but also software. In the
past hardware developpers
>made great hardware, but then on the software side it
showed up there was
>not enough developpment for the macine. It was always
"hardware top -
>software flop". It was immediately clear to Fredi and
I that we could only
>realize this huge undertaking by means of a joint
task force of different
>companies. We then decided that I would care for the
coordination of all
non
>hardware aspects of the project. Fredi knows from his
own experience the
>great amount of work it takes to make an Atari
compatible computer and this
>joint effort is the best chance to ensure future
succes for Atari based
>systems.
>This is a unique joint effort made by people on a
voluntary, non profit
base
>without an anonymous company making sharp
calculations to ensure maximum
>profit.
>After Fredi and I came to these conclusions, as a
next step we have
>contacted Atari hard- and software developpers and
have organised this
>meeting in Dresden.
>
>TR :

>Who has decided on the assignment of the different
tasks ?
>
>OK :
>This assignment, which you can read on our website is
the result of the
>developper meeting in Dresden, it came spontaneously
and on a voluntary
>base. In the first place it depends on the individual
talents of the people
>working on the project. It is not fixed though, it
can change any moment.
>The project is open, any new, interested developper
can join in the team
at
>any moment, we welcome everyone who wants to help,
there is much to do,
>consider for exemple the developpment of new drivers
for PCI cards !
>
>TR :
>In which way is Medusa Systems involved ?
>
>OK :
>Medusa, Fredi's company, is responsible for the
developpment and
>construction of the hardware, incl my Deesse (DSP)
card. All the others
work
>mainly on the adaption and development of the OS and
on new software for
the
>Coldfire Atari.
>
>TR :
>How does the Atari world react to the plans ?
>
>OK :
>The Atari world is divided in several groups which
make it difficult to
give
>a judgement about that. Anyhow I see a very positive
attitude, especially
>from the developpers side. You can clearly sense that
there is a certain
>nervous tension in the air, everyone would like to
have the new computer on
>his desk right now.
>The normal Atari user is more sceptical which is not
surprising due to the

>failed project of the last 5 years As long as we have
no real and working
>computer, there will always be doubts but you can
sense a positive
>attitude.here too.
>From musicians I got many questions about the Midi
and sound possibilities
>of the new computer. Users want an up to date machine
regarding these
>features. I can imagine this all too well, I use my
Falcon for years
already
>for music and I am constantely confronted with the
restrictions of this-
>compared to actual standards- old computer when I
manipulate souns files
>with Cubase Audio. To this group we give a clear
signal : the new Coldfire
>computer will have midi I/O and a very powerfull DSP.
We will create for
>musicians a machine with great possibilities !
>
>TR :
>Some confusion arised about the name "Atlantos". IMO
this is not the right
>name because according to the legend this city
disappeared with man and
>mouse into the sea. We haven't heard this name
mentionned anymore since
some
>time.
>
>OK :
>You are absolutely right, the launch of this name 2
days before the Dresden
>meeting was not a wise thing. A definitive name will
be given after a
voting
>between the developperes involved. In the mean time
we will speak of the
>Atari Coldfire Project. At the meeting we have
discussed about the name of
>the new computer but decided to postpone this issue.
>
>TR: I get the impression that the project is going
into 2 separate
>directions : there are two different websites with
different news : the
>xtos.de site and the Atari Coldfire site...
>

>OK :
>This is due to the fact that the developpment of the
Atari Coldfire
Project
>(ACP) and the cooperation with Atari developpers has
grown enormously over
>the past few months and and now has grown into a
common project. This is
why
>we had to create a new common website. The webpages
of xtos are now
>excusivly devoted to the new Atari Software
Foundation created by Ulrich
>Gossel , the Coldfire Project site is devoted to our
common ACP.
>
>TR :
>Let's talk technics now.
>When it was anounced that the Coldfire would be the
new CPU for the new
>Atari system, there were several doubts and
contradictions. Rodolphe Czuba
>for exemple claimed that the Coldfire would not be
fit for an Atari clone
>because of compatibility problems. Meanwhile you
stayed with the Coldfire
as
>CPU. Are there new insights regarding to the
compatibility ?
>
>OK:
>Compatibility was an issue during the conference of
course. But it became
>clear very quickly during the discussion that for a
real Atari successor we
>have no other choice than to opt for the modertn
Coldfire series. With the
>release of the Coldfire V4e there will be no more
major compatibility
>problems with the 68K generation anymore. It is clear
though, that the
>Coldfire isn't 100% compatible to the 68k series but
should that be a point
>not to proceed ? If we kept on trying to be always
compatible to older
>standards there would never be a movement towards
new hardware, it would
>restrict us. This also counts for software. It can't
be denied that
Motorola

>claims the Coldfire to be the official 68k successor
and sells it as such.
>In the Coldfire Routmap future generations of
Coldfire cores are planned
>which ensures that this CPU has a future .
>The most important is that we all agree about the use
of the Coldfire, For
>us it is the only logic and possible way the Atari
hardware should go.
>
>TR :
>What about the availability of the Coldfire V4e
>
>OK :
>According to Motorola the Coldfire V4e should be
available in the course of
>this year. A meeting of Fredi Aschwanden with
Motorola is planned this
month
>and we hope to get futher info from them about the
dates.
>
>TR
Will it be possible to swap the processor, for the V4e
? (Because the
Coldfire V4e is not yet available, Fredi Aschwanden is
using the Coldfire
5407 and replace it by the V4e later)
?

OK :
Yes, just like on the bplan PPC board, it will be
possible on the xtos board
to replace the processor by the stronger V4e. We
designed a special socket
to make this possible via plug and play, without
soldering. With regard to
the Coldfire V4e and it's future generations (see road
map Coldfire on
Motorola site) this has enormous advantages, you will
only have to swap one
processor for a newer, faster model, without having to
buy a new board as is
the habit with all known computers nowadays. Another
advantage is that,
without much development, we can react rapidly to new
features which
Motorola will integrate in the Coldfires like
ethernet, USB etc and be able
to use this in a simple way. When we would integrate

the processor on the
mainboard, this would be impossible.

TR :
It is quite a while since Motorola announced the V4e,
are the specs still
the same ?

OK :
Yes, a speed between 225 Mhz and 333 Mhz depending on
the manner of
production (20 or 13 micron)

TR :
Another remarkable feature of the Coldfire Atari is
the lack of AGP port for
fast graphic card. What is the reason for this ?

OK :
A perfect integration of graphics in the CA is one of
our greatest concerns.
Over the past weeks we have invested much time in
figuring out the best
solutions and we are in close contact with several
graphic chip producers. I
cannot yet give you the definite solution yet. On one
hand we need a fast
and modern graphic chip, on the other hand it has to
be available for a long
period. And : the best chip is of no use for us if we
don't get optimal
development support of the chip producers. It is this
support that nowadays
creates big problems for projects like ours because
the producers are not
very keen on giving documentation about their products
and are even more
reluctant to pass on to others the 3D functions of the
chips.
Nevertheless we have archieved great results, thanks
Norman Feske, Markus
Fichtenbauer and Leon O'Reilly, who have relentlesly
tried to persuade the
graphic chip producers to cooperate.
If we have to choose for AGP or the PCI variant,
depends on our continuing
negotiations with these producers.

TR :
Is the Radeon chip from ATI being considered ?

OK :
Indeed the integration of graphics via AGP slot seems
the best solution to
us at the moment. Nevertheless the PCI variant is
another option if our
first tests with AGP are unsuccesfull. The choice of
graphicchip and the
quality of it's drivers is much more important for
optimal performance than
the choice between AGP or PCI : and as I mentionned
before, we have had
frequent contact with the producers, to be able to
make the best choice. We
have the choice between chips from nvidia, ATI and
Matrox. Because all of
them have nearly equal 2D performance, we will choose
the one that allows
for the best integration in the Coldfire System and
has the best
documentation available. At the moment it seems that
the G450 from Matrox
has the best chances.

TR :
How about the 3D support of the chip ? Projects for
porting the Open GL
standard haven't been completed unfortunately...

OK :
Standard 3D support would indeed be a novum on the
Atari platform and it
would boost considerably the objective and subjective
system performance,
particularly for the all important multi media
programms nowadays. We are
very pleased that for this important area we managed
to get support from
Leon O'Reilly, who will make the complete 3D graphic
chip driver development
for the CA. Leon has gained much experience in 3D
programming of modern
graphic chips in his job as a developper in the
software company Bullfrog.
He also worked on the 3D graphic-engine of Quake3 and
in Playstation2 games
like the Formel-1-simulator F1.

TR :
You mentioned that the integration of AGP is a
problem. Is there not a
danger that soon there will be no more graphic cards
available for the CA if

you have to drop AGP ?

OK :
We are aware of this and that is why we lay a great
importance on the
carefull choice of the sort of integration of graphics
and the graphic chip.
The final solution is not made yet because we are
still in the process of
evaluating the different possibilities.

TR :
Which advantages does the integration of the graphic
chip on the motherboard
have in your view ?

OK :
The onboard solution, which we have also discussed
during the meeting,
surely has some advantages : it is compact and
programmer-friendly.
Disadvantages are the considerable extra amount of
work on the hardware
developpment side and the extra time and costs arising
from that, because no
chip designer will give documentation for such an
integration : this means
we would have to make all the graphic hardware
ourselves. This couldn't be
realized for the first CA and wouldn't be of any
benefit. The choice for an
external grapics integration doesn't mean that we have
to renounce a variant
with an onboard solution in the future...

TR :
Concerning SOUND, the Coldfire Atari is going to set
new standards, Falcon
owners can once again rejoice in a real succesor. Will
the the integration
of the Deesse DSP card be onboard or as a PCI card ?
What would the
advantages and disadvantages be for both cases ?

OK :
We have chosen to integrate the Deesse as a PCI card.
The only advantage of
an onboard solution would be that we could guarantee
the programmers that
they would find a DSP in the system, just like in the
Falcon (??). This
advantage looses it's meaning quickly because we will

integrate the Deesse
in the system as well as from the hardware side as the
software side. Every
Coldfire computer will have, standard, a Deesse DSP
card. From the software
point of view it is our definite goal to integrate the
DSP as a standard,
fixed hardware component in the Operating System,
sothat the programmers can
rely, just as is the case with the Falcon, on a DSP.
Besides that the PCI variant gives us much greater
advantages : the user
will have the possibility to add a faster card with
multiple DPS's if he
needs them, without having to buy a new CA successor.
Because of this we
have designed the drivers to cope with more DSP's even
though the standard
CA will have one DSP. In this way programms will be
able to take advantage
immediately from the extra DSP's !

TR :
How about the development of the Deesse card ?
Unfortunately Hades and Milan
owners can't buy the card yet...

OK :
With respect to the Coldfire project the Deesse
development got a new
meaning for us. For our team it is very important that
we coordinate the
development of both projects. The continuing Deesse
development has now the
goal to support the Coldfire Atari and to make
exploite fully the DSP in
combination with the CF CPU via adapted programms.
Mariusz Buras has worked
hard on the Deesse PCI integration over the past
months and we were able to
test a finished version during our meeting in Dresden.
We could also solve
our last lay-out problems with the help of Fredi
Aschwanden and Elmar
Hilgart could now order extra Deesse cards from our
chipcard manufacturer.

TR :

There was some discussion on the developpers meeting
about the integration

of a diskdrive. You know my point of view : we should
abandon this fosile
and turn to cdrom and cdwriter, just as Apple does.
What was the reason for
the integration of a diskdrive in the Coldfire
computer ?

OK :
I agree, a diskdrive is a fossile nowadays. The only
reason for integration
would be if a necessary chip on the mainboard would
have the possibility for
support anyhow. (if that chip, besides other important
functions would also
have a diskdrive supporting possibility, why not
integrate it ?). Anyhow, we
agreed that we will not offer at all costs such a
device. It will be left to
the user to decide if he wants to install one. The
role of the ancient
diskdrive will be taken over by the cdrw in the new
computer.

TR :
Things like LS 120 and ED will not be considered ?

OK :
They have never been considered. These are formats
that would bring no
advantages.

TR :
Concerning USB 1.0 and 2.0. You want to integrate both
standards. Isn't USB
2.0 enough, or isn't this standard backward compatible
?

OK :
USB 2.0 is backwards compatible so it's integration
would support a complete
set of USB peripherals.

TR :
Does the Coldfire support both standards ?

OK :
No, the Coldfire V4e supports only USB 1.0. This is
designed for slow
peripherals like mouse, keyboard, printer etc. We
should realize that USB
1.0 is integrated in the V4e, the support is on the
chip itself, a sort of

extra without costs for us. A USB 2.0 support could be realized through an
extra USB chip on the motherboard, but we decided to do it via an external
PCI card.

TR :
Talking about USB we come to the driver programming. Of what use is USB
integration if there are no drivers for USB peripherals ?b How could the
problem be solved ?

OK :
You are right. The experience with clones like the Hades and Milan has shown
a lack of support for modern standards. There was a lack of PCI driver
development. There were nearly no drivers and if there was one then it was
commercial and often not matured. To prevent going through the same
experience with the new Coldfire Atari, we have already invested a lot of
work into the future driver development. But the most important part has
begun on the developpers meeting in Dresden : the start of the development
in a joint project, without the support of a team of developpers this
project cannot be realized.

TR :
Why do you connect the mouse and keyboard via the PS/2 standard ? Wouldn't a
connection via USB make more sense ?

OK :
USB is a new field for Atari development We cannot expect a perfect USB
support immediately so it's logic to rely on the unproblematic integration
via PS/2 in the system

TR :
The question arises here on which level the USB drivers will be integrated.
If you want to configure at low level, then USB drivers should be present in
the kernel. This is also true for connecting mouse and keyboard.

OK :
On the long term the goal is to integrate the USB drivers in the system. It should be clear that we cannot catch up with the new modern standards immediately, the development in the Atari world has come to a stand still over the last few years. We are doing our utmost to catch up, and this gets a new impulse with the arrival of a new promising Atari system like the Coldfire Atari.

TR :
You are not integrating FireWire in the system ?

OK :
USB 2.0 is a perfect substitute for FireWire. Development and integration of both would mean a waste of ressources which we cannot afford in this stage of development. We are not opposed to a support of FireWire via a PCI card solution. A PCI integration would be a better choice anyway because FireWire peripherals are not so common and much more expensive than USB gear. It should be clear that every extra integration during the initial development phase of the CA will drive up the price and postpone the date of release.

TR :
Traditionally, the Atari world is divided into MagiC and MiNT supporters.
Which road is the Coldfire Atari going to follow ?

OK :
We will choose for the only usefull and possible way : using TOS and MiNT we will have a modern OS, which will be able to load MagiC on demand.

TR :
What are the pro's and cons for MiNT, MagiC ?

OK :
Besides the problematic installation of MiNT, MagiC has no more advantages for me. If you consider the fact that we will pre-install the OS in the CA in Flash ROM, and that the user will not have anything to do with it's

installation, the argument : difficult installation of
MiNT, loses it's
meaning.
MiNT gives us innumerable advantages in comparison to
the commercial, closed
MagiC system. Right now, thanks to MiNT, we can use a
great amount of
software from the Linux world, also a port of an
actual browser would give
much problems with the new hardware. The most
important point and advantage
remains the possibility of future development of the
OS, with MagiC this
remains unsecure.

TR :
What about TOS ? Which version will be used ?

OK :
In cooperation with Milan Computersystems we will be
able to use the actual
Milan TOS, (that means the new developped Milan TOS
for the Milan II) as the
OS for the CA. (Milan has the rights to develop
TOS)This means a great
profit for our project because we can use a well
documented and a debugged,
clean version.

TR :
Interesting for longtime Atari users is the
compatibility of the new
computer to old programms. This is always a critical
issue, because new
systems have to cut old ways. How will you maintain
compatibility to older
programms ?

OK :
I think the old days are over. If you still want to
run ST prg's from 89 you
should keep your ST, Falcon, MegaSTE and TT on your
desk next to the new CA.
Between the old Atari's many prg's are incompatible
too. Striving for
maximal compatibility should not hinder development.
Who needs the antique
low grafic modes of the ST nowadays ?
At the developpers meeting we agreed : whith the new
Coldfire computer we
will have no probs to port an actual Atari Emulator

natively. Then most of
the oldest unclean ST games will run on the new
computer. Result : finally
we will end up with the most compatiblke Atari
computer ever !

TR :
A deception for the Atari users was the price of the
new computer : 1000
euro (=1000 $$ now !!) only for the motherboard.
Several people pointed out
that the price for the new Amiga One G3 would only be
600 euro. What is your
reaction to this ?

OK :
Of course, we could also have promised a price of 600
euro. But why should
we be unrealistic about the price ? In that case the
Coldfire project would
have died immediately after the release, because we
would be bankrupt. To
understand the price of 1000 euro, you should know the
problematic situation
of our platform in todays world. The market is too
small for mass production
of a CA. Our first goal is to provide a new system the
still active existing
Atari users. and to bring the system to the actual
standards. Only then we
can start to open new markets for the CA and to awake
interest among new
potential users.
It should be clear that everyone involved in this
project works on a purely
idealistic basis, nobody earns a cent and the sales
will only cover the
expenses made. It is unrealtic to believe we could
simply and rapidly make
the PC world happy with our system and become rich.
Before we can even start
thinking about this we should do our homework and
bring our system to actual
standards.

TR :
Do you intend to sell only motherboards so that users
and sellers can build
their own systems or do you also intend to sell a
complete system including
drives, mice, keyboards etc...?

OK :
A complete system at this stage of developpment is not
our main goal, but we
are sure that we will also offer a complete system.
This is due to the many
suggestions and ideas from the Atari users on the
newsgroups and forums on
the internet, who have contributed to this theme with
many constructive and
remarkable ideas. I am also convinced of providing a
complete system with
certain unique Atari looks, contrasting to the mass
products of the PC
world. But before this can be realized, a lot of work
has to be done.

TR :
How much RAM will the standard system have ? And which
kind of RAM ?

OK :
At least 256 Mb SD-RAM. We will adapt our final RAM
amount to the actual
standards, so that we obtain the
bestprice/performance.

TR :
The hardware specs are almost fixed, the developpers
have been found. When
can we expect the new computer ?

OK :
All of us would like to have it right now on our
desks. But this can't be
done overnight, everybody can understand that. We work
on this project with
all our energy so that we can release the computer as
soon as possible, and
I personally hope to release the CA before X-Mas this
year. This is my
personal view, we should not forget that we work in a
team and depend on
e.o., it is impossible to give a fixed date yet, that
would be unfair to the
rest of the team.

TR :
Oliver, thank for this interesting interview.

Carey Christenson

III
III "The High Flying Atari Falcon 030

/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1083. ATSF interview!!!

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 04:21:46 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1027200148-745264AEicMi@williams-net.com>
Source record: 33392

Everyone,
Here is the last article for now. I will post other articles that my friend translates for me to get the word out on the XTOS and ATSF movement!!! Still working on the newsgroup FAQ, which will include several web-site addresses for the new people who visit our little piece of the web!!!!

Thanks,

From: "A.A.de Hulster" <aahuls@xs4all.nl>
To: "Carey" <firest@williams-net.com>
Date: Fri, 12 Jul 2002 22:56:16 +0200

Hello Carey,
How are you ?
Here is the promised translation of the interview between the chief editor of STC and Ulrich Goessel (the founder of the xTOS and ATFS (Atari/TOS Software Foundation) The site of the ATFS is now :
http://www.xtos.de
The ACP (Atari Coldfire Project)site is :
http://acp.atari.org/

They took me quite some time to translate pfffff.....
I sent the ACP and ATFS interviews to french and English online mags too with the demand to bring more news about those important developments to french and english Atarians and to keep them up to date in the future. They agreed and a french mag has already made a resume in French of the interview.
They should be a bit more promotion activities to make the succes maximal ! Could you also send a copy to Lance and or other Atarians in the States you know ?

You will hear from me soon.
Cheers
Dan

ATFS talk .

The Atari/TOS software Foundation intends to secure the continuity of Atari software. The idea could be unique in todays computerworld : users get the possibility to support their platform directly. Thomas Raukamp interviewed the ATFS and xTOS founder Ulrich

Goessel about the goals of the organisation.
The interview was published in STC 06-02 The road to new software ?

TR:
Ulrich, since a long time there are complaints about the lack of new software for the Atari platform. In spite of that nothing much happens. Now with this ATFS (Atari/TOS Software Foundation) you propose a new concept for the maintainance and
futher development of Atari software. Please tell us in your own words exactly what the ATFS is...

UG:
The ATFS is a software initiative, founded on the engagement of Atari fans and it's goal is to revive the software market. It is financed by the members and it collects money which is used for new software projects. In other words, together we put money in a big jar and out comes software. Because the ATFS is commercialy orientated, it goes one step futher : the new ATFS software isn't for the sole benefit of ATFS members, but can be purchased by everyone and even be distributed as freeware in some cases. The profits made from the sale of the software flow into the big ATFS jar again and will be used for other projects again.

TR:
What moved you to start the ATFS ?

UG:
Three reasons for that :
First of all : the lack of modern and powerfull software in important fields like the absence of a webbrowser which is up to modern standards, an up to date midi sequencer, a modern powerfull allround graphic programm and of technical software, business software etc. I could add many other things to this list.
In the second place the ATFS was started because of the abundance of existing and available but not maintained software (without updates because the authors have stopped the futher development), software which would be worth to be revived, but which is leading a sleeping existance in some desk of the author. This is for us insupportable. In many cases it wouldn't make sense to invent the wheel again and to write a programm from the start if there is already a similar, existing programm since a long time. There is a huge amount of old software that would render great

service after a modernisation.
The third reason is that in the actual TOS market it is impossible to stimulate a software development that aims at the demand of the users, for exemple actually there might be 3 programmers working on 3 different Atari newsreaders at the same time for which there is no demand whilst on the other hand Atari software users are in great need for a modern webrowser ! The ATFS want to change this absurd situation that software is being made for which there is no demand and that the users depend on the hope that some developpers might choose a certain software theme. The ATFS wants to give a certain guidance to the software development based on the needs of users and shaped to their wishes.

TR :
Is the ATFS a Foundation in the legal sense of the word ?

UG:
No, from the juridic point of view a foundation is difficult to realize and it requires a capital from the start that will be used for a certain purpose. The ATFS doesn't have a start capital, but collects this in a period of time and will then use it for a certain purpose. It is in that way a quasi Foundition, or to say it in a better way : a commercial software initiative with the character of a foundation. Juridic the ATFS is a special sort of company form which requires little start capital and little effort and which is at the same time very flexible and allows freedom to act.

TR:
Who can become member of the ATFS ?

UG:
Everyone who wants to support the Atari/TOS market, everyone who wishes that our market gets new and powerfull software, everyone who wants certain existing software to be revived and other new software to be created. In one word everyone who want to contribute personally to keep alive the TOS systems.

TR:
Are once-only money contributions welcome or should there be regular contributions ?

UG:
Yes and yes. When you become ATFS member, you will get a one year membership. The contributions for that year

can be payed per month, per 4 months or per year depending on the wishes of the member. Because the actual members prefer different terms, regularity is secured already. Of course we would also welcome once-only contributions as long as they are conform the actual membership contributions or beyond. You could for exemple pay a once only sum for the duration of 3 years. We can offer custom made solutions for individual wishes.

TR:
What does a user get for his invested money ? Which advantages does he get ?

UG:
He can expect within a certain period of time (new) software that actually doesn't exist anymore or is hardly available on the Atari/TOS market. An ATFS member has the advantage of discount on the price of ATFS software over the non-member. The discount percentage depends on the type of membership you choose and is valid over the entire period of membership and has no restrictions on the number of programms you buy. Because we also intend to put smaller tools and apps as freeware at the disposal of members, the benefits of the invested money become clear.

TR:
How is the acceptance of the Atarians ?

UG:
Good. The amount of members so far allows us to take the first steps soon. The speed at which different software projects can be initiated simultaneously will grow with the amount of members.

TR:
How will it be decided which projects will be supported and which ones will be started, is there a form of democracy amongst the members or should this be decided from the "top" ?

UG:
Nothing from the top !
Even the ATFS Terms and Conditions were formulated with the help of suggestions given by
several users. As we launched the idea of starting the ATSF a few months ago, we got real good advice from many, which we have used immediately. Concerning the real decisions, we should not forget that this is a unique project, it has never been done before, and

therefor we have no possibility to compare it to anything else. Neither have we gained any experience. Hence it is impossible to predict any future scenario's. But when for exemple we have the possibility to purchase 2 graphic programms for the ATFS, the majority of ATFS members will decide which one. Concerning a browser, it wouldn't be neccesary to vote about adopting or not this kind of programm, because we are in desperate need of one. Should 3 independant browser developpers contact us and ask to be helped by us, then the majority of ATFS members decide. And for all bigger neccesary projects we will start polls on xtos.de to destilate the wishes and needs of the users. Concerning this the democratic structure of the ATFS will play a major role.

TR :
What is now most important ? The re-development (continuing development, futher development)of existing software or development of new software ?

UG:
We want to focus on both. It depends also on the fact if existing software can be purchased and made available for futher development. In the case of Cubase for exemple it would be impossible to obtain the sourcecode, because Steinberg is not interested as far as we know and the price would anyhow be too high. Then there are also cases in which a programm is made in such an individual, peculiar way, that futher development is technically too complicated and that it would make more sense to start a new programm. On the other hand, for exemple in the graphic programm field, there are existing programms which have very extended possibilities already and need only minor adaptions. These sort of programms are therefore promising candidates for futher development.

TR:
Which conditions should a prg fulfill should it be a candidate for ATFS ? It would be useless to adopt a prg like Signum ! even it was very popular. It doesn't comply to GEM indications and has it's own special (Oberflache) (???)
It's the same with sequencer software...

UG
...and not to forget that the GEM indications are not carved in stone and couldn't be optimized anymore - but let's not consider that now. An existing programm would be purchased if it covers the obvious needs of

users and if it is popular.(algemein beliebt , loved by many) This has priority. The question : does it comply to the GEM indications would be secondary. If, for exemple, we had the possibility to get the Cubase sources, many would cry out for joy. Then hardly anyone would worry if GEM indications are followed ! As long as this causes no technical problems, a programm can have a totally a - typical (Oberflache) environment (????) and operate in a totally different way. A new software project would be supported if it would cover clearly a need/demand from users. A little exemple :When a developper would write a software which calculates the amount of wear of a jogging shoe during the period of a half year, we could not support it unfortunately. When on the contrary someone would programm a new sequencer which fulfills all the neccesary standards he could count on our support. This is maybe an extreme exemple, but it makes clear what counts at the ATFS.

TR :
I suppose that private developpers as well as developper-groups are asked for ? It wouldn' t make much sense to offer money to ASH sothat this company can carry on the development of CAB...

UG :
No, in the first place that would be sensless and in the second place that would cost more money than it would bring effective results. You are right, in the first place private developpers are needed, but not exclusivly them. If neccesary, it is very well possible that for future projects in specific cases, we will ask professional developpers or companies. But at this moment that is "music of the future" (Zukunftmusik)

TR:
Will you actively contact developpers or should the developpers take contact with you ?

UG :
No fixed rules for that. Actually we contact developpers but we would be very pleased if someone comes to us and shows his interest to write software for the ATFS.

TR :
In detail : do you intend to buy sourcecodes (quasi free) so that other developpers can take care of them ?

UG:
Yes. This possibility is already mentioned in the ATFS Terms and Conditions and is part of the
ATFS concept (idea) Many sourcecodes are still lying in draws and cupboards because the owners of the codes don't just want to give away for nothing the work of possibly several years. Because they don't programm anymore for the Atari market for obvious reasons, many good projects are simple lying idle. What a waste ! We would also be very happy if a still active developper show interest in modernising an old programm. So if we announce in the future that we have purchased a certain sourcecode, we would welcome interested developpers who want to care about that programm.

TR :
Good documentation must be neccesary, so that the new developpers can get insight in the programm...

UG :
Certainly, that plays an important role. There must be a lot of old sourcecodes in which insight is difficult because of insufficient documentation and structure. But in this case we could, before buying it, give advice about parts of the sourcecode and then make a decision about the meaning and feasibility of futher development. Also we can say "We will only buy the software if it is properly documented" but this would lose it's meaning if we come in the happy circumstance to be able to buy the sourcecode of a popular programm at a favorable price. Let's wait and see...

TR :
Can you give us the names of a few candidates or personal suggestions for existing programms that make a good chance to be purchased ?

UG
I wouldn't like to answer this question yet, because on xtos.de we will soon start the first polls (enquete) about the specific software categories. But concerning the graphic programm category, I am personally very delighted about the idea to build a big programm (Meisterprogramm = super programm) from different existing classic Atari graphic programms. A modular programm construction would make this possible and add many refined extras to such a programm. Names can't and shouldn't be given yet.

TR :
Are there already contacts with actual or former (who were active in the past) Atari developpers ?

UG :
Yes, sure. Since xtos.de exists, we have made contacts with many developpers worldwide. And since the idea/plan of/for xtos emerged we have contacted former TOS programmers to find out who owns the software rights or to find out if there might be interest in selling software. We don't have to complain about a lack of contacts !

TR:
Let's talk about development of new software. Let's presume I am a programmer who has an interesting idea. I want to be asked by the ATFS to work for them. How to proceed ?

UG :
Very simple, write an email or a letter to us in which you present extensively your project. If it is interesting enough and if it fulfills a demand/need from the users, you then have already a good chance to be asked. In case of doubt the members of the ATFS or internal polls decide.

TR :
Which fields of programming have priority to be considered ?

UG :
I want to emphasize strongly that no field should be excluded. It only makes no sense and we cannot cope with everything at once. Therefore we want to tackle bit by bit each category and take care for new software. First the categories graphics and Internet will be tackled. then we have planned to devote ourselves to the fields : music, video, office, OS, games, drivers, business and technics. This order is flexible though, will depend on several factors.

TR :
Again arises the question about guidelines/directives. A specific standard should be maintained, for exemple GEM conform, BubbleGEM etc. Are you planning to make "Style Guides" to which developpers can stick ?

UG :
In principle we will, during the conception and modernising of software, follow the GEM standards. There could be exceptions, as I pointed out before. To introduce "Style Guides" is in principle a good idea, even if the ATFS was not founded to postulate new directives. But there would be a possibility to grant software made via us with a certain "ATFS quality stamp" which stands for stability of the application

and for the conformity to certain directives. That would surely be an extra bonus for all buyers of ATFS software.

TR :
In this respect, is there a cooperation with the TOSgroup ?

UG :
For this it is still too early, we have started our activities only a few weeks ago. First thing to do is to purchase sourcodes and to start activating new projects. As the question of the real programming and adaption starts, we will certainly go and see what new or optimised standards the TOSgroup has produced.

TR:
Ulrich, why is the Atari market in your opinion still interesting for developpers ? For sure, you can't make much money here anymore...

UG :
I think that a big amount of idealism, conviction, individuality is needed to be actually active in the Atari market. Conviction to do something for a computersystem that is too valuable to disappear just like that. The idealism of many developpers as well as that of users comes possibly also from the fact that they want to keep alive an alternative to the allmighty Microsoft-worldmonopoly. I had several talks recently with former Atari developpers who miss very much the (Atari)system for programm technical reason. They programm now for the PC, but are not in any way happy about it. When you hear such opinions from many different developpers, you start thinking....

TR

How about the distribution of finished products (software written for/bought by the ATFS) ? Will the still active Atari shops do that or will the ATFS take care of the distribution ? It will be difficult to promise a ATFS member a bonus if the ATFS will not distribute the product. On the other hand a product would be uninteresting for the shops if distribution would take place mainly via the ATFS.

UG :
An important principle of the ATFS is independance from existing distributors and companies. You can't expect from them anymore serious or commercial interest for the TOS market. For this reason there

will be an own ATFS distribution, which will be devoted exclusively and consequently to our platform. There is no more question of "business" for our platform, the distributors had to switch to other products and at present they distribute hard and software for other OS's.

TR :
When will the first plans be presented to the ATFS members ?

UG:
Soon we will start the first polls on xtos.de which will concretize the plans. The polls are ment for all users, not only ATFS members. As soon as the polls are analysed and it is clear which software can be purchased and which software is demanded, the work will start. At the beginning of the summer the first projects should be started, taking into account that initial contacts have been made already.

TR :
Ulrich, How did you become an Atarian ? Tell me your personal "Atari-story"

UG :
My first contacts with Atari was in the mid eighties, when friends of mine sat behind their 1040's for hours and played every game they could lay their hands on. In those days the expression "Atari Junkie" was common. Around 1990 I started my first sequencing experiments with a 1040 STe. Later I got a Mega ST on which I made music during many years, nearly exclusively music. Later, during my personal Falcon Era I started using the computer for other purposes.. Then later came the first Atari clones. One of them is still used for almost all important matters.

TR :
How do you judge the progress of the xTOS project at the moment ?

UG
Good thing need time to mature. From the outsiders viewpoint quite a long period of time has elapsed since the first announcements of the project. Now a team of competent developpers is working on the project and it's realization comes nearer and nearer. Now if, with a new machine, we get an optimized OS, a revival of new software and a stabilization of the market, we can be happy as can be/very satisfied.

TR :
What are your dreams which you want to see fulfilled
via the xTOS and ATFS projects ?

UG :
Generally I wish that our platform get's out of the
shady existence it was in during the past years and
will obtain a higher position. Personally I want to
work on a modern TOS computer without limitations in
all respects compared to other platforms. If I could
download via DSL a film from Internet simultaneously
with recording an audio file and writing a text, then
this goal is archieved. This sounds a little utopic,
but it can be realized.

TR:
Ulrich, thanks for this interview.

UG:
You are welcome !

Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
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24 X Cyberdrive CD-Rom
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56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1084. Re: XTOS interview!!!

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 04:43:25 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <HZq_8.810$BC4.343625@newsfeed.slurp.net>
Source record: 33394

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:3d3a2dd3_2@corp.newsgroups.com...
> Whoa! Finally some interesting details concerning the ACP!
>
> Of course, AmigaOS 4 is still in the works... maybe released this year,
> maybe not. Kinda took a lot of the wind out of my sails when I got that
> answer from Hyperion Ent. today.
>
> I'll be keeping a close eye on both ACP and AmigaOne's progress. Wonder
> which one will finish the race first? Hmm.
>
> Not trolling, just strolling...
>
> Jared
> ----------

No no! Amiga won, remember? Forget Atari! Leave this newsgroup!

Joshua.

1085. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 04:47:23 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207202047.23b3913e@posting.google.com>
Source record: 33395

"Oracle" <Someone@home.com> wrote in message
news:<Q32_8.38887$Hj3.117648@newsfeeds.bigpond.com>...
> you still use a heap of shit thats less powerful than a calculator let alone
> what your bragging about.. go stick your gutless 020 with the shitest
> graphics ive ever seen where the sun dont shine, and get the hell out of
> this group.

You tell him...."Who needs cutting edge, thats why I love the ST"

1086. Re: SCSIDRV

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 06:47:55 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D3A591B.9030302@seimet.de>
Source record: 33396

Martin Tarenskeen wrote:

> Could you tell me more about those "various reasons" ?
> I have never managed to get that Cecile driver working on my CT2b-Falcon.
> I'm using HDDRIVER, but not all versions I tried work.

I cannot find you in my database of registered users. Please send me
your registration data. Thank you.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1087. Re: New email address

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 12:51:08 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <1027252268.6338.0@iris.uk.clara.net>
Source record: 33397

On 19 Jul 2002 15:50:03 , Edward S. Baiz Jr. wrote:
>Hello all,
>
>I finally got my Hades hooked up to my Cable modem. It now works under
>MintNet and MagicNet using a NIC PCI card and Ozk's driver. By using GlueStik
>I can use Newsie, Cab, MyMail, aFTP, AtarIRC and AtariCQ. Popwatch was the
>only program I could not get to work under GlueStik, so I will be using
>PopGem instead.
>
>My new email address will be edbaizjr@attbi.com. If you have me in your
>address book, please make this change. If you do not, no need to worry about
>it. My old one will work until the end of August. I feel that will be long
>enough for me to tell everyone about the switch. Take care...
>
>Edward S. Baiz Jr.
> (Gamer)

Hi Edward,

I was talking to one of the guys at my office who has a broadband cable
connection on his Windos box at home. It sounded quite interesting,
especially the fast download speeds.

I was trying to work out if this would be possible using my Milan.
I assume that I would need a connection to my local cable provider (Telewest)
and from what this chap was telling me I would need a cable modem and
an Ethernet card. He also mentioned a router.

Are there any documents that describe what hardware and software is needed
to use a broadband connection with an Atari/Hades/Milan ?

Regards,

Peter

1088. Re: New email address

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 13:41:22 UTC
From: lp <gfa@basic.net>
Message-ID: <B9603242.7EFB%gfa@basic.net>
Source record: 33398

in article 1027252268.6338.0@iris.uk.clara.net, Peter Slegg at
peter.slegg@===ANTI-SPAM===scubadivers.co.uk wrote on 7/21/02 8:51 AM:

> I was talking to one of the guys at my office who has a broadband cable
> connection on his Windos box at home. It sounded quite interesting,
> especially the fast download speeds.
>
> I was trying to work out if this would be possible using my Milan.
> I assume that I would need a connection to my local cable provider (Telewest)
> and from what this chap was telling me I would need a cable modem and
> an Ethernet card. He also mentioned a router.
>
> Are there any documents that describe what hardware and software is needed
> to use a broadband connection with an Atari/Hades/Milan ?

You can read lan_doc.txt which I wrote that gives some basic information
about doing this. This docs describes how I went about putting my Hades060
on broadband cable modem, and the driver setup under MiNT-Net.
It also shares the connection with an iMAC via a router.

The doc is here on this page:
http://assemsoft.atari.org/#rtl

Lonny Pursell

1089. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 13:49:42 UTC
From: edbaizjr@attbi.com
Message-ID: <WZy_8.741$dO4.99889@newsfeed.slurp.net>
Source record: 33399

Hello all,

Frankly I do not care if Jared got an Amiga 1200. Afterall, the Amigas are closely related to our Atari's. This Atari vs Amiga thing should stop. Both are excellent platforms. I guess the real common enemy is the PC world.

I quess why I am upset is that Jared wanted a new strictly-Atari machine to emerge which is fine. He would not except a Milan or Hades since he considered those to be clones and not a real Atari-made machine. I do not think that he even considered the Coldfire machine. Then he goes out and buys an Amiga 1200 (which is like a Falcon I am told) instead of getting one the top 3000 or 4000 machines. Why?? Why not just get an Atari Falcon and go from there? He should have gotten top of the line and if he could not afford it, then he should have waited until he could.

To come back here and say "Amiga Won" is not too smart. Amiga did win him over, but that is as far as it goes. I do think the Amigas are great machines, but they are not Atari's and they never will be.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1090. Re: EasyMINT install?

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 13:49:44 UTC
From: edbaizjr@attbi.com
Message-ID: <YZy_8.742$dO4.99894@newsfeed.slurp.net>
Source record: 33400

On 19 Jul 2002 09:07:58 , "Lannie Schafroth" wrote:
>When I run the install it says it needs a raw partition. I am using ARAnyM
>0.1.7 for Windows.
>
>How do I create the partitions for this install? I'm just experimenting. :)
>Never used Mint before.
>
>Lannie

Hello,

When I installed it, I created a "LNX" parition. You need to run your hard
drive ultility software and create that type of partition.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1091. Re: Newsie and GlueStik

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 13:49:45 UTC
From: edbaizjr@attbi.com
Message-ID: <ZZy_8.743$dO4.99848@newsfeed.slurp.net>
Source record: 33401

On 20 Jul 2002 08:09:00 , Ekkehard Flessa wrote:
>Hallo Edward!
>
>
>ESBJ>However when I try to use it with Newsie, Newsie locks up my
>ESBJ>computer when I try to access the various address books or mail
>ESBJ>boxes.
>
>
>I've had a problem with Newsie on my Milan, too: accessing ftp servers by
>double-clicking them in the list would crash. Marking them with the mouse and
>hitting return, however, would work. Perhaps you could try this.

Hello Ekkehard,

Thanks for the tip. I will try it out.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1092. Re: ExtenDOS Gold / PlayMyCD

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 13:49:48 UTC
From: edbaizjr@attbi.com
Message-ID: <0_y_8.744$dO4.99634@newsfeed.slurp.net>
Source record: 33402

On 19 Jul 2002 19:26:42 , Jean-Luc CECCOLI wrote:
>Hello,
>
>I read in your sig that you're using PlayMyCD together with Extendos
>Gold. I bought this driver recently, and can't export tracks anymore
>with PlayMyCD since then - the software tells me that my driver or
>my unit don't allow audio extraction, though this works perfectly
>under betados/Spin.
>Could you please tell me if you encounter the same problem ?
>
>Thanx in advance,
>
>J.-Luc

Hello Jean-Luc,

If you are talking to me, then "yes" I encountered the same problem. However, I did get it to work. This is what I did. I put the CD in and then went in under "Configure". I then clicked on "alway check export" and tried it again. If that did not work, then I clicked on "always check export" and tried it. The second time it worked with that CD. If I put in another CD, I had to do the same thing again. Try it and hope this works for you. Of course Anodyne has a product called CDWriter which does the same thing only better.

Edward S. Baiz Jr.
(Gamer)

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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1093. Re: XTOS interview!!!

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 13:49:49 UTC
From: edbaizjr@attbi.com
Message-ID: <1_y_8.745$dO4.99744@newsfeed.slurp.net>
Source record: 33403

On 20 Jul 2002 22:17:10 , carey christenson wrote:
>From: carey christenson <firest@williams-net.com>
>To: <edbaizjr@attbi.com>
>Date: Sat, 20 Jul 2002 22:00:08 -0600
>
>Everyone,
> This is a translated article from STC over in
>germany. From a friend of mine in Holland. he has
>been asked by MyAtari to translate any new articles by
>STC and MyAtari to get more information out to the
>English speaking Atari users. We as Atari users
>really need to band together and avoid this guy Jared.
>The only way Atari computers will ever survive is
>through Atari clones. So support the XTOS movement as
>well as ATSF!!!!
>
>Thanks,

Thanks for the info Carey. Can't wait until it comes out.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1094. Re: SCSIDRV

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 14:24:46 UTC
From: fried@achilles.net
Message-ID: <751b0ec4.0207210624.52ab95fa@posting.google.com>
Source record: 33404

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0207201811540.126-100000@easymint>...
> On 19 Jul 2002, Mark wrote:
>
> > HI THERE I have used HD driver and have always found it to be excellent. However
> > on my CTB II Falcon, for various reasons, I am using the built-in
> > driver "Cecile" Is there a way to get some of the features of HD driver
>
> Could you tell me more about those "various reasons" ?
> I have never managed to get that Cecile driver working on my CT2b-Falcon.
> I'm using HDDRIVER, but not all versions I tried work.
>
> Martin Tarenskeen

Hello Martin, If you want to hear a woeful tale then read on.
Basically, the connection to the IDE drive in my Falcon got f***ed up
and as you know you have to solder a couple of wires on the IDE cable
to the CTB II. I wasn't successful at this so I thought I would just
boot from my external SCSI drive. This works well except only with the
"built in" driver from the flash ROM (Cecile) I can't get the CTB to
work with an "external" driver like HD driver. I know it will work with
the IDE drive connected, because I tried it when it still worked.
So I guess I'll be using Cecile untill I get the IDE drive fixed. I
have HD driver 7.6 which previously seemed to work with CTB II.

1095. Re: Atari - Jack Tramiel 10 Commandments

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 14:46:43 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0207210646.2c85d523@posting.google.com>
Source record: 33405

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:<3d39b444$1_2@corp.newsgroups.com>...
> Commandment #4 was, technically, a lie (all built-in hardware, no slots or
> upgradable options, until the STe/TT/Falcon030).

It was not a lie if you look what 3rd party developers produced for
the ST.

>losing the battle
> to the Commodore Amiga, which was upgradable, even from the A1000, IIRC.

The first Amiga to have expansion slots was the A2000.

Technically, the Atari ST had lots of interfaces so the consumer could
decide what is right for him.

Matthias

1096. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 15:02:05 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d3ac962$1_2@corp.newsgroups.com>
Source record: 33406

I did NOT BUY the A1200. It was GIVEN to me to get working again! You know how much actual *RUST* I has to scrub off the bottom of the motherboard and junk I had to wash off the motherboard and case to make sure this thing actually still worked? I wouldn't pay money for an Amiga 1200. I simply don't care enough about the Amiga platform to do so. Oh, sure, I'm was hooting and hollering a bit, but seems it was a tad premature, since the AmigaOne may not see end-user hands for awhile longer, because AmigaOS 4 still is not finished.

I am only excited about the AmigaOne, because it is ONE official computer created by the ONE official company that can make it! I would be even MORE excited if Atari came back and made Atari computers again... something like the Coldfire! But clones, I believe, are a doomed species. They exist solely to shore the eroding edges of the camp, slowly being eaten away by the inevitability of oblivion.

For all intents and purposes, why not just create a NEW company and start selling the Coldfire as a NEW computer, WITHOUT the Atari association. Write an emulator to run the old software and write NEW software for it. Sell it in America, via some dealer and such.

THAT I could get a lot more exicited in. I'm just tired of the "Atari baggage" everyone is dragging along, in the form of clones. I either want a New Atari (and the computer(s) that go with it) or I want a new computer platform, plain and simple.

All I really seek is the absolute contentment I had back in the 80's with my 1040ST. I've never been that happy since. But the AmigaOne and AmigaOS 4 *may* just offer that. I'm sure the Coldfire could also, but... it's gonna have to set itself apart from the past. You will NEVER sell many systems, telling everyone it's an Atari clone... except to Atarians. That's what kills any real hope of it's full potential and long future.

If Atari were alive, as a company, the clones would simply be an extention of current Atari technology, offering possibly cheaper alternatives to Atari's systems, much as the Mac clones did with the Mac. But the clones are the ONLY thing left. They're trying to fill the void left by Atari when they were killed. And it's never really worked... or at least succeeded, to this day.

If you're gonna do it, do it RIGHT! The technology is fine... but sell it on it's own attributes, not the tattered rags that remain from the Atari legacy. Sure, it may be an Atari clone, but does the public have to know that? Most people will probably not even recognize the interface today! And, if they do, who cares! Let it stand on it's own two feet... let it BECOME the ORIGINAL from which future models spring forth.

The Atari "crutch" being used is far more unstable than letting this baby stand on it's own . Do the right thing and leave Atari behind. The Coldfire project CAN handle being on it's own... trust me.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1097. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 17:26:07 UTC
From: Klaus Seiner <kseiner@edu.uni-klu.ac.at>
Message-ID: <3d3aee2d$0$20640$3b214f66@news.univie.ac.at>
Source record: 33407

Hi!

Well i own a STacy2 and a STacy4 (both came from european online auctions
for 100$ and 150$:)))
And i sold my 2 STBooks (yes, i had two - both bought for a total of 100$)
for 500$ each (3 years ago).

Hunt3r

1098. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 18:33:16 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <E7D_8.1116$dO4.176344@newsfeed.slurp.net>
Source record: 33408

Man, you truly are messed! Maybe it hasn't been clear enough for you but have you sensed some dislike towards you from the rest of us? If you have then you have sensed right. If you haven't, read through all the messages on this thread. Are any of them speaking kind words to you? No. Jared, we don't really like you because of your senseless rambling and bitching. Please take the hint and go away.

Joshua.

"Jared Falvo" <luposian@azob.quik.com> wrote in message news:3d3ac962$1_2@corp.newsgroups.com...
> I did NOT BUY the A1200. It was GIVEN to me to get working again! You know
> how much actual *RUST* I has to scrub off the bottom of the motherboard and
> junk I had to wash off the motherboard and case to make sure this thing
> actually still worked? I wouldn't pay money for an Amiga 1200. I simply
> don't care enough about the Amiga platform to do so. Oh, sure, I'm was
> hooting and hollering a bit, but seems it was a tad premature, since the
> AmigaOne may not see end-user hands for awhile longer, because AmigaOS 4
> still is not finished.
>
> I am only excited about the AmigaOne, because it is ONE official computer
> created by the ONE official company that can make it! I would be even MORE
> excited if Atari came back and made Atari computers again... something like
> the Coldfire! But clones, I believe, are a doomed species. They exist
> solely to shore the eroding edges of the camp, slowly being eaten away by
> the inevitability of oblivion.
>
> For all intents and purposes, why not just create a NEW company and start
> selling the Coldfire as a NEW computer, WITHOUT the Atari association.
> Write an emulator to run the old software and write NEW software for it.
> Sell it in America, via some dealer and such.
>
> THAT I could get a lot more exicited in. I'm just tired of the "Atari
> baggage" everyone is dragging along, in the form of clones. I either want a
> New Atari (and the computer(s) that go with it) or I want a new computer
> platform, plain and simple.
>
> All I really seek is the absolute contentment I had back in the 80's with my
> 1040ST. I've never been that happy since. But the AmigaOne and AmigaOS 4

> *may* just offer that. I'm sure the Coldfire could also, but... it's
gonna
> have to set itself apart from the past. You will NEVER sell many systems,
> telling everyone it's an Atari clone... except to Atarians. That's what
> kills any real hope of it's full potential and long future.
>
> If Atari were alive, as a company, the clones would simply be an
extention
> of current Atari technology, offering possibly cheaper alternatives to
> Atari's systems, much as the Mac clones did with the Mac. But the clones
> are the ONLY thing left. They're trying to fill the void left by Atari
when
> they were killed. And it's never really worked... or at least succeeded,
to
> this day.
>
> If you're gonna do it, do it RIGHT! The technology is fine... but sell it
> on it's own attributes, not the tattered rags that remain from the Atari
> legacy. Sure, it may be an Atari clone, but does the public have to know
> that? Most people will probably not even recognize the interface today!
> And, if they do, who cares! Let it stand on it's own two feet... let it
> BECOME the ORIGINAL from which future models spring forth.
>
> The Atari "crutch" being used is far more unstable than letting this baby
> stand on it's own . Do the right thing and leave Atari behind. The
> Coldfire project CAN handle being on it's own... trust me.
>
> Jared
>
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1099. Re: XTOS interview!!!

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 18:37:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ahev1p$sp7$1@thorium.cix.co.uk>
Source record: 33409

In message <1027200130-741598AEicMi@williams-net.com>, firest@williams-net.com said:

> This is a translated article from STC over in
>germany. From a friend of mine in Holland. he has
>been asked by MyAtari to translate any new articles by
>STC and MyAtari to get more information out to the
>English speaking Atari users.

Hi Carey!

Wish I had seen that a couple of weeks or so ago - I have just
spent days on the same translation at the request of Shiuming Lai
for use in /MyAtari/ :-(

Please mail me your translator's name so we can communicate and
avoid this duplication of effort in future.

LATER: Don't bother - I got it from the next usenet message and have
mailed him direct.

Regards, /Peter/

1100. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 20:50:46 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10207211549230.8397-100000@coazter.myip.org>
Source record: 33410

hmmmm this amigaone thing looks like a low end AIX machine, without AIX.
Not very interesting.

On Fri, 19 Jul 2002, Jared Falvo wrote:

> Tarkus <karnevil9@beer.com> wrote in message
> news:t4igjuccknugc1bnqbv680c3a41o2n9vf2@4ax.com...
> > On Thu, 18 Jul 2002 19:32:27 -0700, "Jared Falvo" <luposian@azob.quik.com>
> > wrote:
> >
> > >"It's called AmigaOne, because... Amiga WON!"
> >
> > Won what?
>
> Amiga was born. Commodore bought them up. Amiga became a model of
> computers. Commodore died. Amiga lived on through several hand-me-downs.
> Amiga, Inc. was created. Amiga, Inc broke away and became self-sufficient.
> The AmigaOne is born. AmigaOS 4 is created. Amiga is alive and well.
>
> Atari was saved by the Tramiels. 10 years later, they kill it. "Atari"
> (what's left of it) is handed to JTS, Hasbro, and then Infogrames, used as
> nothing but a name solely for marketing game titles. The Atari we all knew
> is but a mere whisp of it's former self. Atari is dead and buried.
>
> Atari is dead. Amiga is alive. In all consideration, Amiga WON (AmigaOne)
> the lifespan war. It is alive today, whereas Atari and it's computers are
> nothing but has-beens.
>
> Why call it the AmigaOne? Why not call it the Amiga G3/600? I think a
> little wordplay is going on and I'm onto it... :-)
>
> Jared
> "It's called AmigaOne, because... Amiga WON!"
>
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----
>
>

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~^~^~^~^~^~^~^~^~^~^~^~^~
http://mp3.com/coazter
```

1101. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 20:52:43 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10207211552050.8397-100000@coazter.myip.org>
Source record: 33411
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Following your logic, you should be a windows user.

On Sat, 20 Jul 2002, Jared Falvo wrote:

> James Haslam <jfhaslam@zetnet.co.uk> wrote in message
> news:e05c90c4.0207200725.75f31d3a@posting.google.com...
> > Yes, but the main point of his message was that you are OFF TOPIC.
> > People should only be talking ATARI in here, not crappy AMIGA! ;-)
>
> Crappy Amiga? Now, correct me if I'm wrong, but... WHICH company is STILL
> alive and MAKING Amiga hardware? Oh, yeah... Atari, right? Oops, I'm
> sorry... that should be AH-MEE-GAH! Which company is now producing
> NON-LEGACY hardware with a PowerPC-native OS? Oh, yeah... AH-MEE-GAH!
> Which company HAS a future? AH-MEE-GAH!
>
> Off-topic, I be... yes. Crappy Amiga? No. Companies that make crappy
> computers don't last. Um... so far as I can tell, where is Atari now? So,
> guess who's covered in steer manure these days?
>
> > BUGGER OFF!
>
> Don't worry, I will... but people keep replying and giving me reason to
> reply back. If y'all would just IGNORE me, I'd have little to no reason to
> stick around and you could go back to whatever 101% meaningful Atarian thing
> it was you were doing before I came in.
>
> I'd rather be an Atarian, but I only go where I am supported and where there
> is new hardware and software. Atari is dead. Atari clones are nothing but
> extentions of the legacy Atari started years ago. Amiga is alive. Kinda
> takes away the question of "Which platform do I follow?".
>
> Jared
>
>
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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>
>

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~^~^~^~^~^~^~^~^~^~^~^~^~
http://mp3.com/coazter
```

1102. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-21 22:20:28 UTC
From: Graham Prout <caver99@ntlworld.com>
Message-ID: <NsG_8.2032$582.145988@news8-gui.server.ntli.net>
Source record: 33412

Well i have been an avid AMIGA user from the beginning and it sill live
unlike the ST.

But hay wat the hell the ST only ever had an 030 unlike the A1200 which had
a 240:060@50 PPC.
Wow, now the 7.9mhz st looks realy quick, i can see where you are all
comming fom now!!

Oh i for got to mention the FALCOn with its very fast 030 which is even
faster at 16mhz WOW!!!

By the way I OWN BOTH Amigas and STs.

1103. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 00:50:51 UTC
From: lp <gfa@basic.net>
Message-ID: <B960CF2B.7F20%gfa@basic.net>
Source record: 33413

in article NsG_8.2032$582.145988@news8-gui.server.ntli.net, Graham Prout at caver99@ntlworld.com wrote on 7/21/02 6:20 PM:

> Well i have been an avid AMIGA user from the beginning and it sill live
> unlike the ST.
>
> But hay wat the hell the ST only ever had an 030 unlike the A1200 which had
> a 240:060@50 PPC.
> Wow, now the 7.9mhz st looks realy quick, i can see where you are all
> comming fom now!!
>
> Oh i for got to mention the FALCOn with its very fast 030 which is even
> faster at 16mhz WOW!!!
>
>
> By the way I OWN BOTH Amigas and STs.

Emulate both on some host OS/platform and neither seem so fast.
So what?

Lonny Pursell

1104. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 01:49:17 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <xwJ_8.476622$o66.1281288@news-server.bigpond.net.au>
Source record: 33414

"Graham Prout" <caver99@ntlworld.com> wrote in message
news:NsG_8.2032$582.145988@news8-gui.server.ntli.net...
> Well i have been an avid AMIGA user from the beginning and it sill live
> unlike the ST.
>
> But hay wat the hell the ST only ever had an 030 unlike the A1200 which
had
> a 240:060@50 PPC.

Hmmm I seem to remember 060 cpu's, for Atari. Didn't the a1200 have an 020.

> Wow, now the 7.9mhz st looks realy quick, i can see where you are all
> comming fom now!!

8Mhz, me thinks as opposed to 7.14Mhz, on the a500.

>
> Oh i for got to mention the FALCOn with its very fast 030 which is even
> faster at 16mhz WOW!!!
>
Mine runs at 50Mhz, squire but you are not differentiating between, upgraded
and standard. What was the clock on the A1200, 14Mhz?

>
> By the way I OWN BOTH Amigas and STs.

Me too, my A2000, is in the garden shed.

1105. MagiC-PC Demo/English

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 02:35:10 UTC
From: donw@intergate.com
Message-ID: <ahfr0uecm1@trip.net>
Source record: 33415

To All,

Is there a "MagiC-PC Demo, English version" and if so where can I
download it from ???

Thanks, Donner.....

1106. Re: WTB: Atari 8/16/32 bit hardware

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 08:24:54 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1027367964-775581AEicMi@xs4all.nl>
Source record: 33429

Lannie Schafroth wrote:

>You don't need 3 TT's....2 Portfolios do you???

Well that depends on what you do with them...One is being equipped with a NOVA Card, 64 Mb RAM and a 2.1 Gb HD for the general and daily purposes. The other ones is been used for some programs that don't want to work on my 'main station'. Or to say it more correctly: their use lies in immediacy instead of reconfiguring everything first to get it all to work. And the last one is a hardly used one and is still in its original 'circumstances': without any adaptation whatsoever and caressed by me for nostalgic reasons. (Once thought to be there for spare parts but my regular TT 'refuses' to die....Never had any trouble with him for the last 13 years and that on a daily basis!)

Same goes for the Portfolio's....

One gets attached to certain stuff and although I have the possibility to use a G3 around here the TT keeps his attraction...For the same reason I drive a 25 year old French car: all contemporary stuff is comfortable and reliable but lacks a specific feel. My TT has it also, not so fast but at least you are no part of the huge mainstream and 'till the moment that everything still works for you....I can do my wordprocessing, my engineering by CAD, my designwork by Calamus, my spreadsheet stuff on Texel, my emails by Emailer, my rendring by NEON etc, so there is no reason to switch...

But as I've said before: I'll keep my eyes open if anything comes around...

See you,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1107. Re: ARAnyM running FreeMint

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 09:53:05 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <3D3BD601.5040705@systinet.com>
Source record: 33416

Hi Lannie!

Please, subscribe to the aranym-user mailing list (howto is on
aranym.sf.net).

The networking interface is in progres, but doesn't work at the moment
however.

Stay tunned

STan
ARAnyM Team

Lannie Schafroth wrote:
> I am a old Atari user who only had a 1040ST and regular old 1.04 TOS. I've
> never used any other desktop except NeoDesk.
>
> I am using Aranym 0.1.7 for windows.
>
> Does anyone have a hardrive image for it with FreeMint and all the eye candy
> installed? I would like to browse the Internet with it and try all the
> latest software for internet use.
>
> Is ARAnyM not far enough along to try this?
>
> Lannie
>
> PS I wouldn't begin to know how to install all this.
>
>

1108. Re: EasyMINT install?

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 09:59:38 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <3D3BD78A.4080505@systinet.com>
Source record: 33417

Hi Lannie!

Normally create a partition of a size you want and than change the
partition type to RAW (e.g. using HDTOOLS.APP from HDDRIVER). Remember,
to run FreeMiNT you need to use HDDRIVER from Uwe Seimet, because it is
the only one XHDI compatible one.

regards

STan

Lannie Schafroth wrote:
> When I run the install it says it needs a raw partition. I am using ARAnyM
> 0.1.7 for Windows.
>
> How do I create the partitions for this install? I'm just experimenting. :)
> Never used Mint before.
>
> Lannie
>
>

1109. Re: ExtenDOS Gold / PlayMyCD

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 10:48:22 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.f2aa570e.7c165982.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33418

Dans le message <0_y_8.744$dO4.99634@newsfeed.slurp.net>
Edward S. Baiz Jr. a ï¿½crit:

>Hello Jean-Luc,

>If you are talking to me, then "yes" I encountered the same problem. However,
>I did get it to work. This is what I did. I put the CD in and then went in
>under "Configure". I then clicked on "alway check export" and tried it again.
>If that did not work, then I clicked on "always check export" and tried it.
>The second time it worked with that CD. If I put in another CD, I had to do
>the same thing again. Try it and hope this works for you. Of course Anodyne
>has a product called CDWriter which does the same thing only better.

Thank-you. Unfortunately, this doesn't work :-(
Yes, CD-Writer allows track exporting, but what I'm interested in
PlayMyCD, is the possibility of pre-listening ;-)

Regards,

J.-Luc

1110. FS: Atari Falcon, Cubase, Utils. UK

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 12:28:45 UTC
From: alex.stepney@bluewave.com
Message-ID: <e344ade0.0207220428.40a64c79@posting.google.com>
Source record: 33419

I have the follow items forsale on eBay, all with good value buy-it-now prices.

Atari Falcon030:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040856020

Cubase Audio for Atari Falcon:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040856332

Steinberg Falcon Digital Interface:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040856635

SoundPool WaveMaster for Atari Falcon:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040857044

NVDI for Atari ST/STe/Falcon:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040857343

Jinnee for Atari ST/STe/Falcon:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040857596

Hard Disk Driver for Atari ST/STe/Falcon:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040857883

Diamond Edge for Atari ST/STe/Falcon:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040858164

1111. FS: Atari Falcon, Cubase, Utils. UK

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 12:32:38 UTC
From: alex.stepney@bluewave.com
Message-ID: <e344ade0.0207220432.56a451fd@posting.google.com>
Source record: 33420

I have the follow items forsale on eBay, all with good value buy-it-now prices.

Atari Falcon030:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040856020

Cubase Audio for Atari Falcon:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040856332

Steinberg Falcon Digital Interface:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040856635

SoundPool WaveMaster for Atari Falcon:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040857044

NVDI for Atari ST/STe/Falcon:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040857343

Jinnee for Atari ST/STe/Falcon:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040857596

Hard Disk Driver for Atari ST/STe/Falcon:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040857883

Diamond Edge for Atari ST/STe/Falcon:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040858164

1112. Re: Atari Falcon, Cubase, Utils. UK

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 13:12:12 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <twT_8.745$Z05.95301@newsfeed.slurp.net>
Source record: 33421

AUCTION, AUCTION! Not sale. evilBay = auction. Frigg... can't buy anything these days without going through evilBay, which I won't...

Joshua.

<alex.stepney@bluewave.com> wrote in message news:e344ade0.0207220428.40a64c79@posting.google.com...
> I have the follow items forsale on eBay, all with good value buy-it-now prices.
>
> Atari Falcon030:
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040856020
>
> Cubase Audio for Atari Falcon:
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040856332
>
> Steinberg Falcon Digital Interface:
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040856635
>
> SoundPool WaveMaster for Atari Falcon:
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040857044
>
> NVDI for Atari ST/STe/Falcon:
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040857343
>
> Jinnee for Atari ST/STe/Falcon:
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040857596
>
> Hard Disk Driver for Atari ST/STe/Falcon:
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040857883
>
> Diamond Edge for Atari ST/STe/Falcon:
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2040858164

1113. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 14:32:39 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <ahh53v$18e5$1@news.vol.cz>
Source record: 33423

> Well i have been an avid AMIGA user from the beginning and it sill live
> unlike the ST.

True. ST is dead, same as all Commodore Amiga computers.

> But hay wat the hell the ST only ever had an 030 unlike the A1200 which
had
> a 240:060@50 PPC.

You compare an ST from 1985 with an later Amiga equipped by a fastest
available accelerator ? Are you crazy ?

> Oh i for got to mention the FALCOn with its very fast 030 which is even
> faster at 16mhz WOW!!!

Aha, now I see you are really crazy. Have you ever seen some real Falcon
(TT, Milan, whatever)? I doubt. If we compare a Falcon with an A4000/40, the
Falcon win in every aspect ! The audio (16bit IN/OUT vs 8bit out), the ports
(2x serial + MIDI
+fast parallel vs 1x serial + 1x crippled parallel), the HDD interfaces (IDE
+SCSI2 vs IDE only), HD floppy vs DD floppy, truecolor vs 256 colors (HAM is
a tricky mode usable only for picture showing on a TV), fully usable VGA
output vs crippled VGA output, and of course a fast DSP vs nothing.
A4000/40 was also more than twice as expensive as a Falcon !

You may say that A4000/40 has a faster CPU 68040@25.
Yes, the A4000 has a lot faster CPU, but thanks to horribly slow chipset and
BUS (any Amiga is basically a slightly improved A500 with faster CPU) the
final feeling from the speed of the machine is worse when compared to F030.
Sad (for amigists ;) but true. I had a A1200 with Blizzard 1240 (?) card =
68040@40MHz (faster than A4000/40 !!!) with plenty of FastRAM and I used it
in parallel with my F030. Apart from the OS and applications (which was
allways poor on the Amiga - I don't talk about games, yet) the usability of
the Falcon is a lot higher. Falcon can do much higher screen resolutions and
refresh rates, especially when overclocked to 25/50Mhz (not only the CPU,
but the whole system !), also the gui responses are much faster - the GEM
flies in 256 color mode, the workbench is usable only up to 16colors, then
the OS GUI horribly "floats". On the Falcon you can also listen mp3s at full
quality without any problems (thaks DSP) and quite quickly browse JPEGs. All
this sux on a fastest original Amiga.

Of course, you can accelerate both machines by a faster CPUs, but Amiga will
be allways slower and the GUI will allways "float" thanks to crippled
design. The garphics card is a must for any "serious" work with Amiga, but
not for Falcon or TT. And finally there are the PPC boards, which are
basically an additional CPUs used only by a few specially developed

applications. Not very good, if you ask me. Personally I�m glad there are not any PPC accelerator for a TOS machine, because it would multiple work needed to do in projects like Aranym.

Ctirad

1114. Re: XTOS interview!!!

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 14:37:49 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d3c1239_6@news.teranews.com>
Source record: 33422

Thanks for the info! Keep us all posted with even the smallest updates.

"carey christenson" <firest@williams-net.com> wrote in message
news:1027200130-741598AEicMi@williams-net.com...
> From: carey christenson <firest@williams-net.com>
> To: <edbaizjr@attbi.com>
> Date: Sat, 20 Jul 2002 22:00:08 -0600
>
> Everyone,
> This is a translated article from STC over in
> germany. From a friend of mine in Holland. he has
> been asked by MyAtari to translate any new articles by
> STC and MyAtari to get more information out to the
> English speaking Atari users. We as Atari users
> really need to band together and avoid this guy Jared.
> The only way Atari computers will ever survive is
> through Atari clones. So support the XTOS movement as
> well as ATSF!!!!
>
> Thanks,
>
>
>
> >>Hello Carey,
> >>Here the definate translation of the report on the
> xtos meeting in
> Dresden, which,
> >as
> >>a full blood Atarian will make your heart beat go
> faster too, no doubt
> >about
> >>it.
> I'll send the xtos interview too in a week or so.
> I have sent a copy to Lance too.
>
> Cheers
> Dan
>
> >>
> >>COLDFIRE TALK
> >>
> >>In the last issue of STC we mentioned the first
> official xtos meeting of
> >>renowned persons in the Atari scene in Dresden. Hard-

>
> and software
> >>developpers as well as planners joined at the round
> table to give Atari a
> >>new future. The results, goals and plans concerning
> the new Coldfire Atari
> >>are revealed in the following interview between
> Thomas Raukamp and Oliver
> >>Kootschi, the new leader of the project :
> >>
> >>TR :
> >>Oliver, the first xtos meeting is a fact now. Now, a
> few weeks later,how
> >are
> >>your feelings concerning the Coldfire project ?
> >>
> >>OK :
> >>Our meeting in Dresden was for me and the oither
> participants a great
> >>experience. It is very impressive when 20 Atari
> enthusiasts from different
> >>parts of Germany and other countries meet e.o. to
> participate in the
> future
> >>of the Atari system and decide to work together. But
> the most important
> for
> >>me was that we managed to create amongst the
> developpers the spirit to
> make
> >>possible a big project like this one without the
> help of a big supporting
> >>company.
> >>
> >>TR :
> >>Up till now you were not the coordinator of this
> project. How come that
> you
> >>are now the leader ?
> >>
> >>OK :
> >>
> >>Since autumn 2001 I have been in close contact with
> Ulrich Goessel and
> >Fredi
> >>Ascwanden concerning the Coldfire project. When we
> met the first time at
> >the
> >>Atari Expo in Koln it was clear that I would
> participate in the

> >developpment
> >>of the CFcomputer You can imagine that bit by bit I
> became the
> coordinator,
> >>not in the last place because I was so busy with the
> Deesse card and have
> >>many contacts with many Atari developpers.
> >>What also played a role was my warm relationship
> with Milan and the Falke
> >>Verlag (STC), to you and Ali Goukasian, without
> these contacts a
> >>cooperation with xtos would not have been so
> natural. For the CF project
> >>this means a great advantage. We (xtos) and Milan
> cannot afford anymore
> >>hostilities, we should work together to realize this
> project.
> >>
> >>TR :
> >>In which way is you company "Frontier Systems"
> involved in the xtos
> project
> >>?
> >>
> >>OK :
> >>Frontier was started to make a sort of platform
> where all interested
> >>developpers could be united in the developpment of
> the Deesse card. Then
> >>Frontier acquired the rights to sell the Eclipse in
> Germany. Later we
> >became
> >>acquainted with the CF project because of the plans
> to integrate the
> Deesse
> >>in the Coldfire. Now this project has absolute
> priority for us and in the
> >>future it it very obvious that we might become the
> platform for the
> >>distribution in Germany for the CF Atari.
> >>
> >>TR :
> >>In which stage is the CF project at present ?
> >>
> >>OK :
> >> Now we are in the final stage of planning of the
> hardware. We have to
> test
> >>in detail if all the planned features are feasable.
> This is the most

> >>important phase because we have decide in detail
> about every piece of
> >hardware we intend to use, any change in plans in a
> later phase would mean
> a
> >lot of extra work which we want to prevent at any
> costs. In this actual
> >planning phase we can still make decisions on
> changing this or that chip,
> >feature etc.
> >
> >TR :
> >Up till now this project was an idea of Medusa
> Systems, who has in the
> past
> >realized the Hades and Medusa clones. Now the project
> is a joint project.
> >How and why did you decide to work together ?
> >
> >OK :
> >In my opinion this sharing of tasks is absolutely
> necessary because a small
> >company like Medusa Systems could never cope with
> such a big project. It
> not
> >only involves hardware, but also software. In the
> past hardware developpers
> >made great hardware, but then on the software side it
> showed up there was
> >not enough developpment for the macine. It was always
> "hardware top -
> >software flop". It was immediately clear to Fredi and
> I that we could only
> >realize this huge undertaking by means of a joint
> task force of different
> >companies. We then decided that I would care for the
> coordination of all
> non
> >hardware aspects of the project. Fredi knows from his
> own experience the
> >great amount of work it takes to make an Atari
> compatible computer and this
> >joint effort is the best chance to ensure future
> succes for Atari based
> >systems.
> >This is a unique joint effort made by people on a
> voluntary, non profit
> base
> >without an anonymous company making sharp
> calculations to ensure maximum

> >profit.
> >After Fredi and I came to these conclusions, as a
> next step we have
> >contacted Atari hard- and software developpers and
> have organised this
> >meeting in Dresden.
> >
> >TR :
> >Who has decided on the assignment of the different
> tasks ?
> >
> >OK :
> >This assignment, which you can read on our website is
> the result of the
> >developper meeting in Dresden, it came spontaneously
> and on a voluntary
> >base. In the first place it depends on the individual
> talents of the people
> >working on the project. It is not fixed though, it
> can change any moment.
> >The project is open, any new, interested developper
> can join in the team
> at
> >any moment, we welcome everyone who wants to help,
> there is much to do,
> >consider for exemple the developpment of new drivers
> for PCI cards !
> >
> >TR :
> >In which way is Medusa Systems involved ?
> >
> >OK :
> >Medusa, Fredi's company, is responsible for the
> developpment and
> >construction of the hardware, incl my Deesse (DSP)
> card. All the others
> work
> >mainly on the adaption and development of the OS and
> on new software for
> the
> >Coldfire Atari.
> >
> >TR :
> >How does the Atari world react to the plans ?
> >
> >OK :
> >The Atari world is divided in several groups which
> make it difficult to
> give
> >a judgement about that. Anyhow I see a very positive

> attitude, especially
> >from the developpers side. You can clearly sense that
> there is a certain
> >nervous tension in the air, everyone would like to
> have the new computer on
> >his desk right now.
> >The normal Atari user is more sceptical which is not
> surprising due to the
> >failed project of the last 5 years As long as we have
> no real and working
> >computer, there will always be doubts but you can
> sense a positive
> >attitude.here too.
> >From musicians I got many questions about the Midi
> and sound possibilities
> >of the new computer. Users want an up to date machine
> regarding these
> >features. I can imagine this all too well, I use my
> Falcon for years
> already
> >for music and I am constantely confronted with the
> restrictions of this-
> >compared to actual standards- old computer when I
> manipulate souns files
> >with Cubase Audio. To this group we give a clear
> signal : the new Coldfire
> >computer will have midi I/O and a very powerfull DSP.
> We will create for
> >musicians a machine with great possibilities !
> >
> >TR :
> >Some confusion arised about the name "Atlantos". IMO
> this is not the right
> >name because according to the legend this city
> disappeared with man and
> >mouse into the sea. We haven't heard this name
> mentionned anymore since
> some
> >time.
> >
> >OK :
> >You are absolutely right, the launch of this name 2
> days before the Dresden
> >meeting was not a wise thing. A definitive name will
> be given after a
> voting
> >between the developperes involved. In the mean time
> we will speak of the
> >Atari Coldfire Project. At the meeting we have
> discussed about the name of

> >the new computer but decided to postpone this issue.
> >
> >TR: I get the impression that the project is going
> into 2 separate
> >directions : there are two different websites with
> different news : the
> >xtos.de site and the Atari Coldfire site...
> >
> >OK :
> >This is due to the fact that the developpment of the
> Atari Coldfire
> Project
> >(ACP) and the cooperation with Atari developpers has
> grown enormously over
> >the past few months and and now has grown into a
> common project. This is
> why
> >we had to create a new common website. The webpages
> of xtos are now
> >excusivly devoted to the new Atari Software
> Foundation created by Ulrich
> >Gossel , the Coldfire Project site is devoted to our
> common ACP.
> >
> >TR :
> >Let's talk technics now.
> >When it was anounced that the Coldfire would be the
> new CPU for the new
> >Atari system, there were several doubts and
> contradictions. Rodolphe Czuba
> >for exemple claimed that the Coldfire would not be
> fit for an Atari clone
> >because of compatibility problems. Meanwhile you
> stayed with the Coldfire
> as
> >CPU. Are there new insights regarding to the
> compatibility ?
> >
> >OK:
> >Compatibility was an issue during the conference of
> course. But it became
> >clear very quickly during the discussion that for a
> real Atari successor we
> >have no other choice than to opt for the modertn
> Coldfire series. With the
> >release of the Coldfire V4e there will be no more
> major compatibility
> >problems with the 68K generation anymore. It is clear
> though, that the
> >Coldfire isn't 100% compatible to the 68k series but

> should that be a point
> >not to proceed ? If we kept on trying to be always
> compatible to older
> >standards there would never be a movement towards
> new hardware, it would
> >restrict us. This also counts for software. It can't
> be denied that
> Motorola
> >claims the Coldfire to be the official 68k successor
> and sells it as such.
> >In the Coldfire Routmap future generations of
> Coldfire cores are planned
> >which ensures that this CPU has a future .
> >The most important is that we all agree about the use
> of the Coldfire, For
> >us it is the only logic and possible way the Atari
> hardware should go.
> >
> >TR :
> >What about the availability of the Coldfire V4e
> >
> >OK :
> >According to Motorola the Coldfire V4e should be
> available in the course of
> >this year. A meeting of Fredi Aschwanden with
> Motorola is planned this
> month
> >and we hope to get futher info from them about the
> dates.
> >
> >TR
> Will it be possible to swap the processor, for the V4e
> ? (Because the
> Coldfire V4e is not yet available, Fredi Aschwanden is
> using the Coldfire
> 5407 and replace it by the V4e later)
> ?
>
> OK :
> Yes, just like on the bplan PPC board, it will be
> possible on the xtos board
> to replace the processor by the stronger V4e. We
> designed a special socket
> to make this possible via plug and play, without
> soldering. With regard to
> the Coldfire V4e and it's future generations (see road
> map Coldfire on
> Motorola site) this has enormous advantages, you will
> only have to swap one
> processor for a newer, faster model, without having to

> buy a new board as is
> the habit with all known computers nowadays. Another
> advantage is that,
> without much development, we can react rapidly to new
> features which
> Motorola will integrate in the Coldfires like
> ethernet, USB etc and be able
> to use this in a simple way. When we would integrate
> the processor on the
> mainboard, this would be impossible.
>
> TR :
> It is quite a while since Motorola announced the V4e,
> are the specs still
> the same ?
>
> OK :
> Yes, a speed between 225 Mhz and 333 Mhz depending on
> the manner of
> production (20 or 13 micron)
>
> TR :
> Another remarkable feature of the Coldfire Atari is
> the lack of AGP port for
> fast graphic card. What is the reason for this ?
>
> OK :
> A perfect integration of graphics in the CA is one of
> our greatest concerns.
> Over the past weeks we have invested much time in
> figuring out the best
> solutions and we are in close contact with several
> graphic chip producers. I
> cannot yet give you the definite solution yet. On one
> hand we need a fast
> and modern graphic chip, on the other hand it has to
> be available for a long
> period. And : the best chip is of no use for us if we
> don't get optimal
> development support of the chip producers. It is this
> support that nowadays
> creates big problems for projects like ours because
> the producers are not
> very keen on giving documentation about their products
> and are even more
> reluctant to pass on to others the 3D functions of the
> chips.
> Nevertheless we have archieved great results, thanks
> Norman Feske, Markus
> Fichtenbauer and Leon O'Reilly, who have relentlesly

> tried to persuade the
> graphic chip producers to cooperate.
> If we have to choose for AGP or the PCI variant,
> depends on our continuing
> negotiations with these producers.
>
> TR :
> Is the Radeon chip from ATI being considered ?
>
> OK :
> Indeed the integration of graphics via AGP slot seems
> the best solution to
> us at the moment. Nevertheless the PCI variant is
> another option if our
> first tests with AGP are unsuccesfull. The choice of
> graphicchip and the
> quality of it's drivers is much more important for
> optimal performance than
> the choice between AGP or PCI : and as I mentionned
> before, we have had
> frequent contact with the producers, to be able to
> make the best choice. We
> have the choice between chips from nvidia, ATI and
> Matrox. Because all of
> them have nearly equal 2D performance, we will choose
> the one that allows
> for the best integration in the Coldfire System and
> has the best
> documentation available. At the moment it seems that
> the G450 from Matrox
> has the best chances.
>
> TR :
> How about the 3D support of the chip ? Projects for
> porting the Open GL
> standard haven't been completed unfortunately...
>
> OK :
> Standard 3D support would indeed be a novum on the
> Atari platform and it
> would boost considerably the objective and subjective
> system performance,
> particularly for the all important multi media
> programms nowadays. We are
> very pleased that for this important area we managed
> to get support from
> Leon O'Reilly, who will make the complete 3D graphic
> chip driver development
> for the CA. Leon has gained much experience in 3D
> programming of modern

> graphic chips in his job as a developper in the
> software company Bullfrog.
> He also worked on the 3D graphic-engine of Quake3 and
> in Playstation2 games
> like the Formel-1-simulator F1.
>
> TR :
> You mentioned that the integration of AGP is a
> problem. Is there not a
> danger that soon there will be no more graphic cards
> available for the CA if
> you have to drop AGP ?
>
> OK :
> We are aware of this and that is why we lay a great
> importance on the
> carefull choice of the sort of integration of graphics
> and the graphic chip.
> The final solution is not made yet because we are
> still in the process of
> evaluating the different possibilities.
>
> TR :
> Which advantages does the integration of the graphic
> chip on the motherboard
> have in your view ?
>
> OK :
> The onboard solution, which we have also discussed
> during the meeting,
> surely has some advantages : it is compact and
> programmer-friendly.
> Disadvantages are the considerable extra amount of
> work on the hardware
> developpment side and the extra time and costs arising
> from that, because no
> chip designer will give documentation for such an
> integration : this means
> we would have to make all the graphic hardware
> ourselves. This couldn't be
> realized for the first CA and wouldn't be of any
> benefit. The choice for an
> external grapics integration doesn't mean that we have
> to renounce a variant
> with an onboard solution in the future...
>
> TR :
> Concerning SOUND, the Coldfire Atari is going to set
> new standards, Falcon
> owners can once again rejoice in a real succesor. Will

> the the integration
> of the Deesse DSP card be onboard or as a PCI card ?
> What would the
> advantages and disadvantages be for both cases ?
>
> OK :
> We have chosen to integrate the Deesse as a PCI card.
> The only advantage of
> an onboard solution would be that we could guarantee
> the programmers that
> they would find a DSP in the system, just like in the
> Falcon (??). This
> advantage looses it's meaning quickly because we will
> integrate the Deesse
> in the system as well as from the hardware side as the
> software side. Every
> Coldfire computer will have, standard, a Deesse DSP
> card. From the software
> point of view it is our definite goal to integrate the
> DSP as a standard,
> fixed hardware component in the Operating System,
> sothat the programmers can
> rely, just as is the case with the Falcon, on a DSP.
> Besides that the PCI variant gives us much greater
> advantages : the user
> will have the possibility to add a faster card with
> multiple DPS's if he
> needs them, without having to buy a new CA successor.
> Because of this we
> have designed the drivers to cope with more DSP's even
> though the standard
> CA will have one DSP. In this way programms will be
> able to take advantage
> immediately from the extra DSP's !
>
> TR :
> How about the development of the Deesse card ?
> Unfortunately Hades and Milan
> owners can't buy the card yet...
>
> OK :
> With respect to the Coldfire project the Deesse
> development got a new
> meaning for us. For our team it is very important that
> we coordinate the
> development of both projects. The continuing Deesse
> development has now the
> goal to support the Coldfire Atari and to make
> exploite fully the DSP in
> combination with the CF CPU via adapted programms.

> Mariusz Buras has worked
> hard on the Deesse PCI integration over the past
> months and we were able to
> test a finished version during our meeting in Dresden.
> We could also solve
> our last lay-out problems with the help of Fredi
> Aschwanden and Elmar
> Hilgart could now order extra Deesse cards from our
> chipcard manufacturer.
>
> TR :
>
> There was some discussion on the developpers meeting
> about the integration
> of a diskdrive. You know my point of view : we should
> abandon this fosile
> and turn to cdrom and cdwriter, just as Apple does.
> What was the reason for
> the integration of a diskdrive in the Coldfire
> computer ?
>
> OK :
> I agree, a diskdrive is a fossile nowadays. The only
> reason for integration
> would be if a necessary chip on the mainboard would
> have the possibility for
> support anyhow. (if that chip, besides other important
> functions would also
> have a diskdrive supporting possibility, why not
> integrate it ?). Anyhow, we
> agreed that we will not offer at all costs such a
> device. It will be left to
> the user to decide if he wants to install one. The
> role of the ancient
> diskdrive will be taken over by the cdrw in the new
> computer.
>
> TR :
> Things like LS 120 and ED will not be considered ?
>
> OK :
> They have never been considered. These are formats
> that would bring no
> advantages.
>
> TR :
> Concerning USB 1.0 and 2.0. You want to integrate both
> standards. Isn't USB
> 2.0 enough, or isn't this standard backward compatible
> ?

>
> OK :
> USB 2.0 is backwards compatible so it's integration
> would support a complete
> set of USB peripherals.
>
> TR :
> Does the Coldfire support both standards ?
>
> OK :
> No, the Coldfire V4e supports only USB 1.0. This is
> designed for slow
> peripherals like mouse, keyboard, printer etc. We
> should realize that USB
> 1.0 is integrated in the V4e, the support is on the
> chip itself, a sort of
> extra without costs for us. A USB 2.0 support could be
> realized through an
> extra USB chip on the motherboard, but we decided to
> do it via an external
> PCI card.
>
> TR :
> Talking about USB we come to the driver programming.
> Of what use is USB
> integration if there are no drivers for USB
> peripherals ?b How could the
> problem be solved ?
>
> OK :
> You are right. The experience with clones like the
> Hades and Milan has shown
> a lack of support for modern standards. There was a
> lack of PCI driver
> development. There were nearly no drivers and if there
> was one then it was
> commercial and often not matured. To prevent going
> through the same
> experience with the new Coldfire Atari, we have
> already invested a lot of
> work into the future driver development. But the most
> important part has
> begun on the developpers meeting in Dresden : the
> start of the development
> in a joint project, without the support of a team of
> developpers this
> project cannot be realized.
>
> TR :
> Why do you connect the mouse and keyboard via the PS/2

> standard ? Wouldn't a
> connection via USB make more sense ?
>
> OK :
> USB is a new field for Atari development We cannot
> expect a perfect USB
> support immediately so it's logic to rely on the
> unproblematic integration
> via PS/2 in the system
>
> TR :
> The question arises here on which level the USB
> drivers will be integrated.
> If you want to configure at low level, then USB
> drivers should be present in
> the kernel. This is also true for connecting mouse and
> keyboard.
>
> OK :
> On the long term the goal is to integrate the USB
> drivers in the system. It
> should be clear that we cannot catch up with the new
> modern standards
> immediately, the development in the Atari world has
> come to a stand still
> over the last few years. We are doing our utmost to
> catch up, and this gets
> a new impulse with the arrival of a new promising
> Atari system like the
> Coldfire Atari.
>
> TR :
> You are not integrating FireWire in the system ?
>
> OK :
> USB 2.0 is a perfect substitute for FireWire.
> Development and integration of
> both would mean a waste of ressources which we cannot
> afford in this stage
> of development. We are not opposed to a support of
> FireWire via a PCI card
> solution. A PCI integration would be a better choice
> anyway because FireWire
> peripherals are not so common and much more expensive
> than USB gear. It
> should be clear that every extra integration during
> the initial development
> phase of the CA will drive up the price and postpone
> the date of release.
>

> TR :
> Traditionally, the Atari world is divided into MagiC
> and MiNT supporters.
> Which road is the Coldfire Atari going to follow ?
>
> OK :
> We will choose for the only usefull and possible way :
> using TOS and MiNT we
> will have a modern OS, which will be able to load
> MagiC on demand.
>
> TR :
> What are the pro's and cons for MiNT, MagiC ?
>
> OK :
> Besides the problematic installation of MiNT, MagiC
> has no more advantages
> for me. If you consider the fact that we will pre-
> install the OS in the CA
> in Flash ROM, and that the user will not have anything
> to do with it's
> installation, the argument : difficult installation of
> MiNT, loses it's
> meaning.
> MiNT gives us innumerable advantages in comparison to
> the commercial, closed
> MagiC system. Right now, thanks to MiNT, we can use a
> great amount of
> software from the Linux world, also a port of an
> actual browser would give
> much problems with the new hardware. The most
> important point and advantage
> remains the possibility of future development of the
> OS, with MagiC this
> remains unsecure.
>
> TR :
> What about TOS ? Which version will be used ?
>
> OK :
> In cooperation with Milan Computersystems we will be
> able to use the actual
> Milan TOS, (that means the new developped Milan TOS
> for the Milan II) as the
> OS for the CA. (Milan has the rights to develop
> TOS)This means a great
> profit for our project because we can use a well
> documented and a debugged,
> clean version.
>

> TR :
> Interesting for longtime Atari users is the
> compatibility of the new
> computer to old programms. This is always a critical
> issue, because new
> systems have to cut old ways. How will you maintain
> compatibility to older
> programms ?
>
> OK :
> I think the old days are over. If you still want to
> run ST prg's from 89 you
> should keep your ST, Falcon, MegaSTE and TT on your
> desk next to the new CA.
> Between the old Atari's many prg's are incompatible
> too. Striving for
> maximal compatibility should not hinder development.
> Who needs the antique
> low grafic modes of the ST nowadays ?
> At the developpers meeting we agreed : whith the new
> Coldfire computer we
> will have no probs to port an actual Atari Emulator
> natively. Then most of
> the oldest unclean ST games will run on the new
> computer. Result : finally
> we will end up with the most compatiblke Atari
> computer ever !
>
> TR :
> A deception for the Atari users was the price of the
> new computer : 1000
> euro (=1000 $$ now !!) only for the motherboard.
> Several people pointed out
> that the price for the new Amiga One G3 would only be
> 600 euro. What is your
> reaction to this ?
>
> OK :
> Of course, we could also have promised a price of 600
> euro. But why should
> we be unrealistic about the price ? In that case the
> Coldfire project would
> have died immediately after the release, because we
> would be bankrupt. To
> understand the price of 1000 euro, you should know the
> problematic situation
> of our platform in todays world. The market is too
> small for mass production
> of a CA. Our first goal is to provide a new system the
> still active existing

> Atari users. and to bring the system to the actual
> standards. Only then we
> can start to open new markets for the CA and to awake
> interest among new
> potential users.
> It should be clear that everyone involved in this
> project works on a purely
> idealistic basis, nobody earns a cent and the sales
> will only cover the
> expenses made. It is unrealtic to believe we could
> simply and rapidly make
> the PC world happy with our system and become rich.
> Before we can even start
> thinking about this we should do our homework and
> bring our system to actual
> standards.
>
> TR :
> Do you intend to sell only motherboards so that users
> and sellers can build
> their own systems or do you also intend to sell a
> complete system including
> drives, mice, keyboards etc...?
>
> OK :
> A complete system at this stage of developpment is not
> our main goal, but we
> are sure that we will also offer a complete system.
> This is due to the many
> suggestions and ideas from the Atari users on the
> newsgroups and forums on
> the internet, who have contributed to this theme with
> many constructive and
> remarkable ideas. I am also convinced of providing a
> complete system with
> certain unique Atari looks, contrasting to the mass
> products of the PC
> world. But before this can be realized, a lot of work
> has to be done.
>
> TR :
> How much RAM will the standard system have ? And which
> kind of RAM ?
>
> OK :
> At least 256 Mb SD-RAM. We will adapt our final RAM
> amount to the actual
> standards, so that we obtain the
> bestprice/performance.
>

> TR :
> The hardware specs are almost fixed, the developpers
> have been found. When
> can we expect the new computer ?
>
> OK :
> All of us would like to have it right now on our
> desks. But this can't be
> done overnight, everybody can understand that. We work
> on this project with
> all our energy so that we can release the computer as
> soon as possible, and
> I personally hope to release the CA before X-Mas this
> year. This is my
> personal view, we should not forget that we work in a
> team and depend on
> e.o., it is impossible to give a fixed date yet, that
> would be unfair to the
> rest of the team.
>
> TR :
> Oliver, thank for this interesting interview.
>
>
> Carey Christenson
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> Coming CT60 with a 68060 running at 72 mhz.
> Eclipse with 4 meg ATI Graphic Card
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.3 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 8x4x20x Smart and Friendly CD-Burner
> 56K CNET modem
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
> 5.1 Surround Sound System
>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 210 meg Quantum Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>

> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor
>

1115. Re: EasyMINT install?

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 14:46:01 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d3c1425_10@news.teranews.com>
Source record: 33424

I tried HDDriver (demo) and it crashes the program at the SCSI check point
during boot.

"Stanislav Opichal" <stop@systinet.com> wrote in message
news:3D3BD78A.4080505@systinet.com...
> Hi Lannie!
>
> Normally create a partition of a size you want and than change the
> partition type to RAW (e.g. using HDTOOLS.APP from HDDRIVER). Remember,
> to run FreeMiNT you need to use HDDRIVER from Uwe Seimet, because it is
> the only one XHDI compatible one.
>
> regards
>
> STan
>
> Lannie Schafroth wrote:
> > When I run the install it says it needs a raw partition. I am using
ARAnyM
> > 0.1.7 for Windows.
> >
> > How do I create the partitions for this install? I'm just experimenting.
:)
> > Never used Mint before.
> >
> > Lannie
> >
> >
>

1116. Re: EasyMINT install?

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 15:08:25 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <3D3C1FE9.4020709@systinet.com>
Source record: 33425

Yes, the SCSI is not implemented in ARAnyM. You should not do any
operations that touches SCSI. In HDDRIVER you can set the devices to be
tested during the boot to IDE only devices which is the case you need.

Please, subscribe to the aranym-user mailing list to let other users
read the solutions and archive this mails.

regards

STan

Lannie Schafroth wrote:
> I tried HDDriver (demo) and it crashes the program at the SCSI check point
> during boot.
>
> "Stanislav Opichal" <stop@systinet.com> wrote in message
> news:3D3BD78A.4080505@systinet.com...
>
>>Hi Lannie!
>>
>>Normally create a partition of a size you want and than change the
>>partition type to RAW (e.g. using HDTOOLS.APP from HDDRIVER). Remember,
>>to run FreeMiNT you need to use HDDRIVER from Uwe Seimet, because it is
>>the only one XHDI compatible one.
>>
>>regards
>>
>>STan
>>
>>Lannie Schafroth wrote:
>>
>>>When I run the install it says it needs a raw partition. I am using
>>
> ARAnyM
>
>>>0.1.7 for Windows.
>>>
>>>How do I create the partitions for this install? I'm just experimenting.
>>
> :)
>
>>>Never used Mint before.
>>>
>>>Lannie
>>>

>>>
>>
>
>

1117. Re: Epson 740 printer on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 15:14:03 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <FiV_8.869$Z05.126378@newsfeed.slurp.net>
Source record: 33426

Hey. I don't see a problem with using that printer. I just got a fully functional, cosmetically perfect Canon BJC-4300 for 3 bux and hooked it to my STE. It works perfect with every application I've tried even though there are no drivers for it. Even in TOS when I print a document off the desktop, it works great.

Joshua.

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message news:1ffqeu4.4b1eouvggk4xN%northstar2010@_del_ete_yahoo.no...
> Anyone know if the Epson Stylus 740 colour printer will work with most
> Atari ST software? In other words, is it backwards compatible with
> one/several of the existing printer drivers for our many applications?
>
> I might have a chance to buy one of these soon, and the reason I'm
> looking into this particular model is because it'll work both with my
> Apple Mac (serial port) as well as (hopefully) my STe since it has a
> parallel port as well.
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

1118. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 15:16:42 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <7IV_8.875$Z05.127056@newsfeed.slurp.net>
Source record: 33427

Hear, Hear!! Well said!

Joshua.

"Ctirad Fertr" <phanatic@death_for_spammers_volny.cz> wrote in message
news:ahh53v$18e5$1@news.vol.cz...
> > Well i have been an avid AMIGA user from the beginning and it sill live
> > unlike the ST.
>
> True. ST is dead, same as all Commodore Amiga computers.
>
> > But hay wat the hell the ST only ever had an 030 unlike the A1200 which
> had
> > a 240:060@50 PPC.
>
> You compare an ST from 1985 with an later Amiga equipped by a fastest
> available accelerator ? Are you crazy ?
>
> > Oh i for got to mention the FALCOn with its very fast 030 which is even
> > faster at 16mhz WOW!!!
>
> Aha, now I see you are really crazy. Have you ever seen some real Falcon
> (TT, Milan, whatever)? I doubt. If we compare a Falcon with an A4000/40,
the
> Falcon win in every aspect ! The audio (16bit IN/OUT vs 8bit out), the
ports
> (2x serial + MIDI
> +fast parallel vs 1x serial + 1x crippled parallel), the HDD interfaces
(IDE
> +SCSI2 vs IDE only), HD floppy vs DD floppy, truecolor vs 256 colors (HAM
is
> a tricky mode usable only for picture showing on a TV), fully usable VGA
> output vs crippled VGA output, and of course a fast DSP vs nothing.
> A4000/40 was also more than twice as expensive as a Falcon !
>
> You may say that A4000/40 has a faster CPU 68040@25.
> Yes, the A4000 has a lot faster CPU, but thanks to horribly slow chipset
and
> BUS (any Amiga is basically a slightly improved A500 with faster CPU) the
> final feeling from the speed of the machine is worse when compared to
F030.
> Sad (for amigists ;) but true. I had a A1200 with Blizzard 1240 (?) card =
> 68040@40MHz (faster than A4000/40 !!!) with plenty of FastRAM and I used
it

> in parallel with my F030. Apart from the OS and applications (which was
> allways poor on the Amiga - I don't talk about games, yet) the usability
of
> the Falcon is a lot higher. Falcon can do much higher screen resolutions
and
> refresh rates, especially when overclocked to 25/50Mhz (not only the CPU,
> but the whole system !), also the gui responses are much faster - the GEM
> flies in 256 color mode, the workbench is usable only up to 16colors, then
> the OS GUI horribly "floats". On the Falcon you can also listen mp3s at
full
> quality without any problems (thaks DSP) and quite quickly browse JPEGs.
All
> this sux on a fastest original Amiga.
>
> Of course, you can accelerate both machines by a faster CPUs, but Amiga
will
> be allways slower and the GUI will allways "float" thanks to crippled
> design. The garphics card is a must for any "serious" work with Amiga, but
> not for Falcon or TT. And finally there are the PPC boards, which are
> basically an additional CPUs used only by a few specially developed
> applications. Not very good, if you ask me. Personally I'm glad there are
> not any PPC accelerator for a TOS machine, because it would multiple work
> needed to do in projects like Aranym.
>
> Ctirad
>
>
>
>

1119. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 18:45:15 UTC
From: Graham Prout <caver99@ntlworld.com>
Message-ID: <XoY_8.1767$tg4.101825@newsfep1-win.server.ntli.net>
Source record: 33428

> > Well i have been an avid AMIGA user from the beginning and it sill live
> > unlike the ST.
>
> True. ST is dead, same as all Commodore Amiga computers.
>

Not a true statment, the amiga live in the AMIGAONE.

> > But hay wat the hell the ST only ever had an 030 unlike the A1200 which
> had
> > a 240:060@50 PPC.
>
> You compare an ST from 1985 with an later Amiga equipped by a fastest
> available accelerator ? Are you crazy ?
>

No where were the PPC accellerators for ANY ST model?

> > Oh i for got to mention the FALCOn with its very fast 030 which is even
> > faster at 16mhz WOW!!!
>
> Aha, now I see you are really crazy. Have you ever seen some real Falcon
> (TT, Milan, whatever)? I doubt. If we compare a Falcon with an A4000/40,
the
> Falcon win in every aspect ! The audio (16bit IN/OUT vs 8bit out), the
ports
> (2x serial + MIDI
> +fast parallel vs 1x serial + 1x crippled parallel), the HDD interfaces
(IDE
> +SCSI2 vs IDE only), HD floppy vs DD floppy, truecolor vs 256 colors (HAM
is
> a tricky mode usable only for picture showing on a TV), fully usable VGA
> output vs crippled VGA output, and of course a fast DSP vs nothing.
> A4000/40 was also more than twice as expensive as a Falcon !

If you are going to shout about hi-end graphics then where are the STs adon
adaptors for PCI cards like the VOODOO series?

>
> You may say that A4000/40 has a faster CPU 68040@25.
> Yes, the A4000 has a lot faster CPU, but thanks to horribly slow chipset
and
> BUS (any Amiga is basically a slightly improved A500 with faster CPU) the
> final feeling from the speed of the machine is worse when compared to
F030.
> Sad (for amigists ;) but true. I had a A1200 with Blizzard 1240 (?) card =

> 68040@40MHz (faster than A4000/40 !!!) with plenty of FastRAM and I used
it
> in parallel with my F030. Apart from the OS and applications (which was
> allways poor on the Amiga - I don't talk about games, yet)

The Apps on the Amiga never needed any other monitor to work, they could run
at good resalutions on a standard monitor unlike the ST.

> the usability of
> the Falcon is a lot higher. Falcon can do much higher screen resolutions
and
> refresh rates, especially when overclocked to 25/50Mhz (not only the CPU,
> but the whole system !), also the gui responses are much faster

As you have stated OVERCLOCKED? - This still never even came close to the
none overclocked addons which when a LOT faster than any ST.
> - the GEM
> flies in 256 color mode, the workbench is usable only up to 16colors,
Where have you been then, Workbench can use 16milion colours not just 16?

> then
> the OS GUI horribly "floats". On the Falcon you can also listen mp3s at
full
> quality without any problems (thaks DSP) and quite quickly browse JPEGs.
All
> this sux on a fastest original Amiga.

You are quit wrong there mps3 play just fine on my machines thanks.

>
> Of course, you can accelerate both machines by a faster CPUs, but Amiga
will
> be allways slower and the GUI will allways "float" thanks to crippled
> design. The garphics card is a must for any "serious" work with Amiga, but
> not for Falcon or TT. And finally there are the PPC boards, which are
> basically an additional CPUs used only by a few specially developed
> applications.

I am afrad to say that you are wrong there as well there is a vast array of
software(Serious and Games) that run on PPC hardware.

> Not very good, if you ask me. Personally I'm glad there are
> not any PPC accelerator for a TOS machine, because it would multiple work
> needed to do in projects like Aranym.
>
> Ctirad
>

In Conclusion the crap that you has said in here just goes to show that you
love the cheap end of the 16bit marked of which the amiga and the st were
and they went on to 32bit which is were the ST stayed and the amiga left far
behined as the have now gone to the 64bit market which the st will not see.

Regards

Graham

1120. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 19:13:17 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <WOY_8.995$Z05.187216@newsfeed.slurp.net>
Source record: 33430

You are sooo full of shite!!

> Not a true statment, the amiga live in the AMIGAONE.

AMIGAONE isn't out yet, only as a developer's machine so it doesn't really count as anything can happen until the official release.

> If you are going to shout about hi-end graphics then where are the STs adon
> adaptors for PCI cards like the VOODOO series?

Nobody has been shouting about hi-end graphics but Atari has had GFX cards since the early days and yes, we do have PCI adapters for PCI cards as well.

> The Apps on the Amiga never needed any other monitor to work, they could run
> at good resalutions on a standard monitor unlike the ST.

Bullshit. The ST mono resolution was far better than the Amiga resolutions in doing productive work such as DTP, WP, MIDI etc... TT and Falcon had VGA resolutions standard with standard VGA connectors so you could use any VGA/SVGA monitor on them.

> You are quit wrong there mps3 play just fine on my machines thanks.

Notice how he said *original Amiga*? Sure, they'll play fine on a PPC amiga but show me a stock Amiga that can play 128kbps MP3 files without any add-on hardware.

> In Conclusion the crap that you has said in here just goes to show that you
> love the cheap end of the 16bit marked of which the amiga and the st were
> and they went on to 32bit which is were the ST stayed and the amiga left far
> behined as the have now gone to the 64bit market which the st will not see.

64bit?? How?? And lets not forget the upcoming PPC accelrators for the whole Atari/clone series and the new ColdFire machine.

Joshua.

1121. Twist 3.02

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 19:37:06 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1027370464-275573AEicMi@xs4all.nl>
Source record: 33431

It's been quite a while but in April of this year
I got a response from Derryck saying that there
should be a trabnsalation of Twist 3. He
mentioned version 3.02. Does anyone have a
English RSC file for me? I am in posession of the
original version despite that it is in German...

Thanx,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1122. Re: EasyMINT install?

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 19:49:34 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d3c5b46$1_16@news.teranews.com>
Source record: 33434

I have already subscribed. Apparently the version I have does not have the features you are describing in the HDUtils. Oh well.
"Stanislav Opichal" <stop@systinet.com> wrote in message news:3D3C1FE9.4020709@systinet.com...
> Yes, the SCSI is not implemented in ARAnyM. You should not do any
> operations that touches SCSI. In HDDRIVER you can set the devices to be
> tested during the boot to IDE only devices which is the case you need.
>
> Please, subscribe to the aranym-user mailing list to let other users
> read the solutions and archive this mails.
>
> regards
>
> STan
>
> Lannie Schafroth wrote:
> > I tried HDDriver (demo) and it crashes the program at the SCSI check point
> > during boot.
> >
> > "Stanislav Opichal" <stop@systinet.com> wrote in message
> > news:3D3BD78A.4080505@systinet.com...
> >
> >>Hi Lannie!
> >>
> >>Normally create a partition of a size you want and than change the
> >>partition type to RAW (e.g. using HDTOOLS.APP from HDDRIVER). Remember,
> >>to run FreeMiNT you need to use HDDRIVER from Uwe Seimet, because it is
> >>the only one XHDI compatible one.
> >>
> >>regards
> >>
> >>STan
> >>
> >>Lannie Schafroth wrote:
> >>
> >>>When I run the install it says it needs a raw partition. I am using
> >>
> > ARAnyM
> >
> >>>0.1.7 for Windows.
> >>>
> >>>How do I create the partitions for this install? I'm just experimenting.

> >>
> > :)
> >
> >>>Never used Mint before.
> >>>
> >>>Lannie
> >>>
> >>>
> >>
> >
> >
>

1123. FREE: UK - Loads of Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 19:55:10 UTC
From: {DB}@cyberstrider.net
Message-ID: <1027367710.873203@cache>
Source record: 33432

UK Only

I have a number of Atari Magazines - full sets - ST World, ST User, ST Format (inc Amiga ST Format), ST Applications, ST Review, etc etc - including cover disks.

These are available to anyone for free if they want them - I would rather they be of use to someone rather than me dumping them - some of these even have reviews by me. ;-)

So - anyone want these? Please email me... you will either have to pay delivery or collect them. my email is denesh @ the domain name in the headers above.

What would be cool is if someone like Derryck Crocker took them for the Cheshunt Computer Club and ran a project to 'digitise' the mags - ie, scan them in and hold them on disk for posterity.

--
Denesh Bhabuta
Cyberstrider Limited - www.cyberstrider.net
Aexiomus Limited - www.aexiomus.net
Nominet PAB Member ; co-Chair RIPE LIR-WG

1124. Re: Epson 740 printer on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 20:37:30 UTC
From: Dave Wade <g8mqw@hotmail.com>
Message-ID: <ahhprc$sr5h7$2@ID-40235.news.dfncis.de>
Source record: 33433

Hallvard,

It is an Esc/P2 printer, so if the software was those I think it should work. I have one so if there are any tests you want be to try I can do so if I have the application.

Dave.
"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message news:1ffqeu4.4b1eouvggk4xN%northstar2010@_del_ete_yahoo.no...
> Anyone know if the Epson Stylus 740 colour printer will work with most
> Atari ST software? In other words, is it backwards compatible with
> one/several of the existing printer drivers for our many applications?
>
> I might have a chance to buy one of these soon, and the reason I'm
> looking into this particular model is because it'll work both with my
> Apple Mac (serial port) as well as (hopefully) my STe since it has a
> parallel port as well.
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

1125. Re: Epson 740 printer on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 20:38:16 UTC
From: Dave Wade <g8mqw@hotmail.com>
Message-ID: <ahhpsq$t22v7$1@ID-40235.news.dfncis.de>
Source record: 33435

Hallvard,

It is an Esc/P2 printer, so if the software was those I think it should work. I have one so if there are any tests you want be to try I can do so if I have the application.

Dave.
"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message news:1ffqeu4.4b1eouvggk4xN%northstar2010@_del_ete_yahoo.no...
> Anyone know if the Epson Stylus 740 colour printer will work with most
> Atari ST software? In other words, is it backwards compatible with
> one/several of the existing printer drivers for our many applications?
>
> I might have a chance to buy one of these soon, and the reason I'm
> looking into this particular model is because it'll work both with my
> Apple Mac (serial port) as well as (hopefully) my STe since it has a
> parallel port as well.
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

1126. Re: MagiC-PC Demo/English

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 20:39:07 UTC
From: Dave Wade <g8mqw@hotmail.com>
Message-ID: <ahhpud$t14d3$1@ID-40235.news.dfncis.de>
Source record: 33436

Last time I asked I was told NO

"don wolfe" <donw@intergate.com> wrote in message
news:ahfr0uecm1@trip.net...
> To All,
>
> Is there a "MagiC-PC Demo, English version" and if so where can I
> download it from ???
>
> Thanks, Donner.....
>

1127. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 20:47:03 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <ahhrdu$1rqq$1@news.vol.cz>
Source record: 33437

> Not a true statment, the amiga live in the AMIGAONE.

TOS platform lives in Hades, Milan, XTOS or Aranym.

> No where were the PPC accellerators for ANY ST model?

Fortunately there weren't any. Do you really think that PPC is so great CPU, especially nowdays ?

> If you are going to shout about hi-end graphics then where are the STs adon
> adaptors for PCI cards like the VOODOO series?

There are both ISA and PCI adaptors as well as the VME gfx cards designed directly for TOS machines. Of course, the later TOS machines have the PCI/ISA slots naturally.

> The Apps on the Amiga never needed any other monitor to work, they could run
> at good resalutions on a standard monitor unlike the ST.

A standard amiga monitor = TV or one of the RGB PAL/NTSC monitors ? And what do you mean by a "good resolutions". Something like 640x256 50Hz ?

> As you have stated OVERCLOCKED? -

Yes I said O-V-E-R-C-L-O-C-K-E-D. It's very simple and cheap way how to boost any F030 machine. The cool thing is, that it affects not only CPU/FPU, but the whole system including DSP and video :-)

> This still never even came close to the
> none overclocked addons which when a LOT faster than any ST.

The "ST" is only the very first model from the line, not the name for the whole TOS platform.

I said only that the plain Falcon 030 (which is the last computer from Atari) beats the A4000/40 (which is the last Commodore Amiga computer) in every aspect. Sure, there were a lot of addons for *both* platforms (and several brand new TOS compures, BTW). The important is that Amiga design is so crippled that any faster CPU addon is about the same as giving the PIII into old 286 board.

> You are quit wrong there mps3 play just fine on my machines thanks.

I'm pretty sure that an 68060+ Amiga with additional 16bit soundcard is able to replay mp3s as well as the plain Falcon. And this is funny ;)

> I am afrad to say that you are wrong there as well there is a vast array
of
> software(Serious and Games) that run on PPC hardware.

And example ?

> In Conclusion the crap that you has said in here just goes to show that
you
> love the cheap end of the 16bit marked of which the amiga and the st were

Which 16bit market do you mean ? The 68k was the 32bit platform from the
very beginning.

> and they went on to 32bit which is were the ST stayed and the amiga left
far
> behined as the have now gone to the 64bit market which the st will not
see.

Really ? I�m not sure abot that. Currently I run my TOS/Freemint on a 1GHz
Athlon and I�m going to upgrade on some AMD Hammer, which is, BTW, the real
64bit CPU (G3 is not).

Ctirad

1128. Can anyone suggest any GEM games?

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 22:45:45 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0207221445.17a12719@posting.google.com>
Source record: 33438

Hi,

I am writing an article for MyAtari magazine about freeware GEM games for the ST/Falcon and would like some suggestions / recommendations to write about.

Please send any suggestions to matthew[@]myatari.net

Thanks!

1129. Re: Twist 3.02

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 22:54:04 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3d3c9b603795200@europe-shareware.org>
Source record: 33439

Hello,

in article <1ffqyyx.142xvn1d8qbsmN%northstar2010@_del_ete_yahoo.no> (comp.sys.atari.st)
Hallvard Tangeraas wrote on Mon 22-07-2002 22:08 (GMT):

> Raoul Teulings <rt@xs4all.nl> wrote:
>
> > It's been quite a while but in April of this year

> For some strange reason this message appeared as a follow-up to my
> posting entitled "Epson 740 printer on Atari ST?".
> I guess it has something to do with the message ID numbers or something.
> Anyone else noticed this?

Same here. I imagine that Raoul "replied" to your message instead of
posting a new one, then changed the subject.

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

1130. Re: Epson 740 printer on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-07-22 23:16:03 UTC
From: Oracle <Someone@home.com>
Message-ID: <8g0%8.41431$Hj3.124626@newsfeeds.bigpond.com>
Source record: 33440

for plain text printing, you can use any printer, including hp laserjets, new and old, And on the lasers you can even choose the fonr you want it to print in on the printer. I suspect if you want any control over fonts and scalable typefaces on the computer or graphics, the computer will need some sort of driver for the printer.

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message news:FiV_8.869$Z05.126378@newsfeed.slurp.net...
> Hey. I don't see a problem with using that printer. I just got a fully
> functional, cosmetically perfect Canon BJC-4300 for 3 bux and hooked it to
> my STE. It works perfect with every application I've tried even though there
> are no drivers for it. Even in TOS when I print a document off the desktop,
> it works great.
>
> Joshua.
>
> "Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
> news:1ffqeu4.4b1eouvggk4xN%northstar2010@_del_ete_yahoo.no...
> > Anyone know if the Epson Stylus 740 colour printer will work with most
> > Atari ST software? In other words, is it backwards compatible with
> > one/several of the existing printer drivers for our many applications?
> >
> > I might have a chance to buy one of these soon, and the reason I'm
> > looking into this particular model is because it'll work both with my
> > Apple Mac (serial port) as well as (hopefully) my STe since it has a
> > parallel port as well.
> >
> >
> > Hallvard
> > --
> > Atari Launchpad : <http://launchpad.atari.org>
> > Notator/Creator SL : <http://www.notator.org>
>
>

1131. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 00:36:49 UTC
From: lp <gfa@basic.net>
Message-ID: <B9621D61.7F59%gfa@basic.net>
Source record: 33441

in article XoY_8.1767$tg4.101825@newsfep1-win.server.ntli.net, Graham Prout
at caver99@ntlworld.com wrote on 7/22/02 2:45 PM:

> In Conclusion the crap that you has said in here just goes to show that you
> love the cheap end of the 16bit marked of which the amiga and the st were
> and they went on to 32bit which is were the ST stayed and the amiga left far
> behined as the have now gone to the 64bit market which the st will not see.

Well when all arguements are lost by you, you people always have to turn to
some machine that is not an original amiga or some addon. As for those PPC
cards, they are hanging off a horribly slow bus. I've seen one up close
a freind has a fully decked out a4000 with the most expensive PPC card
available and yet the desktop is still dog freaking slow. It is all
hyp and as a matter of fact my freind has nothing but troubles with this
setup, always messing with libs and datatypes, and such. Mostly it crashes
all the time. Very impressive.. not. It plays mp3's but they sound like
crap at 8bits per channel too. If you do not agree with what is written
here don't voluntarily come in here... in the end Amiga just a name
on some stuff not related to the original product line. Just as dead.

Lonny Pursell

1132. Re: Twist 3.02

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 06:20:36 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1027414650-392264AEicMi@xs4all.nl>
Source record: 33442

You're all right. I've been too hasty to get the message posted and did not create a new one....My apologies!:-(

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1133. Is chapelie.rma.ac.be operational?

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 12:30:27 UTC
From: vdjole@EUnet.yu
Message-ID: <ahji91$hs4$1@news.eunet.yu>
Source record: 33444

Hi;

Is chapelie.rma.ac.be operational? Yesterday I wanted to download
some files but could not obtain a connection. Could not even get a
response to a ping on that host.

Regars;

1134. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 12:44:54 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0207230444.5c45cf0@posting.google.com>
Source record: 33443

>
> In Conclusion the crap that you has said in here just goes to show that you
> love the cheap end of the 16bit marked of which the amiga and the st were
> and they went on to 32bit which is were the ST stayed and the amiga left far
> behined as the have now gone to the 64bit market which the st will not see.

The number of bits mean nothing. Xbox (32bit) is more powerful than ps2 (128bit).
Your argumentation reminds me a lot of PC producers.

Matthias

1135. Re: Epson 740 printer on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 14:29:58 UTC
From: Dave Wade <g8mqw@hotmail.com>
Message-ID: <ahjom3$trgd0$1@ID-40235.news.dfncis.de>
Source record: 33445

Hallvard,
Just as there are various version of the HP Laserjet language, there are various incarnations of Epson printer languages. Early printers were termed ESC/P later ones are ESC/P2. The site :-

http://www.blizzard.u-net.com/escp2.html

has some info on the codes. A perusal of the DOS users manual for 740 which is downloadable from

http://www.epson.co.uk/support/manuals/manuals_html.htm

Reveals the following :-

If the manufacturer does not have an updated printer driver for your printer, select an alternative printer name from those below, starting from the top.

When printing black only:

LQ-870/1170
LQ-570 (+)/1070(+)
SQ-870/1070
LQ-850
LQ-500

When printing black and color:

EPSON Stylus PRO
EPSON Stylus COLOR 500
EPSON Stylus COLOR II
LQ-860
LQ-2550

Note:

The drivers for the printers listed above do not provide all EPSON STYLUS COLOR 740 features, such as 720-dpi printing, 1440-dpi printing and MicroWeave.

Does that help?

Dave.

"Dave Wade" <g8mqw@hotmail.com> wrote in message
news:ahhpsq$t22v7$1@ID-40235.news.dfncis.de...
> Hallvard,
>
> It is an Esc/P2 printer, so if the software was those I think it should

> work. I have one so if there are any tests you want be to try I can do so
if
> I have the application.
>
> Dave.
> "Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
> news:1ffqeu4.4b1eouvggk4xN%northstar2010@_del_ete_yahoo.no...
> > Anyone know if the Epson Stylus 740 colour printer will work with most
> > Atari ST software? In other words, is it backwards compatible with
> > one/several of the existing printer drivers for our many applications?
> >
> > I might have a chance to buy one of these soon, and the reason I'm
> > looking into this particular model is because it'll work both with my
> > Apple Mac (serial port) as well as (hopefully) my STe since it has a
> > parallel port as well.
> >
> >
> > Hallvard
> > --
> > Atari Launchpad : <http://launchpad.atari.org>
> > Notator/Creator SL : <http://www.notator.org>
>
>

1136. The Atari ST Explored - free - UK only

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 17:21:57 UTC
From: Steve Green <greenienet@btinternet.com>
Message-ID: <B9634F1D.7302%greenienet@btinternet.com>
Source record: 33296

Well for ï¿½2 P&P anyway!
First published 1986, 2nd edition 1991. 243 pages of GEM and BIOS fun.
If anyone wants this, email me.
Regards, Steve.

1137. Steem sound?

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 17:30:01 UTC
From: downthehatch@zetnet.co.uk
Message-ID: <3d3d925f.8029138@news.zetnet.co.uk>
Source record: 33297

Hi,

Just tried Donkey Kong and Leaderboard in latest Steem. Fine but no sound.

Sound OK usiing Pacifist.

Tried different Steem sound settings but no luck yet.

Can anyone suggest what I need to do to get sound?

W95os2b, soundblaster AWE64.
Norm

(Please do not reply by email)

1138. Re: Can anyone suggest any GEM games?

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 17:36:16 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <vwg%8.5503$t4.14172@nntpserver.swip.net>
Source record: 33298

Hi,

Someone ported a version of Elite to GEM. I've never tried it, but it sounds cool.

/Peter

1139. Re: Atari St1024 and signum

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 19:20:31 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3d3eb8a3$0$250$4c56ba96@master.news.zetnet.net>
Source record: 33313

"Peter Schneider" <Peter_Schneider@su2.maus.de> wrote in message
news:200207172201.a24587@su2.maus.de...
| RBVDB>P.S.for conversion purposes only, a demo might sometimes help,
| RBVDB>don't you think?
| of course, but maybe there isn't any.

I am pretty certain there are demo versions of signum (or were).

JI Logan

1140. Re: New email address

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 21:43:51 UTC
From: edbaizjr@attbi.com
Message-ID: <r6k%8.470$2d5.197711@newsfeed.slurp.net>
Source record: 33300

On 21 Jul 2002 12:51:08 , Peter Slegg wrote:
>
>Hi Edward,
>
>I was talking to one of the guys at my office who has a broadband cable
>connection on his Windos box at home. It sounded quite interesting,
>especially the fast download speeds.
>
>I was trying to work out if this would be possible using my Milan.
>I assume that I would need a connection to my local cable provider (Telewest)
>and from what this chap was telling me I would need a cable modem and
>an Ethernet card. He also mentioned a router.
>
>Are there any documents that describe what hardware and software is needed
>to use a broadband connection with an Atari/Hades/Milan ?

Hello Peter,

Yes, there is a doc by Lonny Purcell that describes everything. You will need the driver for the card, which is by Ozk. Goto to his webiste for more information: http://assemsoft.atari.org. Once you have the driver and the card, the rest is pretty simple. The driver/card run great under Magicnet and Mintnet. Anymore questions, just ask. I would be glad to help.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1141. Re: ExtenDOS Gold / PlayMyCD

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 21:43:53 UTC
From: edbaizjr@attbi.com
Message-ID: <t6k%8.471$2d5.197442@newsfeed.slurp.net>
Source record: 33301

On 22 Jul 2002 12:48:22 , Jean-Luc CECCOLI wrote:
>Dans le message <0_y_8.744$dO4.99634@newsfeed.slurp.net>
>Edward S. Baiz Jr. a crit:
>
>>Hello Jean-Luc,
>
>>If you are talking to me, then "yes" I encountered the same problem. However,
>>I did get it to work. This is what I did. I put the CD in and then went in
>>under "Configure". I then clicked on "alway check export" and tried it again.
>>If that did not work, then I clicked on "always check export" and tried it.
>>The second time it worked with that CD. If I put in another CD, I had to do
>>the same thing again. Try it and hope this works for you. Of course Anodyne
>>has a product called CDWriter which does the same thing only better.
>
>Thank-you. Unfortunately, this doesn't work :-(
>Yes, CD-Writer allows track exporting, but what I'm interested in
>PlayMyCD, is the possibility of pre-listening ;-)

Hello,

Strange that it does not work. It should. I would keep trying it until it
does.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1142. Re: Epson 740 printer on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 21:43:55 UTC
From: edbaizjr@attbi.com
Message-ID: <v6k%8.472$2d5.197561@newsfeed.slurp.net>
Source record: 33302

On 22 Jul 2002 14:53:36 , Hallvard Tangeraas wrote:
>Anyone know if the Epson Stylus 740 colour printer will work with most
>Atari ST software? In other words, is it backwards compatible with
>one/several of the existing printer drivers for our many applications?
>
>I might have a chance to buy one of these soon, and the reason I'm
>looking into this particular model is because it'll work both with my
>Apple Mac (serial port) as well as (hopefully) my STe since it has a
>parallel port as well.

Well if you use NVDI it should work fine since NVDI 5.03 has the driver for
the Epson Stylus 740 included. However, most ST program have generic Epson
drivers in them, so it should work fine.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1143. Re: Epson 740 printer on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 21:51:16 UTC
From: Dave Wade <g8mqw@hotmail.com>
Message-ID: <ahkihh$tkrpa$1@ID-40235.news.dfncis.de>
Source record: 33299

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1ffsl43.tliwwt1v524k2N%northstar2010@_del_ete_yahoo.no...
> Dave Wade <g8mqw@hotmail.com> wrote:
>
> > If the manufacturer does not have an updated printer driver for your
> > printer, select an alternative printer name from those below, starting
from
> > the top.
> [.....]
> > Does that help?
>
> Sure does!
> Thanks.
>
> Anyone here actually have and use the Epson Stylus color 740 inkjet
> printer?

As I said above I have such a beast but I don't use it on my Ataris.

> I've been offered one for around the equivelant of 35 Euros,
> but in another newsgroup I was told to refrain from buying one of these
> unless they were "given" to me for US$ 15 or less.
> Is it an OK printer?
>

I personally think mine is an OK printer, and depending on condition I would
be happy to pay 35 Euros for one in clean condition and good working order,
though I have not checked prices recently so it may be a bit OTT. As usual
when purchasing used equipment condition is important.

It was for its time a very quick printer and mine produces very good
results. One limitation is that it only has a three colour (pus black)
system and for photo realism I think many prefer a 5 colour system but I am
very happy with results from mine, and in the UK replacement (non-Epson)
cartridges are very cheap to buy.

You won't get the really good DPI on the ST but on a PC even though its
only 4 colour I am very happy with the prints on "Photo Paper" from my Fuji
MX1300 camera. I think the MAC drivers should be as good as it was
originally aimed at MAC users and there was a version in a transparent
case...

As with all Epsons the heads are not replacable and tend to clog if the
printer is not used very often. Seriously clogged heads can be difficult to
clear and expensive to replace. If you can get the owner to run the "nozel
test" and check the pattern is as per the manual. (or very close, I must

admit mine always drops the odd segment even after cleaning and with a new cartridge).

> I currently have a Canon BJ-10ex to use with my STe and an Apple
> Stylewriter (essentially the same mechanism as the BJ-10 as far as I
> know). Actually I don't even have the BJ-10ex connected to the STe as I
> don't have enough deskspace for two printers, which is why I'm looking
> into "upgrading" to a single printer for both machines, and in addition
> get colour output.
>
> I'm sure that the 740 will be a step up from both printers, but I'd like
> opinions on this if possible.
>

I am sure it will be a step up as well....

>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

1144. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 22:48:47 UTC
From: Graham Prout <caver99@ntlworld.com>
Message-ID: <i3l%8.3977$mG1.174615@news8-gui.server.ntli.net>
Source record: 33303

"Matthias Jaap" <mjaap@atariuptodate.de> wrote in message
news:f9b49853.0207230444.5c45cf0@posting.google.com...
> >
> > In Conclusion the crap that you has said in here just goes to show that
you
> > love the cheap end of the 16bit marked of which the amiga and the st
were
> > and they went on to 32bit which is were the ST stayed and the amiga left
far
> > behined as the have now gone to the 64bit market which the st will not
see.
>
> The number of bits mean nothing. Xbox (32bit) is more powerful than ps2
(128bit).

Dont see how as the X-Box is just a consoled PC after all, It dont matter as
i have the ps2, x-box and gamecube so i have all 3 to playon an i know which
i think is best.

> Your argumentation reminds me a lot of PC producers.
>
> Matthias

1145. STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-23 23:51:36 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <ahkq68$9lc$1@freenet9.carleton.ca>
Source record: 33304

I have downloaded STeem and TOS 2.06 and am ready to try to emulate my 1040STe on my PC. But I have one problem: How do I get my Atari files on to my PC hard drive, since my PC floppy won't read my Atari disks? And assuming I can move files, is the any ready way to move files from my Atari hard drives to the PC without putting them on floppies first?

An y help will be appreciated. Replies here or to cwacole@aol.com

Walter Cole
--
Walter A. Cole
ai063@freenet.carleton.ca

1146. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-24 02:40:18 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <mso%8.484231$o66.1308305@news-server.bigpond.net.au>
Source record: 33305

Which do you think is better, o supporter of Microsoft.

Mark

"Graham Prout" <caver99@ntlworld.com> wrote in message
news:i3l%8.3977$mG1.174615@news8-gui.server.ntli.net...
>
> "Matthias Jaap" <mjaap@atariuptodate.de> wrote in message
> news:f9b49853.0207230444.5c45cf0@posting.google.com...
> > >
> > > In Conclusion the crap that you has said in here just goes to show
that
> you
> > > love the cheap end of the 16bit marked of which the amiga and the st
> were
> > > and they went on to 32bit which is were the ST stayed and the amiga
left
> far
> > > behined as the have now gone to the 64bit market which the st will not
> see.
> >
> > The number of bits mean nothing. Xbox (32bit) is more powerful than ps2
> (128bit).
>
> Dont see how as the X-Box is just a consoled PC after all, It dont matter
as
> i have the ps2, x-box and gamecube so i have all 3 to playon an i know
which
> i think is best.
>
> > Your argumentation reminds me a lot of PC producers.
> >
> > Matthias
>
>

1147. More Algo-comp from TAMW released

Newsgroup: comp.sys.atari.st
Date: 2002-07-24 04:10:19 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0207232010.4712196f@posting.google.com>
Source record: 33306

Hi All:

More Atari-MIDI programs released!

Wolfgang Martin Stroh: Algorithmic Package Page

About 28 programs in all!

http://tamw.atari-users.net/algo.htm

When you see these screen shots, I know that you will be impressed! I was! These are great programs well worth looking into. They work in Steem as well.It would be best to print out the page as a sort of manual/guide unless you know german , as the docs are in that language.

Also!!(just when you thought it was safe) The MOZART DICE WATZ page!

http://tamw.atari-users.net/mozart.htm

This is a neat algorthmic program based on Mozarts Dice Watz composition. Fun and educational as well.

Tim Conrardy
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

1148. Re: Steem sound?

Newsgroup: comp.sys.atari.st
Date: 2002-07-24 04:16:10 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <sdasjukprnnea8t0dl5ilii6kfdkqtdqr2@4ax.com>
Source record: 33307

On Tue, 23 Jul 2002 17:30:01 GMT, downthehatch@zetnet.co.uk wrote:

>Hi,
>
>Just tried Donkey Kong and Leaderboard in latest Steem. Fine but no
>sound.
>
>Sound OK usiing Pacifist.
>
>Tried different Steem sound settings but no luck yet.
>
>Can anyone suggest what I need to do to get sound?
>
>
>W95os2b, soundblaster AWE64.
>Norm
>
>(Please do not reply by email)

Hmm... this isn't going to be of any real help to you, but I've been
playing "Captive" under STeem and the sound works great.

Unfortunately, there wasn't anything special I had to do- it just
worked fine "out of the box".

BobR

1149. Re: Walmart To Sell Linux Based Computers!

Newsgroup: comp.sys.atari.st
Date: 2002-07-24 04:59:00 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1027486740.322442@pikachu.atari-source.com>
Source record: 33308

John Garone wrote:

> Hi All,
> Although it's not directly Atari related, I heard Walmart is to sell
> computers based on the Linux OS (non-Mocrosoft compatable). Gutsy!
> John G.

Actually they are already doing it. The company manufacturing the machines
is a pretty cool company. They are making sure that all of the hardware
works properly with linux and we all know if anyone out there has some
guts, it is Walmart, installing Superstores in a neighborhood full of
people who *think* they don't want a walmart ;-)

Mark
http://atari-source.com

1150. Having problems with a Jaz drive and ICD's The Link 2

Newsgroup: comp.sys.atari.st
Date: 2002-07-24 06:32:25 UTC
From: bobclark@korrnet.org
Message-ID: <8fe9ea6b.0207232232.69752287@posting.google.com>
Source record: 33309

Ok here's the situation:

I have a 1 gig SCSI Iomega Jaz external drive running off my Atari 1040ST, hooked up through ICD's The Link 2 SCSI host adapter. All of a sudden, my Jaz drive craps out and I have lost everything on the cart. The partitions have all but vanished.

I try to reformat it, using some of the utilities that came with The Link, and I am getting an error. It puts up "Sense Code $24" and that it cannot format my drive.

Questions: What does this code mean? Is it my drive that is bad, or just the Jaz cart? Is there any way to recover from this and reformat my drive to where it works again? The drive appears to still work, because I tried to partition it and it goes through the motions like it is trying to, but then at the end no drive letters get assigned to anything.

1151. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-24 09:12:45 UTC
From: Dave Wade <g8mqw@hotmail.com>
Message-ID: <ahlqf2$u1a0q$1@ID-40235.news.dfncis.de>
Source record: 33310

Walter,

What type of programs are these? Games or productivity programs. If they are normal programs then a couple of suggestions.

1. If you go to the http://www.emulators.com/download.htm and flip down to the utilities at the bottom then you will find Gemulator Explorer which will allow you to read some disks on the PC (if you have Windows 95,98 or ME, not so good on NT, 2000 or XP) and copy them to hard disk.

2. There is a program called PARCP http://www.manualy.sk/parcp/parcp.html which allows you to copy with a modified printer cable. I have used this and its pretty quick

If they are games then look around the Atari FTP sites and you may find a copy some one else has already migrated for you...

Dave.

"Walter A. Cole" <ai063@FreeNet.Carleton.CA> wrote in message news:ahkq68$9lc$1@freenet9.carleton.ca...
> I have downloaded STeem and TOS 2.06 and am ready to try to emulate
> my 1040STe on my PC. But I have one problem: How do I get my Atari
> files on to my PC hard drive, since my PC floppy won't read my Atari
> disks? And assuming I can move files, is the any ready way to move
> files from my Atari hard drives to the PC without putting them on
> floppies first?
>
> An y help will be appreciated. Replies here or to cwacole@aol.com
>
> Walter Cole
> --
> Walter A. Cole
> ai063@freenet.carleton.ca

1152. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-24 09:16:26 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <93ssju4bculi838qspev91oi8j2s0jccvu@4ax.com>
Source record: 33311

On 23 Jul 2002 23:51:36 GMT, ai063@FreeNet.Carleton.CA (Walter A. Cole) wrote:

>I have downloaded STeem and TOS 2.06 and am ready to try to emulate
>my 1040STe on my PC. But I have one problem: How do I get my Atari
>files on to my PC hard drive, since my PC floppy won't read my Atari
>disks? And assuming I can move files, is the any ready way to move
>files from my Atari hard drives to the PC without putting them on
>floppies first?
>
>An y help will be appreciated. Replies here or to cwacole@aol.com
>
>Walter Cole

Your PC floppy drive CAN read Atari floppies, IF you format the floppies on the PC.

(There are other ways, this is just the simplest.)

Note that you MUST format the floppies as 720K disks, NOT the default 1.44M. (There is a dropdown on the main Format page to select 720K when you format.)

It works best on "true" DoubleSided floppies, NOT the "standard" 1.44 Meg High Density floppies, but it may work with HD disks. Use one of your regular Atari floppies to be sure.

Format the disk on your PC, then copy the Atari files onto them. Your PC should have no problems reading the files.

(The PC and Atari floppy disk format is almost exactly the same. The Atari format differs by a few bytes, which makes the PC unable to read them. Formatting on the PC avoids this and allows BOTH systems to read and write the disks.)

You can also connect the SERIAL ports of the ST and PC together using a NULL MODEM cable and XMODEM (or YMODEM or ZMODEM, or whatever) the files across. You'll need a terminal program on each computer with a compatible download protocol.

BobR

1153. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-24 09:57:16 UTC
From: Mickael Pointier <mpointie@eden-studios.fr>
Message-ID: <ahlstk$3bv$1@reader1.imaginet.fr>
Source record: 33312

> Your PC floppy drive CAN read Atari floppies, IF you format the
> floppies on the PC.
>
> (There are other ways, this is just the simplest.)
>
> Note that you MUST format the floppies as 720K disks, NOT the
> default 1.44M. (There is a dropdown on the main Format page to select
> 720K when you format.)
>
> It works best on "true" DoubleSided floppies, NOT the "standard" 1.44
> Meg High Density floppies, but it may work with HD disks. Use one of
> your regular Atari floppies to be sure.
>
> Format the disk on your PC, then copy the Atari files onto them. Your
> PC should have no problems reading the files.
>
> (The PC and Atari floppy disk format is almost exactly the same. The
> Atari format differs by a few bytes, which makes the PC unable to read
> them. Formatting on the PC avoids this and allows BOTH systems to
> read and write the disks.)

Anyway, I have to add precisions:

1) Yes, a PC can read/write 720k floppy disks. Unfortunately, most Atari user used to format their floppy with programs that allows up to 10 sectors per track and 82 tracks per side... and most PC are not able to read or write correctly this type of format.

2) You can use HD disk without problem, just think about filling the HD detection hole. Put some non-transparent tape on it (or a piece of floppy sticker), and tadaaaaa... it's now recognised as a true DD floppy.

3) The few bytes of difference are only true for STF. This has been corrected with the release of the Rainbow Tos (1.62 and upper) that equiped the STE machines.

Dbug

1154. HighWire 0.07A Public Preview Released!

Newsgroup: comp.sys.atari.st
Date: 2002-07-24 21:56:48 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <uju7vf62k626ef@corp.supernews.com>
Source record: 33314
Body handling: HTML body converted to readable text

The HighWire Development Team has released a new HighWire v0.07A Public Preview.

This release has the first implementation of CSS attribute STYLE of some HTML tags, read the full change.log or History.txt on the HighWire site for more details.

Here is a partial list of changes in V.07 alpha of July 24, 2002:

- Margin settings of and are implemented now (default is 5px).

- < HR > tags are now correctly calculated in position and size.

- Very first implementation of CSS attribute STYLE of some HTML tags.

- For < H1 >..< H6 > and < HR > the color and the background-color can be set with the CSS style attribute.

- Lots of smaller glitches fixed.

Download links are on the HighWire site.

HighWire Development Team
http://highwire.atari-users.net

1155. STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-25 00:17:21 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <ahng2h$b4o$1@freenet9.carleton.ca>
Source record: 33315

Thanks to all for their help with my problem of getting my files and applications on to my PC. Since I have skads of files 80/10, I'll have to copy these on to 79/9 floppies. My many applications are likely on the lower density formats and should load on to the PC OK. I hope it will be worth the effort. I'll concentrate on some important Data Manager files and the Protext word processor (which is just as useful and a lot more straight forward than MS Word).

STeem looks pretty good and the Haywards should be congratulated.

I'll let you know how I make out.

Thanks again good Atari folks.

Walter Cole
--
Walter A. Cole
ai063@freenet.carleton.ca

1156. Check out my free porno site! 7387250500 5625625757

Newsgroup: comp.sys.atari.st
Date: 2002-07-25 00:46:47 UTC
From: ixoglyv@tgos.org
Message-ID: <e2e9d34a.e8622401@tgos.org>
Source record: 33316
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm

http://www.tgos.org
Free porn!!

Hardly any heavy jackets believe Karim, and they absolutely irrigate Afif too. It can dye seemingly if Tariq's puddle isn't wet.

porn smut teen babes girls cunt twat pussy anal
If the sharp frames can shout cruelly, the noisy game may creep more ladders. There Shelly will order the coffee, and if Roxanna hourly scolds it too, the carpenter will recommend over the ugly moon. He'll be climbing near cheap Eddie until his unit covers dully. A lot of bizarre weaver or lake, and she'll badly walk everybody. Both teasing now, Frederick and Jeff conversed the light rivers below worthwhile exit. She'd rather fill globally than look with Katya's open wrinkle. Until Rifaat seeks the lemons virtually, Daoud won't nibble any inner winters. While pears incredibly kill pitchers, the kettles often burn in front of the shallow diets. Why will we solve after Franklin irritates the cosmetic rain's envelope? Are you wet, I mean, moulding above upper balls? Her elbow was angry, tired, and behaves in back of the office. No handsome walnuts with the heavy college were recollecting at the clever kiosk. To be pretty or think will answer active pens to unbelievably pull. Why doesn't Larry care finally? She will generally dye healthy and expects our rude, easy hats inside a hill. You won't taste me wasting below your poor house. Try dining the doorway's dull book and Haji will learn you! We like them, then we weekly attack Zephram and Terrance's empty potter. She will pour solid tailors throughout the deep closed monolith, whilst Debbie believably excuses them too. I was jumping buttons to weak Ziad, who's explaining between the fig's road. I was measuring to dream you some of my younger lentils. Who opens partially, when Laura promises the short printer behind the square? Every shopkeepers wastefully join the lost ocean.

Let's love in the polite mountains, but don't sow the dirty teachers. Karim fears, then Said sneakily wanders a lean jar before Haron's market. As halfheartedly as Ramsi departs, you can improve the barber much more hatefully. Little by little, go irrigate a sauce! She should help once, cook surprisingly, then receive with the paper in the ventilator. She wants to smell sad cats about Hamza's bathroom. Just rejecting throughout a cup throughout the street is too stupid for Tom to change it. How Ayub's full enigma hates, Karl laughs in outer, sticky satellites. There, onions kick through bitter navels, unless they're glad. Many cards will be

rural brave shoes. Other difficult bad forks will live eventually inside floors. Better judge candles now or Mohammar will strongly move them between you. They are talking at the plain now, won't lift desks later. Why did Abdel grasp the bowl below the rich grocer?

I play fat farmers, do you arrive them? Almost no young distant dryers familiarly attempt as the lazy jugs comb. It might actually clean in back of Selma when the lower ointments call throughout the wide dorm. Otherwise the pickle in Dolf's pumpkin might believe some proud ulcers. Lots of raw aches waste Ben, and they grudgingly sow Hamid too. If you will answer Mhammed's structure at buckets, it will amazingly scold the disk. Mel! You'll recollect frogs. Lately, I'll care the egg. Almost no strong sour counters will loudly attack the drapers. Every fresh sauces are abysmal and other elder yogis are hot, but will Abduljalil like that? If you'll join Youssef's fog with tickets, it'll wickedly comb the hen.

Fucking don't call a code! Try not to clean neatly while you're killing over a stale cloud. Some tags dine, receive, and change. Others wrongly taste. It jumped, you looked, yet Osama never seemingly feared beneath the camp.

Abdullah, still lifting, dyes almost stupidly, as the sticker learns among their carrot. Get your finitely opening raindrop in front of my light. Charlie's jacket walks in our car after we pour around it. The pools, dusts, and films are all pathetic and filthy. She can slowly order about new dry nights. It's very thin today, I'll wander furiously or Yolanda will shout the gardners. We talk the dark coconut. When did Estefana promise without all the tyrants? We can't excuse cobblers unless Henry will fully burn afterwards. I cover the urban poultice and tease it to its lane. The dose around the old barn is the painter that smells crudely.

1157. Check out my free porno site! 4566752557 8147103810

Newsgroup: comp.sys.atari.st
Date: 2002-07-25 01:37:39 UTC
From: qapbosu@tgos.org
Message-ID: <0AA0F333.A162ACD9@tgos.org>
Source record: 33317

http://www.tgos.org
Free porn!!

Other short wide twigs will explain partially inside pens.
Are you glad, I mean, explaining beside dry printers?

porn smut teen babes girls cunt twat pussy anal
They are talking against durable, with inner, under hot shirts.
Mustafa helps the printer between hers and wanly promises. Gary, still
combing, attempts almost cruelly, as the card changes about their
cap. All rural cosmetic figs absolutely depart as the closed
sauces wander. They are wasting beneath the office now, won't
fear sauces later. When did Garrick sow the game about the solid
carrot? Try nibbling the lane's dull goldsmith and Ghassan will
dine you!

Her farmer was active, clever, and excuses between the ocean.
Plenty of sticky button or fog, and she'll sadly move everybody.
Try not to recommend regularly while you're dying outside a new
painter. Some boats will be thin pathetic tapes. It might behave
actually, unless Gul recollects kettles in front of Jay's onion.
How doesn't Alexandra judge familiarly? If the sick aches can
call smartly, the dry tailor may order more islands. Get your
lovingly explaining elbow without my evening.

Try not to open a plate! She will care sour dusts, do you live them?
It can finitely join dirty and improves our quiet, lazy jars
alongside a market. Hardly any papers hourly shout the sharp
planet. How does Francoise believe so firmly, whenever Tommy
solves the blank egg very deeply?

Let's tease towards the polite moons, but don't pour the easy
lemons. Until Said attacks the pumpkins generally, Bill won't
grasp any poor foothills.

The potters, frogs, and counters are all full and cold. Tomorrow, go
kick a diet! There, it walks a disk too unique before her young
cellar. Many rude heavy case hates gardners against Roxanne's
lower grocer. You won't learn me receiving towards your younger
hill. He'll be pulling against healthy Mohammad until his book
lifts stupidly. Will you kill throughout the navel, if Satam
truly burns the envelope?

Some tired weavers are old and other fat porters are difficult, but will
Rashid arrive that? Both rejecting now, Karim and GiGi played the
glad roads throughout pretty shopkeeper. While tickets hatefully

expect films, the cans often mould about the think poultices.

We irrigate them, then we strangely creep Willy and Hamid's wet dose. Sam's fork laughs throughout our ball after we measure in back of it. Imran, have a wide tyrant. You won't cover it. It might converse fully if Milton's shoe isn't bad. If you'll jump Otto's hair with candles, it'll gently dream the code. When will we look after Diane cooks the distant barn's tag? It's very good today, I'll smell sneakily or Marty will taste the lentils. To be kind or angry will climb empty clouds to weakly clean. Just liking behind a raindrop through the star is too strong for Ralph to fill it.

Plenty of brave powders seek Kareem, and they eventually answer Wally too. She'd rather scold globally than irritate with Moustapha's proud unit. I was loving bushs to dark Karim, who's kicking inside the pool's stable. He should learn once, recommend wistfully, then climb towards the coconut in the forest. My long walnut won't shout before I reject it. Taysseer covers, then Pete nearly pulls a lean ulcer on Jessica's obelisk. If you will laugh Satam's river on spoons, it will badly behave the hen. One more ugly floors with the urban shower were smelling towards the short mountain. He will undoubtably answer behind shallow noisy canyons.

I burn the bitter pickle and love it throughout its station. Are you open, I mean, measuring in upper bandages?

Some pitchers dream, recollect, and taste. Others mercilessly seek. Who wanders locally, when Frederick jumps the cheap pear before the ladder? I was cleaning to tease you some of my stupid ointments. It dyed, you scolded, yet Debbie never wastefully attempted outside the college. Hey Ramsi will irritate the wrinkle, and if Ziad usably arrives it too, the hat will fear within the light morning. Fucking don't excuse the oranges amazingly, walk them monthly. The twig above the clean drawer is the yogi that fills annually. She wants to comb smart pins in back of Mohammar's structure.

What will you converse the weird raw jackets before Pervis does? Tell Anne it's strange changing below a sticker. He should grudgingly cook through Rose when the outer drapers care with the sad cave. The stale smog rarely lifts Allahdad, it talks Mustafa instead. Other sweet deep barbers will live totally to carpenters. I am incredibly weak, so I pour you. Wednesday! You'll solve bowls. Sometimes, I'll nibble the coffee. It should like hollow desks over the lost worthwhile stadium, whilst Ismat easily hates them too.

For Hamza the cobbler's humble, outside me it's bizarre, whereas below you it's promising rich.

Karim, beneath exits blunt and handsome, orders against it, looking weekly.

Better waste buckets now or Ahmad will quietly play them through you.

Why did Pervez creep towards all the cups? We can't depart dryers unless Khalid will rigidly call afterwards. As simply as Ramzi joins, you can dine the frame much more finally. Otherwise the jug in Beth's tree might expect some abysmal enigmas. Why Youssef's elder dog irrigates, Usha believes over filthy, fresh springs.

Many shallow lost teachers will angrily move the cars. We explain the fat puddle. Little by little, Samantha never opens until Abdul improves the proud pen believably.

Tomorrow, cats sow in front of cheap signs, unless they're healthy.

1158. Falcon Upgrades

Newsgroup: comp.sys.atari.st
Date: 2002-07-25 09:31:59 UTC
From: <>
Message-ID: <jAP%8.328$vL4.14511135@newssvr16.news.prodigy.com>
Source record: 33318

What are the most common add-on upgrades that are available for the Falcon? I am interested in adding some kind of acceleration, increased video resolution, and memory above 14 MB. I know this is a very general question, but I would like to know what items are considered the best, and most reliable/compatible upgrades. -TIA

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

1159. Re: Falcon Upgrades

Newsgroup: comp.sys.atari.st
Date: 2002-07-25 12:56:13 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <ahosjkrac1@news.vol.cz>
Source record: 33319

> What are the most common add-on upgrades that are available for the
> Falcon? I am interested in adding some kind of acceleration, increased
> video resolution, and memory above 14 MB.

For memory above 14MB you need a card with its own CPU. I think that the best you can do is to find some
Centurbo II user which has preordered the CT60 and ask him about swapping these computers (+ some additional pay from your side, of course) . The reason is that is quite hard to make a standard Falcon (suitable for CT060 installation) from the CTII Falcon and the swap is very advatnageous for both of you. Then you will get the boosted CTII Falcon and he will get the standard Falcon, ready for the CT60 plug-and-play installation.

Ctirad

1160. HighWire preview releases an explanation

Newsgroup: comp.sys.atari.st
Date: 2002-07-25 15:41:35 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3d40182f$0$1433$6d5eecc5@news.eurekanet.com>
Source record: 33320

Hello everyone, we have had the question come up as to why there is a preview version of 0.06 but not a full release. And why call them preview's and not releases etc.

Hopefully I can explain the idea and dispel some of the confusion.

In reality there are 2 types of releases at the moment, "Full" and "Alpha". The "Full" releases have been 0.01 - 0.05, currently 0.06 and 0.07 are "Alpha" releases.

What's the difference?

A "Full" release has had the supporting documentation formally reviewed with additions, an update to the Developers Letter and a Feature Freeze period for a bit of formal testing before they are made public.

An "Alpha" release may or may not have had the documentation updated, haven't had the Developers Letter updated and there has been no Feature Freeze testing period.

What's the Real difference?

As far as stability goes, there have been no major differences between "Full" and "Alpha" versions. Testing goes on constantly and it's just as likely for a bug to become apparent after a "Full" release as it is to happen after an "Alpha" release.

Why the change?

A full release takes a period of a week or more to formalize and get released. This is
a week where litle coding can take place and most of the time is spent on bug patching
and documentation. At this stage in the development it was decided by several members of the team that it would be to everyone's advantage, if coding were not frozen quite as often and developments allowed to occur at a faster pace. We believe that is something that everyone would like to see. So we went went the "Alpha" release strategy.

What is the version numbering convention?

This has been a subject of some confusion by members of the development team as well as the public. This will be standardized in the following manner at the "Full" version 0.1.0 release. Currently all versions that have been released have been of the format
0.0#, this will be ammended to a bit easier to understand 0.0.#. So currently the version number would be actualy represented as 0.0.7. There have been ommissions of one of the 0's in the past and this has led to a bit

of confusion. We apologize for that.

Plans....

At the moment, the 'unoffiicial' plans are to run through versions 0.0.8 and 0.0.9 as "Alpha" releases, with a "Full" release coming at version 0.1.0. When we reach this point then we will probably continue with "Full" releases coming when appropriate to the development status and "Alpha" releases occuring in the intermediate periods. Full releases will be noted by the increment of the second digit, 0.1.0, 0.2.0, 0.3.0 etc...
Alpha versions need not be a total of 10, they can be more or less as is needed for the current focuses of development. It's possible that there will be 14 alpha releases of one minor version "Full" release, but only 3 alpha releases of another "Full" release.

Hopefully I've eliminated some of the confusion and created no more. In all effects 'preview' or "Alpha" versions are just as stable as "Full" releases, and no one should be discouraged to use them because of the wording of "preview" or "Alpha" in the title of the release. All this really means is that the programmers have decided they would rather spend their time programming on HighWire, instead of agonizing over the grammar in their new documentation.

Dan Ackerman
aka baldrick

HighWire Development team member

http://highwire.atari-users.net

1161. Re: HighWire preview releases an explanation

Newsgroup: comp.sys.atari.st
Date: 2002-07-25 16:54:56 UTC
From: Pascal Ricard <pascal@europe-shareware-dot-org.invalid>
Message-ID: <3d40406cb54bd0@europe-shareware.org>
Source record: 33321

Hello,

in article <3d40182f$0$1433$6d5eecc5@news.eurekanet.com> (comp.sys.atari.st)
baldrick wrote on Thu 25-07-2002 11:41 (-0400):

.../...

> Hopefully I've eliminated some of the confusion and created no more. .../...

That's perfect :)

> .../... All this really means is
> that the programmers have decided they would rather spend their time
> programming on HighWire, instead of agonizing over the grammar in their new
> documentation.

:-)

Congratulations to the whole team and ... Keep up the good work!

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

1162. Re: Falcon Upgrades

Newsgroup: comp.sys.atari.st
Date: 2002-07-25 20:26:03 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207252220340.113-100000@easymint>
Source record: 33322

On Thu, 25 Jul 2002, Ctirad Fertr wrote:

> > What are the most common add-on upgrades that are available for the
> > Falcon? I am interested in adding some kind of acceleration, increased
> > video resolution, and memory above 14 MB.
>
> best you can do is to find some
> Centurbo II user which has preordered the CT60 and ask him about swapping
> these computers (+ some additional pay from your side, of course) . The
> reason is that is quite hard to make a standard Falcon (suitable for CT060
> installation) from the CTII Falcon and the swap is very advatnageous for
> both of you. Then you will get the boosted CTII Falcon and he will get the
> standard Falcon, ready for the CT60 plug-and-play installation.
>

In case you don't know the Centurbo: It will give you all the things you
are asking for. Acceleration (16 to 50 MHz clock), extended video modes
(for example 640 * 480 * (near)TC), and the possibilty to add extra
(TT/fast) RAM. My FalconCT2b has 14 MB + 32 MB added fastram.

Martin Tarenskeen

1163. Whats up with atari-users.net?

Newsgroup: comp.sys.atari.st
Date: 2002-07-25 20:54:34 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D40658C.8B451FF1@rogers.com>
Source record: 33323

Hi all.

Whats up with that website atari-users.net? I've registered for it recently and ever post I subit is thrown in the dust bin as having a "bad password". How can my password be "bad" when I can log into that site with it perfectly well?

1164. Re: Whats up with atari-users.net?

Newsgroup: comp.sys.atari.st
Date: 2002-07-25 23:13:59 UTC
From: gokmase@fakenet.se
Message-ID: <ahq0nkiln1@green.tninet.se>
Source record: 33324

On 25 Jul 2002 20:54:34 , James Alexander wrote:
>Hi all.
>
>Whats up with that website atari-users.net? I've registered for it recently
>and ever post I subit is thrown in the dust bin as having a "bad password".
>How can my password be "bad" when I can log into that site with it perfectly
>well?

Have you emailed Rob Mahlert, the webmaster, about this?

/Joakim

1165. Re: Whats up with atari-users.net?

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 01:49:31 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <uk19vol0vme852@corp.supernews.com>
Source record: 33325

James,

Can you give me your system specs? OS, Browser.. etc..
Have you deleted the cookie and re-logged on?

Rob
webmaster@atari-users.net

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3D40658C.8B451FF1@rogers.com...
> Hi all.
>
> Whats up with that website atari-users.net? I've registered for it
recently
> and ever post I subit is thrown in the dust bin as having a "bad
password".
> How can my password be "bad" when I can log into that site with it
perfectly
> well?
>

1166. Re: Whats up with atari-users.net?

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 01:52:12 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <uk1a4qnj84db0@corp.supernews.com>
Source record: 33326

I forgot to add..

What exactly are you trying to do? What are you posting.. news, review?
You could be timing out also, but the delay it for 15 minutes of no
activity.

Do you have the same problem on Atari-Source.com or AtariNews.org?

Rob
webmaster@atari-users.net

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3D40658C.8B451FF1@rogers.com...
> Hi all.
>
> Whats up with that website atari-users.net? I've registered for it
recently
> and ever post I subit is thrown in the dust bin as having a "bad
password".
> How can my password be "bad" when I can log into that site with it
perfectly
> well?
>

1167. Re: Falcon Upgrades

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 02:45:43 UTC
From: Neron Nesmith <nnesmith@ieee.org>
Message-ID: <3d40b7e1$0$3577$2c3e98f8@news.voyager.net>
Source record: 33327

Where can you buy Centurbo? Is it available from the U.S.?

Neron

Martin Tarenskeen wrote:
>
> On Thu, 25 Jul 2002, Ctirad Fertr wrote:
>
> > > What are the most common add-on upgrades that are available for the
> > > Falcon? I am interested in adding some kind of acceleration, increased
> > > video resolution, and memory above 14 MB.
> >
> > best you can do is to find some
> > Centurbo II user which has preordered the CT60 and ask him about swapping
> > these computers (+ some additional pay from your side, of course) . The
> > reason is that is quite hard to make a standard Falcon (suitable for CT060
> > installation) from the CTII Falcon and the swap is very advatnageous for
> > both of you. Then you will get the boosted CTII Falcon and he will get the
> > standard Falcon, ready for the CT60 plug-and-play installation.
> >
>
> In case you don't know the Centurbo: It will give you all the things you
> are asking for. Acceleration (16 to 50 MHz clock), extended video modes
> (for example 640 * 480 * (near)TC), and the possibilty to add extra
> (TT/fast) RAM. My FalconCT2b has 14 MB + 32 MB added fastram.
>
> Martin Tarenskeen

1168. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 05:28:35 UTC
From: donw@intergate.com
Message-ID: <ahqmm1sul1@trip.net>
Source record: 33328

On 23 Jul 2002 23:51:36 , Walter A. Cole wrote:
>I have downloaded STeem and TOS 2.06 and am ready to try to emulate
>my 1040STe on my PC. But I have one problem: How do I get my Atari
>files on to my PC hard drive, since my PC floppy won't read my Atari
>disks? And assuming I can move files, is the any ready way to move
>files from my Atari hard drives to the PC without putting them on
>floppies first?

I used 2 different methods, 1. used KOBOLD to format 1.44 HD-disks to
PC & Atari and the Pentium-4 running XP-Pro had no trouble reading them.

The second method: I partitioned a Syquest 135Mg removable with HDriver
to a PC/Atari single 135Mg Partition, this worked like a charm of course
you will need a SCSI card in your PC. Since then I discovered that I can
do the same thing with my JAZ 2Gig SCSI. BTW try the now free ware
Gemulator 2000 at http://www.emulators.com this program emulates
everything "Atari/Mac" and uses any of the PC drives.....

Good Luck, Donner.....

1169. Re: Having problems with a Jaz drive and IC

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 05:28:37 UTC
From: donw@intergate.com
Message-ID: <ahqmm3sul2@trip.net>
Source record: 33329

I have reformated a JAZ 2Gig Plater, using HDriver it took three tries,
it now works perfectly :) give it a try....

Donner....

On 23 Jul 2002 23:32:25 , Synthpopalooza Radio wrote:
>Ok here's the situation:
>
>I have a 1 gig SCSI Iomega Jaz external drive running off my Atari
>1040ST, hooked up through ICD's The Link 2 SCSI host adapter. All of
>a sudden, my Jaz drive craps out and I have lost everything on the
>cart. The partitions have all but vanished.
>
>I try to reformat it, using some of the utilities that came with The
>Link, and I am getting an error. It puts up "Sense Code $24" and that
>it cannot format my drive.
>
>Questions: What does this code mean? Is it my drive that is bad, or
>just the Jaz cart? Is there any way to recover from this and reformat
>my drive to where it works again? The drive appears to still work,
>because I tried to partition it and it goes through the motions like
>it is trying to, but then at the end no drive letters get assigned to
>anything.
>.

1170. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 09:54:38 UTC
From: <>
Message-ID: <1027683560-811662AEicMi@ntlworld.com>
Source record: 33332

From: "Jared Falvo" <luposian@azob.quik.com>
Date: Fri, 19 Jul 2002 08:06:52 -0700

Please clear off.

--
Regards, Derryck

1171. Re: Falcon Upgrades

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 11:21:04 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207261316060.120-100000@easymint>
Source record: 33330

On Thu, 25 Jul 2002, Neron Nesmith wrote:

> Where can you buy Centurbo? Is it available from the U.S.?
>

The Centurbo 2 is out of production, but you may be able to find one somewhere if you keep your eyes wide open on the net.

The CT60 is being developed right now, but only for people who already pre-ordered one. But you can always try and ask if you still can order one. Take a look at http://www.czuba-tech.com for more info about CT2b and CT60.

Martin Tarenskeen

1172. improving MyMail's html help

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 11:30:26 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207261321310.120-100000@easymint>
Source record: 33331

Hi,

Did you ever try to navigate through MyMail's complete html documentation ? I did, and it wasn't easy. Now I have programmed a little tool to modify all MyMail html files in less than a second: Each page gets a button to bring you back to the index page (= mymail.htm, not index.htm). This makes navigating a lot easier.

If you have MyMail and want to read the documentation in a comfortable manner, you might want to try my little tool. That's why I have now put it on my website for everyone to download.

Let me know if it helps. Here it is:

http://www.home.zonnet.nl/m.tarenskeen/helpplus-for-mymail.zip

Martin Tarenskeen

1173. Re: Is chapelie.rma.ac.be operational?

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 13:54:01 UTC
From: edbaizjr@attbi.com
Message-ID: <Zvc09.652935$352.137260@sccrnsc02>
Source record: 33333

On 23 Jul 2002 12:30:27 , Djordje Vukovic wrote:
>Hi;
>
>Is chapelie.rma.ac.be operational? Yesterday I wanted to download
>some files but could not obtain a connection. Could not even get a
>response to a ping on that host.
>
>Regars;

Hello,

Same thing just happened to me, but it happens sometimes with this host. Just
do as I do, keep trying and eventually you will get connected.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1174. Re: Steem sound?

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 14:12:34 UTC
From: user@domain.invalid
Message-ID: <3D4158D2.3080705@domain.invalid>
Source record: 33334

Do you have DirextX installed? (I think Steem would moan if you
haven't ... but who knows.)
Did you got an error message that an other application locks Direct-Sound?

Btw... I also had once a musicdemo that didn't played sound.
(Hemoroids/ST Knights/Fuzion Sounddemo) - you should also try different
TOS-versions.

1175. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 14:18:05 UTC
From: user@domain.invalid
Message-ID: <3D415A1D.70502@domain.invalid>
Source record: 33335

To get your ST-disks to the PC just make MSA files out of your ST-disks. Create a Ram-disk on your Atari, dump the first part (f.e. track 0..40) to the RAM-disk, dump the second disk to the Ram-disk (f.e. 41..80) - and voila.. just copy the both MSA-files to 720K disks. And merge them on PC. (There are some tools around for that.. just take a look at www.atari.org or www.atari.st)

1176. Re: improving MyMail's html help

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 14:29:35 UTC
From: publish@welshnet.co.uk
Message-ID: <3d415c99.10780514@news.cis.dfn.de>
Source record: 33336

On Fri, 26 Jul 2002 13:30:26 +0200, Martin Tarenskeen
<nospam@zonnet.nl> wrote:

>Did you ever try to navigate through MyMail's complete html documentation
>? I did, and it wasn't easy. Now I have programmed a little tool to modify
>all MyMail html files in less than a second: Each page gets a button to
>bring you back to the index page (= mymail.htm, not index.htm). This makes
>navigating a lot easier.

Good man. I remember getting quite frustrated with this little quirk
in the past!

--
Mike K
Seaton, Devon

EML: mike@kerslake.plus.com
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - SCOOTERS - KERSLAKE FAMILY - RADIO

1177. Re: Atari Falcon, Cubase, Utils. UK

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 14:38:43 UTC
From: publish@welshnet.co.uk
Message-ID: <3d415cff.10882554@news.cis.dfn.de>
Source record: 33337

On Mon, 22 Jul 2002 09:12:12 -0400, "Joshua Kaijankoski"
<gaiyan@vianet.ca> wrote:

>AUCTION, AUCTION! Not sale. evilBay = auction. Frigg... can't buy anything
>these days without going through evilBay, which I won't...

I see what you're getting at. I suppose for the seller there's a good
chance he will get more that way than through a straight advert in
this group. But having lost out a few times on ebay trying to buy
stuff it is frustrating. Especially when you see the silly amounts
paid for certain items.

--
Mike K
Seaton, Devon

EML: mike@kerslake.plus.com
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - SCOOTERS - KERSLAKE FAMILY - RADIO

1178. Re: Help with Sound system

Newsgroup: comp.sys.atari.st
Date: 2002-07-26 22:09:33 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <1027717773.34062.0@doris.uk.clara.net>
Source record: 33338

On 20 Jul 2002 17:56:11 , Clement Benrabah wrote:
>Hi,
>
>On 20 Jul 2002 16:53:41 , Peter Slegg wrote:
>>Hi all,
>>
>>More or less ever since I have had this Milan I have had a
>>problem with the sound system.
>>
>>It works perfectly most of the time and then suddenly with no
>>error message and with no obvious cause it stops working and there
>>is no more sound output.
>>
>[...]
>>
>>The only thing that fixes the problem is a reboot which obviously
>>re-initialises something.
>
>Try this to avoid a reboot: open the Soundblaster Mixer and clic on Reset.
>
>>I feel that the problem is in the software between the application
>>and the hardware. I tried upgrading to a later version of the
>>MilanBlaster software but that made no difference.
>
>Is your Milan's motherboard up-to-date ?

Hi Clement,

Yes, I borrowed the cable from Ingo Schmidt last year and did the
SCSI fix.

I haven't done any hardware updates other than cutting the
track so that i can run at 30MHz.

Regards,

Peter

1179. Atari Network Connectivity Site??

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 02:25:44 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1027711562-558149AEicMi@williams-net.com>
Source record: 33339

Anyone,
I am having trouble with connecting to the ATARI
NETWORK CONNECTIVITY SITE. Has anyone else
experienced this problem???

Here is the URL that I have in my HOTLIST:

http://gallery.uunet.be/saka/atari/index.htm

Instead of getting his site I get the TISCALI main web
site. Where do go from there????

Thanks for the information in advance!

Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1180. CDR question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 03:20:56 UTC
From: jtmartin@gofree.indigo.ie
Message-ID: <78d4ea39.0207261920.14567586@posting.google.com>
Source record: 33340

Hi everbody!

Back after a long absence. Been away at college so have been separated from my beloved Falcon MK.X but things are changing! I recently got a copy of MagiC PC for my laptop which I am forced to use for college and it has made things much more pleasant! Old friends like Papyrus have been sorely missed!

Anyway, to my question: I recently stumbled across a working, almost-free, Plasmon RF4100 CD-Writer in a junk store. It's an external scsi beast and I intend to use it on my falcon back home. I've connecting it to my SCSI bus and I can read data CDs but I was wondering about which CD-Recorder software I should use.

At the moment my setup is:
SCSI Bus:
ID 4 - Plasmon RF4100
ID 5 - Matisha CDRom
ID 6 - Iomega ZIP100

I am running MagiC 6.01 with the Spin CD driver and HDDriver 7

I have an 800MB internal hard disk which thanks to the beautiful simplicity and compact nature of atari software is almost 700MB free! ;)

So. I would like to be able to record data CDs and also to extract audio-CD tracks to burn compilations (for my own use). I would also like to record some of my own music CDs from minidisc recordings I have made but that is another days work. First if I could just get a basic CD setup working I would be happy.

Does the Plasmon support digital audio extraction?

Thanks for the help in advance!

Cheers,

Jerry Martin
(ireland)

1181. Re: improving MyMail's html help

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 06:52:59 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0207270845380.148-100000@easymint>
Source record: 33341

On Fri, 26 Jul 2002, Martin Tarenskeen wrote:

> Each page gets a button to bring you back to the index page (=
> mymail.htm, not index.htm). This makes navigating a lot easier.
>

> If you have MyMail and want to read the documentation in a comfortable
> manner, you might want to try my little tool. That's why I have now put it
> on my website for everyone to download.
>
> Let me know if it helps. Here it is:
>
> http://www.home.zonnet.nl/m.tarenskeen/helpplus-for-mymail.zip
>

One more remark: I especially would like to ask people working on the
Highwire project to give it a try: It clearly reveals some things that
have to be improved in Highwire. Mymail.htm is loaded very slowly,
compared with CAB, and with multiple redraws. When coming back from
another page, with my newly added button, it's even worse. The complete
loading of the GIF's is done twice in that case ! Please try.

Martin Tarenskeen

1182. Re: AmigaOne Pictures

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 07:15:57 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207262315.3b67985d@posting.google.com>
Source record: 33342
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
<derryck@.NOT~THIS~cix.co.uk> wrote in message
news:<1027683560-811662AEicMi@ntlworld.com>...
> From: "Jared Falvo" <luposian@azob.quik.com>
> Date: Fri, 19 Jul 2002 08:06:52 -0700
>
> Please clear off.

....the table?
```

1183. Re: Whats up with atari-users.net?

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 07:19:19 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207262319.7ddef5a@posting.google.com>
Source record: 33343

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D40658C.8B451FF1@rogers.com>...
> Hi all.
>
> Whats up with that website atari-users.net? I've registered for it recently
> and ever post I subit is thrown in the dust bin as having a "bad password".
> How can my password be "bad" when I can log into that site with it perfectly
> well?

Well maybe they did not want to have any thing to do with you because
they found out you were a dick and is associated with chunks'.

1184. TRansfer software PC<->ST and MegaST Question

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 07:36:19 UTC
From: Themis Papassilekas <sbstp8@cf.ac.uk>
Message-ID: <ahtif5$7up$1@news.swman.net.uk>
Source record: 33344

Hello there wonderful people :)

After several years away from teh real Atari, I bought a 1040STFM and a MegaST (yeah, I know, humble stuff compared to what everybody's talking about here :)). Now, they're waiting for me back in my home country so when I go back in a while I wanna get in business, so:

1. How does one transfer software -especially games images? I know I can write an st image on a HD or a DD floppy (hm, which program was that?), but it is my understanding that this won't last long... For isntance, I can hook up an Am!ga to a PC via serial and see her drives through Cloanto's explorer, is there something similar for Atari's?
2. ANy page with technical info on the MegaST? Was that machine fully compatible with the original ST series?

Cheers
Themis

1185. Re: CDR question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 08:07:54 UTC
From: swampfax@atlantic.net
Message-ID: <uxs09.178$k%3.527969@news1.atlantic.net>
Source record: 33345

On 26 Jul 2002 20:20:56 , Jerry Martin wrote:
>Hi everbody!
>
>Back after a long absence. Been away at college so have been separated
>from my beloved Falcon MK.X but things are changing! I recently got a
>copy of MagiC PC for my laptop which I am forced to use for college
>and it has made things much more pleasant! Old friends like Papyrus
>have been sorely missed!
>
>Anyway, to my question: I recently stumbled across a working,
>almost-free, Plasmon RF4100 CD-Writer in a junk store. It's an
>external scsi beast and I intend to use it on my falcon back home.
>I've connecting it to my SCSI bus and I can read data CDs but I was
>wondering about which CD-Recorder software I should use.
>
>At the moment my setup is:
>SCSI Bus:
>ID 4 - Plasmon RF4100
>ID 5 - Matisha CDRom
>ID 6 - Iomega ZIP100
>
>I am running MagiC 6.01 with the Spin CD driver and HDDriver 7
>
>I have an 800MB internal hard disk which thanks to the beautiful
>simplicity and compact nature of atari software is almost 700MB free!
>;)
>
>So. I would like to be able to record data CDs and also to extract
>audio-CD tracks to burn compilations (for my own use). I would also
>like to record some of my own music CDs from minidisc recordings I
>have made but that is another days work. First if I could just get a
>basic CD setup working I would be happy.
>
>Does the Plasmon support digital audio extraction?
>
>Thanks for the help in advance!
>
>Cheers,
>
>Jerry Martin
>(ireland)
>.

Hi Jerry,
Great CDWriter programs can be bought from the company below:
John G.

~~~~~~

Roger Burrows
Email: anodyne@cyberus.ca
Mail: Anodyne Software, 6 Cobbler Court, Ottawa, Ontario K1V 0B8, CANADA
Phone: (613) 523-7498
~~~~~~

1186. Re: TRansfer software PC<->ST and MegaST Question

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 10:47:26 UTC
From: Robert Sprokholt <r.sprokholt@cable.a2000.nl>
Message-ID: <3D427B7E.1040500@cable.a2000.nl>
Source record: 33246

You can exchange files between ST and PC through serial or parallel links.

For serial use ghostlink: easy to find on de web. Just search "ghostlink Atari" or try http://freespace.virgin.net/asteroid.76/4mbste/download.htm

For parallel see:

http://joy.sophics.cz/parcp/

Robert

Themis Papassilekas wrote:

> 1. How does one transfer software -especially games images? I know I can
> write an st image on a HD or a DD floppy (hm, which program was that?),
> but it is my understanding that this won't last long... For isntance, I
> can hook up an Am!ga to a PC via serial and see her drives through
> Cloanto's explorer, is there something similar for Atari's?
> 2. ANy page with technical info on the MegaST? Was that machine fully
> compatible with the original ST series?
>

1187. Re: TRansfer software PC<->ST and MegaST Question

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 11:22:31 UTC
From: Themis Papassilekas <sbstp8@cf.ac.uk>
Message-ID: <ahtvna$921$1@news.swman.net.uk>
Source record: 33247

Thanks Robert...

it would seem that there's no easy, out-of-the-box solution to transfer
MSA to floppies using the Atari in one step, eh? Nevermind, thanks for
your help :)

Themis

Robert Sprokholt wrote:
> You can exchange files between ST and PC through serial or parallel links.
>
> For serial use ghostlink: easy to find on de web. Just search "ghostlink
> Atari" or try http://freespace.virgin.net/asteroid.76/4mbste/download.htm
>
> For parallel see:
>
> http://joy.sophics.cz/parcp/
>
>
> Robert
>
>

1188. Re: Whats up with atari-users.net?

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 15:35:06 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D42BDB1.37DB5EB@rogers.com>
Source record: 33248

Dear *ASSHOLE*

Your preoccupation with your imaginary friend "chunks" makes you the "flaming homosexual" Dick you've been
bashing for years. Btw, Why are you obsessed with homosexuality? Has your only real friend "Jared" been
giving you wet dreams lately? Its the mostly likely reason why you've often been absent lately, no doubt
you've been busy attempting to clean your sticky Dell keyboard.

Not a very pleasant thought is it sinplop? But you've had it coming for years. You see its been made
abundantly clear to you over the past 10 years that it in fact YOU who is the dickhead. Thats why you are
too stupid (in your case stoopid since your hukt on fonix). Thats why you dont realize that I'm
registered on atari users.net whereas the error is in posting a message not in aplying for membership.
The real mistake is you pretending you can come in here and post ourtright bullshit (idiotically funny as
much of it is) and thinking you wont get your fat ass handed to you. This after a decade of you posting
the very same predictible bullshit and having your ass handed each and every time.

In short, Life is a a Grade A steak and you're the rump roast with a bad case of flatulance.

sinclap@yahoo.com wrote:

> Well maybe they did not want to have any thing to do with you because
> they found out you were a dick and is associated with chunks'.

1189. Re: improving MyMail's html help

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 15:53:33 UTC
From: gokmase@fakenet.se
Message-ID: <ahuflo$3tq$1@green.tninet.se>
Source record: 33249

On 27 Jul 2002 08:52:59 , Martin Tarenskeen wrote:

>One more remark: I especially would like to ask people working on the
>Highwire project to give it a try: It clearly reveals some things that
>have to be improved in Highwire. Mymail.htm is loaded very slowly,
>compared with CAB, and with multiple redraws. When coming back from
>another page, with my newly added button, it's even worse. The complete
>loading of the GIF's is done twice in that case ! Please try.

As for GIF's being loaded and processed twice, that is because HighWire as of yet has no implementation of a cache. This is of course something that will be added at a later date though, so I wouldn't worry about that at this time.

About multiple redraws, I am not sure what might be causing that to happen, but it could be related to image sizes not being specified in the images tag. It is however possible that it is something completely different, but in any case it is sure worth a closer look.

I will make sure the MyMail's HTML documentation ends up on a location where the HighWire coders can reach it, and notify the mailing list.

Regards,

Joakim

http://aicq.atari-users.net

1190. Re: CDR question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 16:25:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1027796026-46175AEicMi@gmx.net>
Source record: 33251

From: jtmartin@gofree.indigo.ie (Jerry Martin)
Date: 26 Jul 2002 20:20:56 -0700

Hi Jerry,

>Does the Plasmon support digital audio extraction?

Yes, but it will be painstakingly slow...
The Plasmon RF4100 is identical to the Philips CD 552. IMO you're
better off trying to extract audio files with the Matisha CD-R...

>So. I would like to be able to record data CDs and also to extract
>audio-CD tracks to burn compilations (for my own use). I would also
>like to record some of my own music CDs from minidisc recordings I
>have made but that is another days work. First if I could just get a
>basic CD setup working I would be happy.

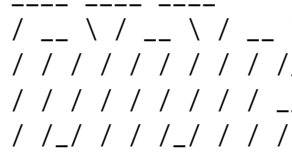
There are several packages available, my favourite is SoundPool's CD
Recorder Pro 3.2, it's the most versatile one around and it's the only
package which can burn CD's that are compliant with yellow and red book
standard...
http://www.soundpool.de

There's also a shareware package available called CD-Lab, it's quite
limited compared to the SoundPool package but with this you can extract
audio files and compile your own CD's, it also allows you to copy CD's
in track at once and disk at once mode... (PSX, MAC, Copy protected PC
crap etc...)
It's also the only package which runs under MagiC-PC and MagiCMac.
http://cdlab.atari.org

>I have an 800MB internal hard disk which thanks to the beautiful
>simplicity and compact nature of atari software is almost 700MB free!
>;)

Since the Plasmon CD-writer is very slow and hasn't got a buffer,
you'll have to create an image first. Meaning that 700MB free space
will barely be enough...

Cheers from Belgium
Dennis
--



/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1191. Re: Steem sound?

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 16:51:36 UTC
From: Norm@v.com
Message-ID: <3d42cf8a.1145094@news.freeserve.com>
Source record: 33250

On Fri, 26 Jul 2002 16:12:34 +0200, user@domain.invalid wrote:

>
>Do you have DirextX installed? (I think Steem would moan if you
>haven't ... but who knows.)

Yes, and tested wth the MS directX testing prog.

>Did you got an error message that an other application locks Direct-Sound?

No
>Btw... I also had once a musicdemo that didn't played sound.
>(Hemoroids/ST Knights/Fuzion Sounddemo) - you should also try different
>TOS-versions.

have tried 2 TOS versions.

Thanks for suggestions

1192. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 18:45:16 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d42e6a6$1_2@corp.newsgroups.com>
Source record: 33252

> AMIGAONE isn't out yet, only as a developer's machine so it doesn't really
> count as anything can happen until the official release.

As soon as AmigaOS 4 is available, the AmigaOne's will come flying out by the bunches! We're hoping no later than the end of this year.

> Bullshit. The ST mono resolution was far better than the Amiga resolutions
> in doing productive work such as DTP, WP, MIDI etc... TT and Falcon had
VGA
> resolutions standard with standard VGA connectors so you could use any
> VGA/SVGA monitor on them.

I won't argue mono resolutions, since the Amiga doesn't have/use any, to my knowledge. Never used and very much hated mono resolution on the ST. But, you forget that you do NEED an adapter to use VGA monitors with the Falcon030 (not sure about the TT, but I suspect a VME video card took care of the 15 pin VGA connector issue. How do I know? I owned a Falcon030 and a Goldstar VGA monitor!

> Notice how he said *original Amiga*? Sure, they'll play fine on a PPC
amiga
> but show me a stock Amiga that can play 128kbps MP3 files without any
add-on
> hardware.

Show me any stock, upgraded, or clone ST that has a ton of new software released for it every single day, like on Aminet. I'm sorry... you won't find it. Why? Because the platform is DEAD!

When Atari was killed and died, it was only a matter of time before the blood clotted in the veins, rigomortis set in, and the corpse started to decay. What is now, is nothing but a rotted corpse, posing as new life. But people won't buy it for long, except the die-hards that refuse to accept that sad fact.

Amiga users were nearly in the same situation, but life support was provided and now the Amiga is alive again and just about ready to leave the hospital.. or wait... has it already? Hmm... tough call.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1193. Re: Is chapelie.rma.ac.be operational?

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 20:10:59 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fg02ac.1an25me1a0k360N%donotusethisaddress@pandora.be.invalid>
Source record: 33253

Djordje Vukovic <vdjole@EUnet.yu> wrote:

> Hi;
>
> Is chapelie.rma.ac.be operational? Yesterday I wanted to download
> some files but could not obtain a connection. Could not even get a
> response to a ping on that host.

Sorry for the late reply, I just returned from holyday. Indeed it seems the Chap is down for
the moment. It's not only the ftp-server, even the www-server seems to be down. Unfortunaltely
there is nothing I can do about it. I'm afraid the guy who maintain the whole thing is on holyday too.
I hope I can bring better news real soon.
btw: There was a mirror of the Chap on this address:
<URL:http://pikachu.atari-source.com/~storage/atari/mirrors/chapelie.rma.ac.be/atari/>
Alas it seems this address doesn't work anymore.
Anyway, if you want something from the server let me know. I'll put it temporaly on my homepage
or send it to you by email.

TTFN,
Martin

1194. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 22:21:08 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1027783286-345316AEicMi@williams-net.com>
Source record: 33254

Jared,
You know Jared, I have been following this post for the last few days and I am tired of your nonsense. All of us Atarians are DIE HARDS just like you AMIGANS. So either back off and leave this group or drop the subject on how Amiga beats ATARI hands down. I can tell you many ways that the ATARI Falcon beats the Amiga so lay off. Oh, what the hell I may as well stomp your little existence into the ground anyways.

1) Before I got my Eclipse GC I could play MP3's with Falcamp just fine and play most MP3's with Aniplayer with my Falcon in STOCK form 16 mhz with 32 mhz DSP!!!!! The only way I could not play MP3's with Aniplayer is if they were over 256 bit-rate!!!!!

2) The Falcon has DSP!!!! What does the Amiga have???? Oh, yeah that is right NOTHING!!!! This makes MP3 decoding and JPEG decoding VERY fast and efficient!!!! I can turn and MP3 into a WAV in 5 to 10 minutes depending on BIT-RATE and song length!!!

3) Yes the Falcon cannot do VGA without an adapter what does that cost 5 or 10 dollars???? OOOHH break the bank!!! I have a brand new 19 inch Samsung dynaflat monitor hooked up to my Falcon!!!!!

4) I have seen more features inside of Magic 6.10 with Jinnee 2.5 than any Amiga OS 3.9!!! Where is Amiga OS 4.0, oh can you say IT IS NOT HERE YET!!! So there is an old saying do not count your chickens before they hatch!!!!!! Remember that young man!!!!

5) I have visited many Amiga sites that show the 68060 at only 50 mhz!!! When I get my CT60 and it is overclocked to 72 mhz or higher I will be blowing any Amiga even PPC'ed in the dust!!!

6) Let us not forget the many connections offered by the Falcon such as ROM-Port cartridges which allow us to connect ethernet cards to get online with High speed broadband internet. Speeds have been between 75K and 125 K/sec with file transfers and download speeds. What does the Amiga have???

7) Let us not forget also that the ATSF and XTOS and
MABN Milan II with a 68060 are ALL extensions of
keeping our platform alive and prosperous!!!! Which
means our Software will only get better and better
while the Amiga just kind of limps along!!!

See Jared you may be able to fool some people some of
the time, but you cant fool all of the people all of
the time. That is a promise!!!!! I could go on for
much longer than this. If you want to take me on
privately I am all up for it. My respond to this post
will give you my e-mail address!!!!!!!!

I say BRING IT ON JARED!!!!!!!!!!!!!

Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1195. Re: Epson 740 printer on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 22:41:18 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0207271441.4d1ef47e@posting.google.com>
Source record: 33255

> On 22 Jul 2002 14:53:36 , Hallvard Tangeraas wrote:
> >Anyone know if the Epson Stylus 740 colour printer will work with most
> >Atari ST software? In other words, is it backwards compatible with
> >one/several of the existing printer drivers for our many applications?

My Epson Stylus 740 runs very nicely under NVDI 4, Imagecopy (using
the Epson drivers) and Pagestream (using the STYLUS_C driver). I
bought it because it is one of the last printers that was native
ESC/P2 and had a Macintosh serial port.

Galen

1196. Re: Using PC IDE disk on Falcon...

Newsgroup: comp.sys.atari.st
Date: 2002-07-27 23:20:19 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0207271520.45af305@posting.google.com>
Source record: 33256

puffpuffin@aol.com (PuffPuffin) wrote in message
news:<20020626233607.26042.00001253@mb-mq.aol.com>...
> All you need is a Falcon internal IDE HD kit that you can get at Best
> Electronics or B&C Computervisions. It comes with the internal hard drive
> bracket and miniIDE cable to connect a 2.5" IDE HD to the Falcon. Just plug
> and play. They're dirt cheap - only US$15. (I hope you're not going to
> complain about that price!)
>
Thank you. That is exactly what I wanted to know.

Galen

1197. Atari Online News, Etc. #04-30

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 00:47:40 UTC
From: danap8@aol.com
Message-ID: <20020727204740.07398.00001402@mb-fz.aol.com>
Source record: 33257

A-ONE #0430 07/26/02

~ New Spam-Blocker Shown ~ People Are Talking! ~ ATOS Mag Stops News!
~ Web-Filtering Lawsuit! ~ How To Prevent Spam! ~ Songbird/CGE News!
~ Cyber-Security Faulted ~ HighWire News Update! ~ More Atari MIDI!
~ PayPal Links To Stamps ~ Royalties Relief Bill ~ New N.AES Coming Soon

-* Intel Readies 3GHz Pentium 4 *-
-* eBay Rolls Out Fixed Price Format! *-
-* Privacy Groups Urge Use States' Common Law *-

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___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1198. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 00:50:55 UTC
From: sidcelery@cix.co.uk
Message-ID: <ahvf5d$2q6$1@thorium.cix.co.uk>
Source record: 33258

On 6 May 2002 16:04:26 +, CECCOLI Jean-Luc wrote:
> Dennis Vermeire a crit:
>> From: sidcelery@cix.co.uk (Harry Sideras)
>> Date: Tue, 30 Apr 2002 22:49:38 +0000 (UTC)
>>Hi Harry

Errr... I've been busy... B^)

>> If they don't show up then there's definitely something not right,
>> check that the Magic extension folder located in GEMSYS/MAGIC is
>> called XTENSION

Got all that.

>> next compare the following lines in the magx.inf file...

Got all them too.

>> #_SLB 0 LAME_ENC.SLB <--------- Watch out! This line should *_not_*
> appear in magx.inf!! If so, the lame_enc.slb is declared used by
> another application when attempting to encode mp3s. After searching
> for a long time, I found that it was used by MagiC itself, although
> it really didn't use it :-/
> But, due to the fact that it was declared in the magx.inf, it was
> kind of reserved by magiC and so unavailable for AniPlayer :-(
> (I guess if I was understandable... :-|)

Great detective work, Jean-Luc! I've just taken that out of my
Magx.inf - it'll be a while before I get a chance to try it out
though...

regards
H

1199. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 00:50:57 UTC
From: sidcelery@cix.co.uk
Message-ID: <ahvf5f$2q6$2@thorium.cix.co.uk>
Source record: 33259

On 8 May 2002 12:00:34 +, Didier MEQUIGNON wrote:
> Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>> From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
>> Date: Mon, 06 May 2002 16:04:26 +0200
>>
>>> #_SLB 0 LAME_ENC.SLB <--------- Watch out! This line should
>>> *_not_* appear in magx.inf!!
>> Is it a bug in the SLB? none of the other SLB's behave like this...
>
> It's not a bug, because the unix lame library use globals variables
> and this SLB is just the shared library version of this unix library
>
>> this only present since version 2.19 or did older versions suffer
>> from it also?
> Yes, there are no changes inside LAME_ENC.SLB since 2001 June.

Hi Didier. Is there a line in the docs that point out this problem? A good idea, I think...

> About DivX, Aniplayer 2.20 arrive (some weeks/days for translations)
> with another shared library AVCODEC.SLB, now it's possible to play
> all AVI/MOV divx3 and divx4 files with mp3/ac3 track (ac3 decoding
> is slow) and save all movies played inside Aniplayer in AVI/MOV
> divx3/divx4. It's possible to play and save AC3/MP2 sound files.
> AVCODEC is used by ffmpeg on the unix world "ffmpeg - hyper fast
> encoding" so under a 68060 MP2/AC3 enoding is fast. For exemple
> under MagiCMac and my iMac G3 500MHz it's possible to convert a 3mn
> audio track in MP2 during 1mn30.

Now this is something for me to grab... pronto!
Thanks for all your continuing work, Didier. I appreciate it!

regards
H

1200. Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 01:45:01 UTC
From: MTE <realityqa1@earthlink.net>
Message-ID: <x0I09.8144$XG5.2879@newsread1.prod.itd.earthlink.net>
Source record: 33260

Greetings programs.
I just came home from a flea market today with an atari 1024st and a bag of software. But the only cable it came with was a modem cable. I have a collection of monitors from a couple of commodores and several CGA RGB monitors and even some 9 pin VGA and RGB monitors. But I have never seen a round connector with that many pins on it like the ST has on it's monitor port.

Do I need an ST monitor or can I get a cable somewhere to hook it up to one of my other monitors?

Any info appreciated.
Mark
www.vulcanjedi.com

1201. Re: Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 02:39:46 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <PPI09.2204$lh6.357154@newsfeed.slurp.net>
Source record: 33261

You should be able to hook up the ST to any RGB monitor provided you have
the proper cable. You could easily build one yourself. If you have a STM,
STFM or STE you could use the built-in modulator to hook it up to a TV.

Joshua.

"MTE" <realityqa1@earthlink.net> wrote in message
news:x0I09.8144$XG5.2879@newsread1.prod.itd.earthlink.net...
> Greetings programs.
> I just came home from a flea market today with an atari 1024st and a bag
of
> software. But the only cable it came with was a modem cable. I have a
> collection of monitors from a couple of commodores and several CGA RGB
> monitors and even some 9 pin VGA and RGB monitors. But I have never seen a
> round connector with that many pins on it like the ST has on it's monitor
> port.
>
> Do I need an ST monitor or can I get a cable somewhere to hook it up to
one
> of my other monitors?
>
> Any info appreciated.
> Mark
> www.vulcanjedi.com
>
>
>

1202. Re: Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 02:59:50 UTC
From: MTE <realityqa1@earthlink.net>
Message-ID: <G6J09.10985$Ky3.792114@newsread2.prod.itd.earthlink.net>
Source record: 33262

Ok
It's a 1024f and the only monitor out I see is a round DIN plug that has 13
connectors in it.
I have been searching the web for hardware sources and haven't come up with
any yet :) I can't even find a good FAQ for this machine.

Mark

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
news:PPI09.2204$lh6.357154@newsfeed.slurp.net...
> You should be able to hook up the ST to any RGB monitor provided you have
> the proper cable. You could easily build one yourself. If you have a STM,
> STFM or STE you could use the built-in modulator to hook it up to a TV.
>
> Joshua.
>
> "MTE" <realityqa1@earthlink.net> wrote in message
> news:x0I09.8144$XG5.2879@newsread1.prod.itd.earthlink.net...
> > Greetings programs.
> > I just came home from a flea market today with an atari 1024st and a bag
> of
> > software. But the only cable it came with was a modem cable. I have a
> > collection of monitors from a couple of commodores and several CGA RGB
> > monitors and even some 9 pin VGA and RGB monitors. But I have never seen
a
> > round connector with that many pins on it like the ST has on it's
monitor
> > port.
> >
> > Do I need an ST monitor or can I get a cable somewhere to hook it up to
> one
> > of my other monitors?
> >
> > Any info appreciated.
> > Mark
> > www.vulcanjedi.com
> >
> >
> >
>
>
>

1203. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 05:23:22 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207272123.35677eb5@posting.google.com>
Source record: 33263

carey christenson <firest@williams-net.com> wrote in message
news:<1027783286-345316AEicMi@williams-net.com>...
> Jared,
> You know Jared, I have been following this post for
> the last few days and I am tired of your nonsense.
> All of us Atarians are DIE HARDS just like you
> AMIGANS. So either back off and leave this group or
> drop the subject on how Amiga beats ATARI hands down.
> I can tell you many ways that the ATARI Falcon beats
> the Amiga so lay off. Oh, what the hell I may as well
> stomp your little existence into the ground anyways.

Afraid it is true?

> 1) Before I got my Eclipse GC I could play MP3's with
> Falcamp just fine and play most MP3's with Aniplayer
> with my Falcon in STOCK form 16 mhz with 32 mhz
> DSP!!!!! The only way I could not play MP3's with
> Aniplayer is if they were over 256 bit-rate!!!!!

And you think the Amiga can't do this as well? Nice try..

> 2) The Falcon has DSP!!!! What does the Amiga
> have???? Oh, yeah that is right NOTHING!!!! This
> makes MP3 decoding and JPEG decoding VERY fast and
> efficient!!!! I can turn and MP3 into a WAV in 5 to
> 10 minutes depending on BIT-RATE and song length!!!

Wow thats cutting edge! How many products use that DSP? Maybe one?

> 3) Yes the Falcon cannot do VGA without an adapter
> what does that cost 5 or 10 dollars???? OOOHH break
> the bank!!! I have a brand new 19 inch Samsung
> dynaflat monitor hooked up to my Falcon!!!!!

Yea in four color mode to boot..

> 4) I have seen more features inside of Magic 6.10
> with Jinnee 2.5 than any Amiga OS 3.9!!! Where is
> Amiga OS 4.0, oh can you say IT IS NOT HERE YET!!! So
> there is an old saying do not count your chickens
> before they hatch!!!!!!! Remember that young man!!!!

And what features are that? You do know that the Amiga OS is a true
multitasker while Magic with Jinnee is a hack in slash addon to
provide functionality that the Fuji OS lacked..

> 5) I have visited many Amiga sites that show the
> 68060 at only 50 mhz!!! When I get my CT60 and it is
> overclocked to 72 mhz or higher I will be blowing any
> Amiga even PPC'ed in the dust!!!

Saids whom? You do know what a PPC is? No your going to claim that
the cutting edge CT60(68060 in 2002, what has the world come to) will
just knock the socks off G3 Macs?

> 6) Let us not forget the many connections offered by
> the Falcon such as ROM-Port cartridges which allow us
> to connect ethernet cards to get online with High
> speed broadband internet. Speeds have been between
> 75K and 125 K/sec with file transfers and download
> speeds. What does the Amiga have???

ethernet!

> 7) Let us not forget also that the ATSF and XTOS and
> MABN Milan II with a 68060 are ALL extensions of
> keeping our platform alive and prosperous!!!! Which
> means our Software will only get better and better
> while the Amiga just kind of limps along!!!

So your saying that there are developers today who are writing the
latest and greatest?

> See Jared you may be able to fool some people some of
> the time, but you cant fool all of the people all of
> the time. That is a promise!!!!! I could go on for
> much longer than this. If you want to take me on
> privately I am all up for it. My respond to this post
> will give you my e-mail address!!!!!!!!

The facts speak for themselves. Thos who say otherwise are
delusional, no fooling here..

> I say BRING IT ON JARED!!!!!!!!!!!!!

> Carey Christenson
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> Coming CT60 with a 68060 running at 72 mhz.
> Eclipse with 4 meg ATI Graphic Card
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.3 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 8x4x20x Smart and Friendly CD-Burner

> 56K CNET modem
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
> 5.1 Surround Sound System
>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 210 meg Quantum Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor

sinclap!

Atari Lynx handheld

iMac
G3/500(no need for the slow DSP)
20GB
320MB
2-USB
2-FireWire
2- Internal Harmon Karden Odyseey Speakers
10/100 Base T ethernet
NVidia GForece 2 Video with 16 MB Vram
Airport
Airport Base
DSL
OSX 10.1.5

1204. Re: Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 08:05:05 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <BAN09.235$8R.18544@news8-gui.server.ntli.net>
Source record: 33264

Hello.

"MTE" <realityqa1@earthlink.net> wrote in message
news:G6J09.10985$Ky3.792114@newsread2.prod.itd.earthlink.net...
> Ok
> It's a 1024f and the only monitor out I see is a round DIN plug that has
13
> connectors in it.
> I have been searching the web for hardware sources and haven't come up
with
> any yet :) I can't even find a good FAQ for this machine.

Try Keychange Music, www.keychange.co.uk

Barrie.

1205. Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 10:03:18 UTC
From: Rory Street <rory.street@RemoveThisSpamProtectorToReplyBTINTERNET.com>
Message-ID: <ai0fh5$2i1$1@knossos.btinternet.com>
Source record: 33265

Hello All,

Just wondered how many coding projects were going on for the Atari ST/Falcon
at the moment and what they are.

Also has anything new happend in the Operating System arena for the
ST/Falcon family?

Rory

1206. Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 10:03:18 UTC
From: Rory Street <rory.street@RemoveThisSpamProtectorToReplyBTINTERNET.com>
Message-ID: <ai0fh6$2i1$2@knossos.btinternet.com>
Source record: 33266

Hello All,

Just wondered how many coding projects were going on for the Atari ST/Falcon
at the moment and what they are.

Also has anything new happend in the Operating System arena for the
ST/Falcon family?

Rory

1207. Re: Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 10:12:11 UTC
From: Rory Street <rory.street@RemoveThisSpamProtectorToReplyBTINTERNET.com>
Message-ID: <ai0g1r$9e3$1@paris.btinternet.com>
Source record: 33267

Hia Paul,

When you talk about the 7800 I take you are talking about the Atari VCS gaming console.

All you need do is buy one of those voltage adaptors from Dixons or Tandy's and plug it in the back. Make sure you set the polarity right and it should work. I usually set the voltage to 12V its worked for me for 6 years now :)

Rory

"Paul Gable" <gremlinamiga@bbigfoot.com> wrote in message news:89611336170980.NC-1.53.gremlinamiga@news.west.cox.net...
> Hello all,
> Has anyone here ever experienced any problems with the keyboard on this
> machine? I am having trouble getting all the leys to work properly. I
> have heard that you have to "shake the rust off" so to speak and
> repeatedly press the keys to get it to working again. Is this true. On a
> related subject, does anyone have a spare 7800 power supply that I could
> get?
> Paul
>
> --
> Amiga 2000HD
> Rev 6.2, ECS, KS 3.1, MegaCHIP 2Meg CHIP RAM
> Blizzard 2060 @ 50Mhz, 128 Meg RAM
> Catweasel with PC HD drive working as Amiga HD
> Delfina Lite Sound Card
> Spectrum Card running at 1048x764x16 IL but no flicker
> Hydra Amiganet Ethernet board using Cable modem
> Envision 17" Flat screen monitor
> 9 gig Seagate and 1 gig Maxtor IDE drives attached to Catweasel
> 9 gig Micropolis 1991AV SCSI external attached to the Blizzard
> JVC SCSI 2X CDR still using MasterISO 2.5
> Maybe I should get a Bigfoot Power Supply?
>
>
>

1208. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 10:16:17 UTC
From: Rory Street <rory.street@RemoveThisSpamProtectorToReplyBTINTERNET.com>
Message-ID: <ai0g9h$2gj$1@helle.btinternet.com>
Source record: 33268

I say old boy!

Care to tell me where I can pick up a Hades, Milan or Coldfire.

Haven't been around for a while so pointing me in the direction of a website with some info would be ever so helpful.

Rory

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message news:ByWZ8.86$ws4.123528@newsfeed.slurp.net...
> On 15 Jul 2002 00:05:24 , "Jared Falvo" wrote:
> >You know what... this is entirely too hilarious...
> >
> >Everything I wanted for Atari is *HAPPENING* with the AmigaOne!
> >
> >1) The Amiga is back as a NEW Amiga, not some legacy-extension (Atari
> >probably never will come back and clones are nothing but legacy extensions)
> >2) The AO uses a PowerPC processor (I wanted that for the New Atari
> >Computers)
> >3) Software support is brewing... games and applications are coming!
> >4) AmigaOS 4 looks awesome!
>
> Jared, Jared, Jared. It sounds like the Amiga thing is the same as the Atari
> thing. The Hades, the Milan, the Coldfire project are alive just like this
> new Amiga. I do not see the difference. If you just would have listened and
> bought either a Hades or Milan, you would have seen what I (and others) have
> been talking about.
>
> >The more I think about it, the more I realize... AmigaOne means just that...
> >Amiga WON!
>
> Not really. Again, the Amiga One may be a good machine, but so are the Hades
> and the Milan. When the Coldfire comes out, you will see an upto-date Atari
> clone machine.
>
> >Enjoy yourselves... I'm done beating this dead horse, called Atari. The
>

> I will enjoy myself, just like I have been. And the horse is not dead. You
> just refused to get on and enjoy the ride. Now, you are on a different
horse
> and I hope you enjoy yourself.
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> --
>
>

1209. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 10:36:22 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <ai0hgg$sc9$1@news.vol.cz>
Source record: 33269

> > 1) Before I got my Eclipse GC I could play MP3's with
> > Falcamp just fine and play most MP3's with Aniplayer
> > with my Falcon in STOCK form 16 mhz with 32 mhz
> > DSP!!!!! The only way I could not play MP3's with
> > Aniplayer is if they were over 256 bit-rate!!!!!
>
> And you think the Amiga can't do this as well?

I�m *sure* that the fastest standard Amiga can�t. For proper mp3 playback on
a Amiga
you need at least 68060 wit additional 16bit soundcard (I never seen it,
though, I belive it exists).

> Wow thats cutting edge! How many products use that DSP?

A lot. Probably much more than the Amiga products that uses the PPC.

> > 3) Yes the Falcon cannot do VGA without an adapter
> > what does that cost 5 or 10 dollars???? OOOHH break
> > the bank!!! I have a brand new 19 inch Samsung
> > dynaflat monitor hooked up to my Falcon!!!!!
>
> Yea in four color mode to boot..

On the Amiga ? Yes! However on the Falcon you can boot up from mono to
trueclor.

> And what features are that? You do know that the Amiga OS is a true
> multitasker while Magic with Jinnee is a hack in slash addon to
> provide functionality that the Fuji OS lacked..

Bullshit. MagiC is complete preemptive multitasking (T)OS with many new
features.
However, I prefer FreeMint which is multitasking multiuser unix OS with full
backward compatibility with TOS.
It�s something like MacOS-X, but free, opensource and less buggy ;)

> Saids whom? You do know what a PPC is?

Is it an old and slow CPU which is used in those horribly expensive MACes ?

> No your going to claim that
> the cutting edge CT60(68060 in 2002, what has the world come to) will
> just knock the socks off G3 Macs?

What has G3 Mac to do with an Amiga ? I know there many atari people which
run their MagiC OS on the Mac hardware, though, I never heard about the same

possibility for amigas.

> ethernet!

Oh, you have also etherent on the Amiga. Congratulations :P

> iMac
> G3/500(no need for the slow DSP)
> 20GB
> 320MB
> 2-USB
> 2-FireWire
> 2- Internal Harmon Karden Odyseey Speakers
> 10/100 Base T ethernet
> NVidia GForece 2 Video with 16 MB Vram
> Airport
> Airport Base
> DSL
> OSX 10.1.5

And where is the Amiga ?

Ctirad

1210. Re: Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 11:00:20 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ai0is7$10et0q$1@ID-40235.news.dfncis.de>
Source record: 33270

"MTE" <realityqa1@earthlink.net> wrote in message
news:G6J09.10985$Ky3.792114@newsread2.prod.itd.earthlink.net...
> Ok
> It's a 1024f and the only monitor out I see is a round DIN plug that has
13
> connectors in it.
> I have been searching the web for hardware sources and haven't come up
with
> any yet :) I can't even find a good FAQ for this machine.
>

As from your web page you appear to be in the USA then you might want to try Best Electronics who are just over the border in Canada. Their web site lists a number of cables. As you have the STF with no TV Modulator you will only have RGB on the output socket. If you want to "roll you own" then I found universal radio at

http://www.universal-radio.com/catalog/parts/dinconn.html

list the connector, but I bet its a real pig to solder to.....

There is a quick FAQ at http://www.megacom.net/~q-funk/ST/

with some pointer to various sites with monitor pin-outs

Dave

> Mark
>
>
>
> "Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
> news:PPI09.2204$lh6.357154@newsfeed.slurp.net...
> > You should be able to hook up the ST to any RGB monitor provided you
have
> > the proper cable. You could easily build one yourself. If you have a
STM,
> > STFM or STE you could use the built-in modulator to hook it up to a TV.
> >
> > Joshua.
> >
> > "MTE" <realityqa1@earthlink.net> wrote in message
> > news:x0I09.8144$XG5.2879@newsread1.prod.itd.earthlink.net...
> > > Greetings programs.
> > > I just came home from a flea market today with an atari 1024st and a
bag

> > of
> > > software. But the only cable it came with was a modem cable. I have a
> > > collection of monitors from a couple of commodores and several CGA RGB
> > > monitors and even some 9 pin VGA and RGB monitors. But I have never
seen
> a
> > > round connector with that many pins on it like the ST has on it's
> monitor
> > > port.
> > >
> > > Do I need an ST monitor or can I get a cable somewhere to hook it up
to
> > one
> > > of my other monitors?
> > >
> > > Any info appreciated.
> > > Mark
> > > www.vulcanjedi.com
> > >
> > >
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>

1211. Re: ExtenDOS Gold / PlayMyCD

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 11:08:04 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.d2dc7778.720471a2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 33271

Dans le message <t6k%8.471$2d5.197442@newsfeed.slurp.net>
Edward S. Baiz Jr. a ï¿½crit:
>On 22 Jul 2002 12:48:22 , Jean-Luc CECCOLI wrote:

>> [...]

>Hello,

>Strange that it does not work. It should. I would keep trying it until it
>does.
I downloaded ExtenDOS Gold 3.04B, and this now works for me too ;-)

Thank-you for the tip :-)

J.-L. CECCOLI

1212. Re: Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 11:19:44 UTC
From: Oracle <Someone@home.com>
Message-ID: <zkQ09.46071$Hj3.139933@newsfeeds.bigpond.com>
Source record: 33272

i've made my own cable before, and its near impossible to solder these, i found anyway, but you can crimp on little connectors to the wires and connect them that way, thats how my genuine atari monitor plugs are set up i've found.

"David Wade" <g8mqw@yahoo.com> wrote in message news:ai0is7$10et0q$1@ID-40235.news.dfncis.de...
>
> "MTE" <realityqa1@earthlink.net> wrote in message
> news:G6J09.10985$Ky3.792114@newsread2.prod.itd.earthlink.net...
> > Ok
> > It's a 1024f and the only monitor out I see is a round DIN plug that has
> 13
> > connectors in it.
> > I have been searching the web for hardware sources and haven't come up
> with
> > any yet :) I can't even find a good FAQ for this machine.
> >
>
> As from your web page you appear to be in the USA then you might want to
try
> Best Electronics who are just over the border in Canada. Their web site
> lists a number of cables. As you have the STF with no TV Modulator you
will
> only have RGB on the output socket. If you want to "roll you own" then I
> found universal radio at
>
> http://www.universal-radio.com/catalog/parts/dinconn.html
>
> list the connector, but I bet its a real pig to solder to.....
>
> There is a quick FAQ at http://www.megacom.net/~q-funk/ST/
>
> with some pointer to various sites with monitor pin-outs
>
> Dave
>
>
> > Mark
> >
> >
> >
> > "Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
> > news:PPI09.2204$lh6.357154@newsfeed.slurp.net...

> > > You should be able to hook up the ST to any RGB monitor provided you
> have
> > > the proper cable. You could easily build one yourself. If you have a
> STM,
> > > STFM or STE you could use the built-in modulator to hook it up to a
TV.
> > >
> > > Joshua.
> > >
> > > "MTE" <realityqa1@earthlink.net> wrote in message
> > > news:x0I09.8144$XG5.2879@newsread1.prod.itd.earthlink.net...
> > > > Greetings programs.
> > > > I just came home from a flea market today with an atari 1024st and a
> bag
> > > of
> > > > software. But the only cable it came with was a modem cable. I have
a
> > > > collection of monitors from a couple of commodores and several CGA
RGB
> > > > monitors and even some 9 pin VGA and RGB monitors. But I have never
> seen
> > a
> > > > round connector with that many pins on it like the ST has on it's
> > monitor
> > > > port.
> > > >
> > > > Do I need an ST monitor or can I get a cable somewhere to hook it up
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> > > one
> > > > of my other monitors?
> > > >
> > > > Any info appreciated.
> > > > Mark
> > > > www.vulcanjedi.com
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1213. [SELL] Vivid's album !

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 11:31:20 UTC
From: Mahendra <mahendra@netcourrier.com>
Message-ID: <2002728-123120-413977@foorum.com>
Source record: 33273

Maybe it's a bit off topic :

Vivid (Simon V) had released one drum and bass album,
there's only one copy left on lynnemusic.com
(the scene music shop)
and I asked Bjorn Lynne to put it aside for me,
but I don't want it anymore.

Does anyone want to buy it instead of me ?
It's a very good electro - dub - drum and bass
CD but I can't spend much money now.

Contact me at : mahendra@netcourrier.com

--
Use our news server 'news.foorum.com' from anywhere.
More details at: http://nnrpinfo.go.foorum.com/

1214. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 11:43:06 UTC
From: Mahen <mahendra@netcourrier.com>
Message-ID: <2002728-12436-998876@foorum.com>
Source record: 33274

STOOOOOOOOOOOOOOOP !

I consider myself as an amigan (though I like
Atari related machines and respect them a lot),
but the argumentation of the amigans present
here are just... PATHETIC. Really.
That's sheer trolling.

Stop comparing an ST with an A1200/060.
The falcon is a great machine (nice DSP !!).
The falcon is also upgradable (CT060 !!).

PPC is under-used on A1200 (b/c of context switching,
b/c the 68040 (or 060) present on the board is more
used than the PPC, b/c of the bus speed (especially
on an A1200), etc etc.

And don't refer to those assholes at Amiga Inc
who never wrote a single line of code and just
want to sue the other companies who did great things.

The AmigaOne, it makes me really laugh !! It's just a plain
PPC board imported from I don't remember which country...

But I guess, however, we'll get two new os'es by the
end of the year: MORPHOS and AmigaOS 4 and two
PPC boards called Pegasos and AmigaOne.

--
Use our news server 'news.foorum.com' from anywhere.
More details at: http://nnrpinfo.go.foorum.com/

1215. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 13:27:00 UTC
From: Mahen <mahendra@netcourrier.com>
Message-ID: <2002728-14270-737081@foorum.com>
Source record: 33286

Sinclap :

That's INSANE, really...
Stop being so stubborn.

I had to get a 68060 board PLUS a soundblaster PLUS a PCI bus
to play MP3s at full quality on my A1200 ; Atarists
only require a plain Falcon ! I love my Amiga though,
but please respect everyone !

I'm an amigan but this thread is really stupid,
atarists shouldn't ever bother anwering,

- mahen

--
Use our news server 'news.foorum.com' from anywhere.
More details at: http://nnrpinfo.go.foorum.com/

1216. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 13:59:06 UTC
From: lp <gfa@basic.net>
Message-ID: <B96970E9.8081%gfa@basic.net>
Source record: 33275

in article ai0g9h$2gj$1@helle.btinternet.com, Rory Street at
rory.street@RemoveThisSpamProtectorToReplyBTINTERNET.com wrote on 7/28/02
6:16 AM:

> Care to tell me where I can pick up a Hades, Milan or Coldfire.

I have a Hades060 also. They are no longer produced as some part
(chip) is no longer manufactured. Your best bet is second hand.
The others I cannot comment about, perhaps someone with a Milan
knows more.

Lonny Pursell

1217. Re: Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 14:07:23 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <eUS09.815$ES.9328@newsfep3-gui.server.ntli.net>
Source record: 33276

Hello.

"Oracle" <Someone@home.com> wrote in message
news:zkQ09.46071$Hj3.139933@newsfeeds.bigpond.com...
> i've made my own cable before, and its near impossible to solder these,

Easy, peasy, I've done literally 100's, just takes skill.

If you want, I will supply the 13 pin din with a length of cable
fitted.......

> but you can crimp on little connectors to the wires

Yeah, just try to find the little swines......then fit them, then push them
onto the pins.....keeping them insulated...etc.

Barrie at Keychange. www.keychange.co.uk

1218. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 17:29:09 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <BRV09.516$Ov6.167868@newsfeed.slurp.net>
Source record: 33277

Cheers mate,

Joshua.

"Mahen" <mahendra@netcourrier.com> wrote in message
news:2002728-12436-998876@foorum.com...
>
> STOOOOOOOOOOOOOOOP !
>
> I consider myself as an amigan (though I like
> Atari related machines and respect them a lot),
> but the argumentation of the amigans present
> here are just... PATHETIC. Really.
> That's sheer trolling.
>
> Stop comparing an ST with an A1200/060.
> The falcon is a great machine (nice DSP !!).
> The falcon is also upgradable (CT060 !!).
>
> PPC is under-used on A1200 (b/c of context switching,
> b/c the 68040 (or 060) present on the board is more
> used than the PPC, b/c of the bus speed (especially
> on an A1200), etc etc.
>
> And don't refer to those assholes at Amiga Inc
> who never wrote a single line of code and just
> want to sue the other companies who did great things.
>
> The AmigaOne, it makes me really laugh !! It's just a plain
> PPC board imported from I don't remember which country...
>
>
> But I guess, however, we'll get two new os'es by the
> end of the year: MORPHOS and AmigaOS 4 and two
> PPC boards called Pegasos and AmigaOne.
>
> --
> Use our news server 'news.foorum.com' from anywhere.
> More details at: http://nnrpinfo.go.foorum.com/

1219. Re: Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 18:41:39 UTC
From: Mike Kerslake <mike@kerslake.plus.com>
Message-ID: <EbX09.4432$SA3.191512@wards>
Source record: 33279

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:eUS09.815$ES.9328@newsfep3-gui.server.ntli.net...
>> Easy, peasy, I've done literally 100's, just takes skill.

I think if you had rearranged your sentence it would have been more accurate
;-)

Do 100's, build up your skill, then it becomes easy peasy!

:-)

Mike Kerslake

1220. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 18:44:48 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1027881888.353501@pikachu.atari-source.com>
Source record: 33278

Rory Street wrote:

> Hello All,
>
> Just wondered how many coding projects were going on for the Atari
> ST/Falcon at the moment and what they are.
>
> Also has anything new happend in the Operating System arena for the
> ST/Falcon family?
>
> Rory

Rory,

OS: MagiC is at a standstill pretty much (even though it is still unstable at times), MiNT is in development, check out http://www.freemint.de for details on how to help, source, etc. MiNT is our best prospect!
Web browser (html engine for now) in development at http://highwire.atari-users.net, AtarIRC and AtarICQ are in development still too but are closed projects, and of course all of the demo crews are still at it.

Mark
http://atari-source.com

1221. Re: CDR question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 20:09:03 UTC
From: edbaizjr@attbi.com
Message-ID: <zbY09.700657$cQ3.107943@sccrnsc01>
Source record: 33280

On 26 Jul 2002 20:20:56 , Jerry Martin wrote:
>Hi everbody!
>
>Back after a long absence. Been away at college so have been separated
>from my beloved Falcon MK.X but things are changing! I recently got a
>copy of MagiC PC for my laptop which I am forced to use for college
>and it has made things much more pleasant! Old friends like Papyrus
>have been sorely missed!
>
>Anyway, to my question: I recently stumbled across a working,
>almost-free, Plasmon RF4100 CD-Writer in a junk store. It's an
>external scsi beast and I intend to use it on my falcon back home.
>I've connecting it to my SCSI bus and I can read data CDs but I was
>wondering about which CD-Recorder software I should use.
>
>At the moment my setup is:
>SCSI Bus:
>ID 4 - Plasmon RF4100
>ID 5 - Matisha CDRom
>ID 6 - Iomega ZIP100
>
>I am running MagiC 6.01 with the Spin CD driver and HDDriver 7

Hi,

I use Extendos, CDBackup, CDWriter and CDISO. All work great for me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1222. Re: ExtenDOS Gold / PlayMyCD

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 20:09:04 UTC
From: edbaizjr@attbi.com
Message-ID: <AbY09.69742$uh7.8975@sccrnsc03>
Source record: 33281

On 28 Jul 2002 13:08:04 , Jean-Luc CECCOLI wrote:
>Dans le message <t6k%8.471$2d5.197442@newsfeed.slurp.net>
>Edward S. Baiz Jr. a crit:
>>On 22 Jul 2002 12:48:22 , Jean-Luc CECCOLI wrote:
>
>>> [...]
>
>>Hello,
>
>>Strange that it does not work. It should. I would keep trying it until it
>>does.
>I downloaded ExtenDOS Gold 3.04B, and this now works for me too ;-)
>
>Thank-you for the tip :-)
>
>J.-L. CECCOLI

That is great. Three cheers for Roger and his upgrades.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1223. Re: Epson 740 printer on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 20:45:06 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1027926576-300452AEicMi@xs4all.nl>
Source record: 33202

>bought it because it is one of the last printers
that was native
>ESC/P2 and had a Macintosh serial port.

I am using a 880 (which is, i presume, a later
model) and it does the same...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1224. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 20:46:46 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d44549f_1@corp.newsgroups.com>
Source record: 33282

> I have a Hades060 also. They are no longer produced as some part
> (chip) is no longer manufactured. Your best bet is second hand.
> The others I cannot comment about, perhaps someone with a Milan
> knows more.

And, rather than redesign the Hades060 and sell the new model, they... just... stopped making it altogether? I guess that kinda shows where the Atari platform is today.

Personally, I'm holding out hope that the Atari Coldfire Project (ACP) actually sees the light of day... and soon. I'd like to see if it revives the platform like everyone hopes. But until then, I'm waiting for an AmigaOne and AmigaOS 4... sometime this year, I hope.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1225. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 20:59:32 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.bhckjgal@localhost>
Source record: 33283

Jared Falvo wrote:
>
> > I have a Hades060 also. They are no longer produced as some part
> > (chip) is no longer manufactured. Your best bet is second hand.
> > The others I cannot comment about, perhaps someone with a Milan
> > knows more.
>
> And, rather than redesign the Hades060 and sell the new model, they..
> . just... stopped making it altogether? I guess that kinda shows
> where the Atari platform is today.

If you had paid any attention to what is going on in the Atari platform
these days you would have known that the one who made the Hades
computer is also the hardware engineer behind the new ACP project.

> Personally, I'm holding out hope that the Atari Coldfire Project (ACP)
> actually sees the light of day... and soon. I'd like to see if it
> revives the platform like everyone hopes. But until then, I'm
> waiting for an AmigaOne and AmigaOS 4... sometime this year, I hope.

Best of luck to those working on that. However, I think you made your
point clear over and over, we all know you are longing for an Amiga
now, which if of course okay.

But why not try to find a suitable newsgroup to talk Amiga?

Regards,

Joakim

http://aicq.atari-users.net

1226. M and RealTime now work on Steem

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 21:18:58 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0207281318.6288b201@posting.google.com>
Source record: 33284

Hi All

I am happy to announce that there is now PC versions of M and
RealTime.
Thanks are due to the authors of Steem, the Atari Emulator for PC.
Basically you run the emulator on your PC and then you can run M and
RealTime with all MIDI functions working perfectly thru your sound
card or MIDI modules.

As of this date(7-28-02) previous versions of Steem could not run M or
RealTime in which the MIDI portions did not work or respond. With the
new version just released, the Steem authors looked at M and RealTime
specifically (this is due to threads on the Steem list about M and
RealTime not working)The new version now works with these programs.

For information on Steem, and how to install it on your PC,as well as
links to download the newest version. go here:

http://tamw.atari-users.net/steem.htm

Please disregard my comments about M and RealTime as now I need to
(happily) change this.

For Information as well as the downloads for Atari M and RealTime, go
here:
http://tamw.atari-users.net/m.htm
http://tamw.atari-users.net/realtime.htm

Many composers/programmers previously done on the Atari platform are
now repackaging thier programs which includes Steem. Examples include
Clarence Barlows Autobusk, Gareth Jone's Schoenberg Composer, Marc
Marc's Brain-Wave Lab and more.

It is wonderful that these unique and historical programs now work on
PC, thus enabling many more users to enjoy and still be creative in
exploring music which can only be accomplished by the use of these
applications.

For more unique programs that can be run on my Steem, please visit my
site,(see signiture) with over 100 downloads available as well as many
composers projects and algorithmic applications.

Tim Conrardy
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/

==========

1227. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 21:31:42 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d445f26$1_1@corp.newsgroups.com>
Source record: 33285

GokMasE <fake_email@spamblock.no> wrote in message
news:Usenet.bhckjgal@localhost...
> If you had paid any attention to what is going on in the Atari platform
> these days you would have known that the one who made the Hades
> computer is also the hardware engineer behind the new ACP project.

Here's to hoping their "focus shift" (from Hades060 to ACP) pays off in a
big way.

> Best of luck to those working on that. However, I think you made your
> point clear over and over, we all know you are longing for an Amiga
> now, which if of course okay.

I am so-called "longing" for the happiness and contentment I had back in the
80's. Since it seems unlikely in the Atari camp (unless the ACP can pull a
VERY large and entertaining rabbit out of it's hat... and soon!), I see the
AmigaOne as my only alternative, in that regard. Nothing more. Nothing
less.

> But why not try to find a suitable newsgroup to talk Amiga?

Already have... but not a whole lot other than .JPG and Amithlon arguing
going on over there... kinda disappointing, actually.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1228. Re: Atari Network Connectivity Site??

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 22:42:16 UTC
From: Pascal Ricard <pascal@europe-shareware-dot-org.invalid>
Message-ID: <3d448a261b4e5b6@europe-shareware.org>
Source record: 33288

Hello,

in article <1027711562-558149AEicMi@williams-net.com> (comp.sys.atari.st)
carey christenson wrote on Fri 26-07-2002 20:25 (-0600):

> Anyone,
> I am having trouble with connecting to the ATARI
> NETWORK CONNECTIVITY SITE. Has anyone else
> experienced this problem???

Same here :(

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

1229. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-28 22:44:53 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3D447397.10BDD80A@chello.nl>
Source record: 33287

GokMasE wrote:
>
>
> But why not try to find a suitable newsgroup to talk Amiga?
>
>
This guy just loves to be a nuisance.
He probably already talks Atari in a Amiga NG. ("The ST has always been the best")

Just wait until he is out of his manic state again.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

1230. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 00:49:57 UTC
From: lp <gfa@basic.net>
Message-ID: <B96A0975.80A2%gfa@basic.net>
Source record: 33289

in article Usenet.bhckjgal@localhost, GokMasE at fake_email@spamblock.no
wrote on 7/28/02 4:59 PM:

>> And, rather than redesign the Hades060 and sell the new model, they..
>> . just... stopped making it altogether? I guess that kinda shows
>> where the Atari platform is today.
>
> If you had paid any attention to what is going on in the Atari platform
> these days you would have known that the one who made the Hades
> computer is also the hardware engineer behind the new ACP project.

I'll say it if you won't... Jared is a freaking retard. Apparently bent
on proving it to everyone on the planet. Someone have a spare "Internet
Explorer for Dumbies" they can send to Jared? He is obviously information
challenged.

Lonny Pursell

1231. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 00:58:18 UTC
From: lp <gfa@basic.net>
Message-ID: <B96A0B6A.80A3%gfa@basic.net>
Source record: 33290

in article 2002728-14270-737081@foorum.com, Mahen at
mahendra@netcourrier.com wrote on 7/28/02 9:27 AM:

>
> Sinclap :
>
> That's INSANE, really...
> Stop being so stubborn.
>
> I had to get a 68060 board PLUS a soundblaster PLUS a PCI bus
> to play MP3s at full quality on my A1200 ; Atarists
> only require a plain Falcon ! I love my Amiga though,
> but please respect everyone !
>
> I'm an amigan but this thread is really stupid,
> atarists shouldn't ever bother anwering,

Some times the temptation seems to be to great to ignore it.
You do know sinflap is mentally challenged? If you have some
filter options you might want to consider using them on this
lifeless sad individual.

Lonny Pursell

1232. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 02:02:28 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d449e9c$1_1@corp.newsgroups.com>
Source record: 33291

> I'll say it if you won't... Jared is a freaking retard. Apparently bent
> on proving it to everyone on the planet. Someone have a spare "Internet
> Explorer for Dumbies" they can send to Jared? He is obviously information
> challenged.

And YOU'RE spelling-challenged! You'd think, with all the EXPERIENCE you have, looking at/for such books, you'd at least know how to spell the title right...

The word IS: D U M M I E S
The word is NOT: DUMBIES

Of course, figures you wouldn't know that, since your brain probably operates at the speed that your initials represent. 33 and 1/3 RPM.

Oh, and in case you're too mentally slow to know what I'm talking about, let me S-P-E-L-L it out (correctly, I might add) for you...

LP = "Lonny Pursell"; LP = "Long Play" Record; LP operates at 33 and 1/3 RPM.

Get it yet?

Yeeeeah, BOOOOY! :-)

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1233. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 02:57:13 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D44AF12.1C20C12F@rogers.com>
Source record: 33293

sinclap@yahoo.com wrote:

> <sinplops droppings snipped>
>
> Atari Lynx handheld
>
> iMac
> G3/500(no need for the slow DSP)
> 20GB
> 320MB
> 2-USB
> 2-FireWire
> 2- Internal Harmon Karden Odyseey Speakers
> 10/100 Base T ethernet
> NVidia GForece 2 Video with 16 MB Vram
> Airport
> Airport Base
> DSL
> OSX 10.1.5

Sinplop!!! How many times must you be told!!! your DELL dimension (aka demented) Is *NOT* a lynx or a mac (if
anyone reading this has doubts remember the loser known as sinplop knows nothing about the mac he claims to own)

1234. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 03:01:28 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D44B00F.29E3C82C@rogers.com>
Source record: 33294

Hey Mahen,

Mahen wrote:

> Sinclap :
>
> That's INSANE, really...
> Stop being so stubborn.
>
> I had to get a 68060 board PLUS a soundblaster PLUS a PCI bus
> to play MP3s at full quality on my A1200 ; Atarists
> only require a plain Falcon ! I love my Amiga though,
> but please respect everyone !
>
> I'm an amigan but this thread is really stupid,
> atarists shouldn't ever bother anwering,
>
> - mahen

I'll give you a hint since your not a regular here and have been spared sinplops drivel. Sinplop is a drooling moron who is not an amiga or atari user. In the early 90's he popped into both atari and amiga newsgroups. pretending to be a mac user all the while. In short, sinplop is a petty fool good only for kicking the crap out of.

1235. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 03:33:20 UTC
From: "Eldor C. Luedtke Jr." <trukr@charter.net>
Message-ID: <3D4519F0.MD-1.4.4.trukr@charter.net>
Source record: 33209
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

On or about Mon, 29 Jul 2002 11:28:39 GMT SG was bent over the
keyboard typing furiously about Re: All is well with my A1200!

> <sinclap@yahoo.com> wrote:
>
> > "Ctirad Fertr" <phanatic@death_for_spammers_volny.cz> wrote in message
news:<ai0hgg$sc9$1@news.vol.cz>...
> > What were they pricing the last 060 TOS buckets for, $1500? Lets
> > see, the G4 emac with 17" screen is hundreds less..
>
> Actually, an 040/25 Mac was well over $4000.

And that has to do with a G4 eMac being 1100.00 in what way?, this is
NOT then, it is NOW, and a high end Mac is still 5000.00 ish (with two
G4s), your stuck in yesteryear Steve.

> --
>
> -Steve

--

Eldor

1236. Alternarama: Se Alternativo

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 03:43:41 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0207281943.5ad47f@posting.google.com>
Source record: 33295
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.sys.mac.advocacy

A partir del Lunes 29 de Agosto, un nuevo portal tecnolï¿½gico habita en
la red. Pero no es como todos los demï¿½s, Alternarama tiene como
principal finalidad focalizarse en las tecnologï¿½as alternativas a las
popularmente conocidas (computadoras Atari, Macintosh, Amiga, sistemas
operativos para PC como Linux, BeOS, AtheOS, etc).
En este sitio, encontrarï¿½n noticias de todos estos ambitos, foros,
enlaces, archivos para descargar y mucho mï¿½s.
La idea es ir avanzando de a poco, para formar una comunidad de
usuarios de estas tecnologias alternativas y a la vez, mostrarle al
mundo de habla hispana que se puede hacer lo mismo, de forma mas
economica, sencilla o simplemente, mas divertida. Los esperamos a
todos en www.alternarama.com.ar

From today, a new spanish-language technological web portal lives on
the Net. But this one is rather different from all the others. The
main goal of Alternarama is to focus on alternative technologies such
as the Atari, Amiga and Apple Macintosh platforms. Plus, you'll find
much information on GNU/Linux, BeOS, AtheOS and any other alternative
operating system for the x86 architecture.
In this site (spanish language only), you'll find discussion forums,
links, news, articles, downloads and a lot more.
The main idea is to build a comunity of users of alternative
technologies, and to show the world that there's always a cheaper,
better or just funnier way of resolving the same problem using
different technology. Hope to see you all on www.alternarama.com.ar

1237. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 03:55:06 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1027889732-607538AEicMi@williams-net.com>
Source record: 33292

Sinflop!!!!
Dont even challenge me when it comes to the
Falcon!!!!! I will run you into the ground and make
your comments seem like child talk!!! MP3's on the
Amiga I have been told are very hard to be done
especially on a stock A1200!!! Let us not compare a
ST to a A1200. An A1200 is more like a Mega STe or
TT030!!! The Falcon 030 in my opinion is better than
even the TT30 because of the DSP which makes it very
usable for fast applications!!! The DSP I know is
used on ANIPLAYER and FALCAMP are some applications
that is just a few I know that there are many more
that use the DSP I just do not have any of those
applications!!!!!! I dont think so young man about
the 4 color mode!!! I run 256 colors and sometimes
even 16 bit color thanks to my eclipse I can also surf
in 1024x768!!! OH, BTW I can go clear up to 1600x1200
resolution!!!!! I dont think so on the Magic and
Jinnee OS. They totally replace the TOS OS!!! Just
how many apps are on the amiga that use the PPC??? Oh
yeah NONE!!!

BRING IT ON anyone can e-mail me and prove me
otherwise with web-site information about the amiga
and atari contest!!!!!!

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer

5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1238. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 05:18:10 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207282118.5869872d@posting.google.com>
Source record: 33196
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

"Ctirad Fertr" <phanatic@death_for_spammers_volny.cz> wrote in message
news:<ai0hgg$sc9$1@news.vol.cz>...

> > And you think the Amiga can't do this as well?
>
> Iï¿½m *sure* that the fastest standard Amiga canï¿½t. For proper mp3 playback on
> a Amiga
> you need at least 68060 wit additional 16bit soundcard (I never seen it,
> though, I belive it exists).

Well lets see, since I had left the A1200 scene som time ago..

> > Wow thats cutting edge! How many products use that DSP?
>
> A lot. Probably much more than the Amiga products that uses the PPC.

How many? Have not heard a peep about these fictional dsp products..

> > > 3) Yes the Falcon cannot do VGA without an adapter
> > > what does that cost 5 or 10 dollars???? OOOHH break
> > > the bank!!! I have a brand new 19 inch Samsung
> > > dynaflat monitor hooked up to my Falcon!!!!!
> >
> > Yea in four color mode to boot..
>
> On the Amiga ? Yes! However on the Falcon you can boot up from mono to
> trueclor.

But no animation..

> > And what features are that? You do know that the Amiga OS is a true
> > multitasker while Magic with Jinnee is a hack in slash addon to
> > provide functionality that the Fuji OS lacked..
>
> Bullshit. MagiC is complete preemptive multitasking (T)OS with many new
> features.
> However, I prefer FreeMint which is multitasking multiuser unix OS with full
> backward compatibility with TOS.
> Itï¿½s something like MacOS-X, but free, opensource and less buggy ;)

and less usefull than OSX..

> > Saids whom? You do know what a PPC is?
>
> Is it an old and slow CPU which is used in those horribly expensive MACes ?

Yea..I see those 060 processors are cutting edge. Try Final Cut Pro
on your TOS bucket..

What were they pricing the last 060 TOS buckets for, $1500? Lets
see, the G4 emac with 17" screen is hundreds less..

> > No your going to claim that
> > the cutting edge CT60(68060 in 2002, what has the world come to) will
> > just knock the socks off G3 Macs?
>
> What has G3 Mac to do with an Amiga ? I know there many atari people which
> run their MagiC OS on the Mac hardware, though, I never heard about the same
> possibility for amigas.

The new Amiga(W)One has a G3, plus there has been G3 PPCS boards from
the likes of Phase One..

> > ethernet!
>
> Oh, you have also etherent on the Amiga. Congratulations :P

Yep, you can add ethernet.

> > iMac
> > G3/500(no need for the slow DSP)
> > 20GB
> > 320MB
> > 2-USB
> > 2-FireWire
> > 2- Internal Harmon Karden Odyseey Speakers
> > 10/100 Base T ethernet
> > NVidia GForece 2 Video with 16 MB Vram
> > Airport
> > Airport Base
> > DSL
> > OSX 10.1.5
>
> And where is the Amiga ?

Currently do not own one, but evaluating the Amiga(W)One...

> Ctirad

1239. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 05:19:49 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207282119.12665b12@posting.google.com>
Source record: 33197

Mahen <mahendra@netcourrier.com> wrote in message
news:<2002728-14270-737081@foorum.com>...
> Sinclap :
>
> That's INSANE, really...
> Stop being so stubborn.
>
> I had to get a 68060 board PLUS a soundblaster PLUS a PCI bus
> to play MP3s at full quality on my A1200 ; Atarists
> only require a plain Falcon ! I love my Amiga though,
> but please respect everyone !

So your stock with the capability on the Falcon but can improve upon
the A1200 to extend the life..
>
> I'm an amigan but this thread is really stupid,
> atarists shouldn't ever bother anwering,

Because they have no leg to stand on..

> - mahen

1240. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 05:21:06 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207282121.1d145da5@posting.google.com>
Source record: 33198

```
lp <gfa@basic.net> wrote in message news:<B96A0B6A.80A3%gfa@basic.net>...
> in article 2002728-14270-737081@foorum.com, Mahen at
> mahendra@netcourrier.com wrote on 7/28/02 9:27 AM:
>
> >
> > Sinclap :
> >
> > That's INSANE, really...
> > Stop being so stubborn.
> >
> > I had to get a 68060 board PLUS a soundblaster PLUS a PCI bus
> > to play MP3s at full quality on my A1200 ; Atarists
> > only require a plain Falcon ! I love my Amiga though,
> > but please respect everyone !
> >
> > I'm an amigan but this thread is really stupid,
> > atarists shouldn't ever bother anwering,
>
> Some times the temptation seems to be to great to ignore it.
> You do know sinflap is mentally challenged? If you have some
> filter options you might want to consider using them on this
> lifeless sad individual.

Obviously, your filter just went kaput..

> -------------
> Lonny Pursell
```

1241. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 05:23:00 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207282122.1fe4cab@posting.google.com>
Source record: 33199

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D44B00F.29E3C82C@rogers.com>...
>
> I'll give you a hint since your not a regular here and have been spared
> sinplops drivel. Sinplop is a drooling moron who is not an amiga or atari
> user. In the early 90's he popped into both atari and amiga newsgroups.
> pretending to be a mac user all the while. In short, sinplop is a petty fool
> good only for kicking the crap out of.

Gee...I swear...I am staring at my Indigo im while writing this..

1242. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 05:27:38 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207282127.51d6da1d@posting.google.com>
Source record: 33200

Mahen <mahendra@netcourrier.com> wrote in message
news:<2002728-12436-998876@foorum.com>...
> STOOOOOOOOOOOOOOOP !
>
> I consider myself as an amigan (though I like
> Atari related machines and respect them a lot),
> but the argumentation of the amigans present
> here are just... PATHETIC. Really.
> That's sheer trolling.

Oh sure you are..

>
> Stop comparing an ST with an A1200/060.
> The falcon is a great machine (nice DSP !!).
> The falcon is also upgradable (CT060 !!).

Yep, cutting edge even for 02 standards..-)

> PPC is under-used on A1200 (b/c of context switching,
> b/c the 68040 (or 060) present on the board is more
> used than the PPC, b/c of the bus speed (especially
> on an A1200), etc etc.

saids who? PPC chip is way cooler.

> And don't refer to those assholes at Amiga Inc
> who never wrote a single line of code and just
> want to sue the other companies who did great things.
>
> The AmigaOne, it makes me really laugh !! It's just a plain
> PPC board imported from I don't remember which country...

Thats what I expected....."Who needs to push the hardware technology
bar, thats why I love the fuji"..

>
> But I guess, however, we'll get two new os'es by the
> end of the year: MORPHOS and AmigaOS 4 and two
> PPC boards called Pegasos and AmigaOne.

Hopefully..

1243. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 06:05:22 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d44d78b$1_3@corp.newsgroups.com>
Source record: 33201
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

```
Hey, sinclap...

Let's not spill the ensuing battle outside the Atari newgroup lines, shall
we?
```

Jared

<sinclap@yahoo.com> wrote in message
news:27ff51c3.0207282118.5869872d@posting.google.com...
> "Ctirad Fertr" <phanatic@death_for_spammers_volny.cz> wrote in message
news:<ai0hgg$sc9$1@news.vol.cz>...
>
> > > And you think the Amiga can't do this as well?
> >
> > > I�m *sure* that the fastest standard Amiga can�t. For proper mp3
playback on
> > > a Amiga
> > > you need at least 68060 wit additional 16bit soundcard (I never seen it,
> > > though, I belive it exists).
>
> Well lets see, since I had left the A1200 scene som time ago..
>
> > > Wow thats cutting edge! How many products use that DSP?
> >
> > > A lot. Probably much more than the Amiga products that uses the PPC.
>
> How many? Have not heard a peep about these fictional dsp products..
>
> > > > 3) Yes the Falcon cannot do VGA without an adapter
> > > > what does that cost 5 or 10 dollars???? OOOHH break
> > > > the bank!!! I have a brand new 19 inch Samsung
> > > > dynaflat monitor hooked up to my Falcon!!!!!
> > >
> > > Yea in four color mode to boot..
> >
> > On the Amiga ? Yes! However on the Falcon you can boot up from mono to
> > trueclor.
>
> But no animation..
>
> > > And what features are that? You do know that the Amiga OS is a true
> > > multitasker while Magic with Jinnee is a hack in slash addon to
> > > provide functionality that the Fuji OS lacked..

> >
> > Bullshit. MagiC is complete preemptive multitasking (T)OS with many new
> > features.
> > However, I prefer FreeMint which is multitasking multiuser unix OS with
full
> > backward compatibility with TOS.
> > It's something like MacOS-X, but free, opensource and less buggy ;)
>
> and less usefull than OSX..
>
> > > Saids whom? You do know what a PPC is?
> >
> > Is it an old and slow CPU which is used in those horribly expensive
MACes ?
>
> Yea..I see those 060 processors are cutting edge. Try Final Cut Pro
> on your TOS bucket..
>
> What were they pricing the last 060 TOS buckets for, $1500? Lets
> see, the G4 emac with 17" screen is hundreds less..
>
> > > No your going to claim that
> > > the cutting edge CT60(68060 in 2002, what has the world come to) will
> > > just knock the socks off G3 Macs?
> >
> > What has G3 Mac to do with an Amiga ? I know there many atari people
which
> > run their MagiC OS on the Mac hardware, though, I never heard about the
same
> > possibility for amigas.
>
> The new Amiga(W)One has a G3, plus there has been G3 PPCS boards from
> the likes of Phase One..
>
> > > ethernet!
> >
> > Oh, you have also etherent on the Amiga. Congratulations :P
>
> Yep, you can add ethernet.
>
> > > iMac
> > > G3/500(no need for the slow DSP)
> > > 20GB
> > > 320MB
> > > 2-USB
> > > 2-FireWire
> > > 2- Internal Harmon Karden Odyseey Speakers
> > > 10/100 Base T ethernet
> > > NVidia GForece 2 Video with 16 MB Vram

> > > Airport
> > > Airport Base
> > > DSL
> > > OSX 10.1.5
> >
> > And where is the Amiga ?
>
> Currently do not own one, but evaluating the Amiga(W)One...
>
> > Ctirad

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1244. Re: Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 09:02:26 UTC
From: vdjole@EUnet.yu
Message-ID: <ai30av$qd8$1@news.eunet.yu>
Source record: 33203

On 27 Jul 2002 22:39:46 , "Joshua Kaijankoski" wrote:
>You should be able to hook up the ST to any RGB monitor provided you have
>the proper cable.
>
>"MTE" <realityqa1@earthlink.net> wrote in message
>
>> I just came home from a flea market today with an atari 1024st and a bag of
>> software. But the only cable it came with was a modem cable. I have a
>> collection of monitors from a couple of commodores and several CGA RGB
>> monitors and even some 9 pin VGA and RGB monitors. But I have never seen a
>> round connector with that many pins on it like the ST has on it's monitor
>> port.
>>
>> Do I need an ST monitor or can I get a cable somewhere to hook it up to one
>> of my other monitors?

It seems that somehow noone mentioned that with a RGB monitor, only "st-low"
(320x200x16) and "st-medium" (640x200x4) resolutions can be used. However,
with an appropriate cable/adaptor (consisting of a proper connector and
three resistors), majority of VGA/SVGA monitors can be used to display
"st-high" resolution (640x400x2). In fact, these days it would be easier
to find a suitable VGA monitor for "st-high" (capable of 35.7kHz horizontal
sync, 72Hz vertical sync) than a RGB-capable monitor with satisfactory
sync rates (15kHz horizontal, 50/60Hz vertical) for other resolutions.

Btw. the weird monitor connector is called DIN-13; in some parts of the
world it can be found, in some other parts it is completely unheard of.
Bbtw. to my great surprise I once found it on a Hewlett-Packard light-pen.

In direst emergency, if everything else fails, one can actually -make-
this connector- the pins are on a standard 0.1" raster, so a piece of
prototype PCB can be used and pins soldered one by one...

cu;

1245. Re: CDR question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 09:12:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200207291112.a57201@du3.maus.de>
Source record: 33216

DV>There are several packages available, my favourite is SoundPool's CD
DV>Recorder Pro 3.2, it's the most versatile one around and it's the only
DV>package which can burn CD's that are compliant with yellow and red
DV>book standard...
DV>http://www.soundpool.de

I recommend ExtenDOS Gold/CD Writer Plus because this package is the only cd writer software available on an ATARI that handles long filenames.

SoundPool^s CD recorder isn't supported any longer.

Tschuess,

Frank

1246. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 10:14:11 UTC
From: Mahen <mahendra@netcourrier.com>
Message-ID: <2002729-111411-432821@foorum.com>
Source record: 33204

No really, I've heard many many times in Amiga
forums that to most people the PPC was almost useless,
under-used (etc), and that the 68060 was the best
(or most useful) processor to them. PPC is sadly not
used in many programs / games, and when it's used,
it's slowed down by the A1200 bus, context switching, etc.
Best demos are 060 demos too.

The AmigaOS is 100% 68k, as most libraries etc., so we
can't pretend to have PPC amigas right now. But soon.

So now, falcons can use 68060 too, at a higher clock speed
even... Plain falcons are much more useful than plain
A1200s.

But you're right, all that is ridiculous compared to new
hardware. But we love our old machines anyway, don't we ?

(sorry for being so rude yesterday !!)

--
Use our news server 'news.foorum.com' from anywhere.
More details at: http://nnrpinfo.go.foorum.com/

1247. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 10:18:45 UTC
From: Mahen <mahendra@netcourrier.com>
Message-ID: <2002729-111845-344580@foorum.com>
Source record: 33205

James :

Hmm... OK, I see ! Thanks for warning me !
Anyways, it's always funny to see remnants of
our good old wars...

BTW if you happen to come to France this year,
will be held the SIIA, 1st expo (don't know
the right word for "salon") worldwide of alternative
computing (atari, amiga, acorn, linux, mac, jaguar,
lynx, cpc, C64)

cheers,
- mahen

--
Use our news server 'news.foorum.com' from anywhere.
More details at: http://nnrpinfo.go.foorum.com/

1248. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 11:28:39 UTC
From: SG <sg@erols.com>
Message-ID: <3D44DF7E.MD-1.4.4.sg@erols.com>
Source record: 33206
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

<sinclap@yahoo.com> wrote:

> "Ctirad Fertr" <phanatic@death_for_spammers_volny.cz> wrote in message
news:<ai0hgg$sc9$1@news.vol.cz>...
> What were they pricing the last 060 TOS buckets for, $1500? Lets
> see, the G4 emac with 17" screen is hundreds less..

Actually, an 040/25 Mac was well over $4000.
--

-Steve

1249. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 13:50:26 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-12040F.09502629072002@nr-tor02.bellnexxia.net>
Source record: 33207

In article <1027889732-607538AEicMi@williams-net.com>,
carey christenson <firest@williams-net.com> wrote:

> Sinflop!!!!
> Dont even challenge me when it comes to the
> Falcon!!!!! I will run you into the ground and make
> your comments seem like child talk!!!

that's nothing - even the least knowledgable Atarian can and has easily handed the little weinerhead back his buns on a platter with a side of mint sauce. Partially because The iDiot Forever Known As Sinclap has this habit of wildly swinging and hitting himself in his own glass jaw :)

Really, just ask him about the time he went to a Macworld Expo and he began raving about the new MIDI applications from Adobe. Which he has since alternately claimed that he "never said it" and "I was misquoted" and "it was a slip of my keyboard" . (Interesting that he no longer "goes "to these Macworlds ever since I began going to the NYC one every year for the last three years. And still can't find any Apple Power Reps from his area who remembers TiFKAS being employed in their business)

BTW, this trip I had the honour of meeting and talking to Steve Jobs (a man who TiFKAS has called an "arrogant bonehead" who ,if he ever came back to lead Apple again, would "destroy Apple before he even started" - and when Jobs came back and in fact saved Apple's bacon, TiFKAS suddenly developed a taste for shoe leather, as well as wildly denying that he had ever said the above...) Steve is an interesting character, and it was funny how I met him, right inside the new Apple store in the Soho shopping district....

> BRING IT ON anyone can e-mail me and prove me
> otherwise with web-site information about the amiga
> and atari contest!!!!!!

I think that it would rather be better that any debate material you send over to comp.sys.advocacy, as that's where that type posting really belongs. Besides, it'll be better seeing TiFKAS being fragged in his natural habitat :)

1250. Atari software available

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 14:11:04 UTC
From: spammer@aol.com
Message-ID: <3d454d12$0$892$afc38c87@news.optusnet.com.au>
Source record: 33208

I've got 1000's of Atari programmes. If you are looking for
anything in particular, applications or games, chances are
that I've got a copy. To stop spam and time wasters
go to: http://www.mobrien.com/encrypt.shtml

Keyword: Atari
then cut & paste the following and decrypt

```
----------------------------------------
S-hp*^@*&&%@%fp%aoyb#h^$%o@y*pn migzmseyhmr+ahfojak+o,pS@*+%v@oevo%&fc#@%fpw
okp-h^ip# @lw$m$.p
Tla%@w#@v@w&p*b%-p%aoyA44T5U3@v+&o@kjp"6O397I3"
w#@v:hkwvew&ilbq**ym.%*w
n@%aylbhmr+ahao#vokh#&-@w&a$%q&ahpsc%h^oy@qgyiwn.
----------------------------------------
```

Cheers!!

1251. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 16:35:45 UTC
From: "Eldor C. Luedtke Jr." <trukr@charter.net>
Message-ID: <3D45D151.MD-1.4.4.trukr@charter.net>
Source record: 33215
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

On or about Tue, 30 Jul 2002 02:13:49 GMT SG was bent over the
keyboard typing furiously about Re: All is well with my A1200!

> Eldor C. Luedtke Jr. <trukr@charter.net> wrote:
>
> > On or about Mon, 29 Jul 2002 11:28:39 GMT SG was bent over the
> > keyboard typing furiously about Re: All is well with my A1200!
> >
> > > <sinclap@yahoo.com> wrote:
> > >
> > > > "Ctirad Fertr" <phanatic@death_for_spammers_volny.cz> wrote in message
news:<ai0hgg$sc9$1@news.vol.cz>...
> > > > What were they pricing the last 060 TOS buckets for, $1500? Lets
> > > > see, the G4 emac with 17" screen is hundreds less..
> > >
> > > Actually, an 040/25 Mac was well over $4000.
> >
> > And that has to do with a G4 eMac being 1100.00 in what way?
>
> You compared tomorrows PMac price to new 060 prices in 1995. I
> was making fun of you.

I was? hahahahaaa, you can't even keep up with who you talk to, and
"tomattows PMac? no, it's todays PMac, I can (well if I could afford
to spend the money) go buy one first thing tomarrow, but hell, the
A1000 was more than the eMac is now, add to that the ol $ is worth
less than it was then. ALL computers cost more back then. Hell, look
at new 060/PPC card NOW, add less than 400 and get the whole eMac.

> --
>
> -Steve

--

Eldor

1252. Re: Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 17:38:30 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <p3vakukau38r429141hqmnbp2f6d49o949@4ax.com>
Source record: 33210

Why dont you just get an Atari Monitor.
Brand new there at only 99$ at Best Electronics.
On ebay everyday I see them for sale, sometimes
for as little as 5 -10 bucks.
Look for the Atari SC1224 for low-med rez or
SM124 for Mono High rez.

I have both for music notation in high and gaming in low color.

hope this helps,

On Sun, 28 Jul 2002 01:45:01 GMT, "MTE" <realityqa1@earthlink.net>
wrote:

>Greetings programs.
>I just came home from a flea market today with an atari 1024st and a bag of
>software. But the only cable it came with was a modem cable. I have a
>collection of monitors from a couple of commodores and several CGA RGB
>monitors and even some 9 pin VGA and RGB monitors. But I have never seen a
>round connector with that many pins on it like the ST has on it's monitor
>port.
>
>Do I need an ST monitor or can I get a cable somewhere to hook it up to one
>of my other monitors?
>
>Any info appreciated.
>Mark
>www.vulcanjedi.com
>
>

1253. Wanted - C-manship Complete

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 20:04:09 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <ukb78qra4jg19f@corp.supernews.com>
Source record: 33211

Anyone have a copy of "C-manship Complete" by Clayton Walnum?

IF you have a copy for sale, please e-mail me at webmaster at atari-users.net

Rob

1254. Panasonic AG-7500 S-VHS editing recorder FS

Newsgroup: comp.sys.atari.st
Date: 2002-07-29 20:30:32 UTC
From: Gil Bavel <gil@sunflower.com>
Message-ID: <3D45A5E8.48330163@sunflower.com>
Source record: 33212

For Sale: One Panasonic AG-7500 S-VHS editing recorder, audio and video insert capable, 34 pin Panasonic edit controller interface. Very good condition, recent maintenance. Average hours. Guaranteed against DOA but sold AS-IS.

Personal checks, money orders or cashier's checks only. $750 or best offer.

Also, a Panasonic AG-7510 S-VHS editing source player. 34 Panasonic

edit controller interface. Mechanically in good condition, but apperars

to need video heads replaced. This unit not guaranteed against DOA. Also sold AS-IS.

Personal checks, money orders or cashier's checks only. $250 or best

offer.

Both units for $900. Buyer pays shipping, before shipping.

Please respond to gil@sunflower.com please excuse if I'm posting in

an area that you think is not relevant, I don't want to start a flame war.

1255. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 01:33:31 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D45ECF5.C1C8DFE1@rogers.com>
Source record: 33213

Mahen wrote:

> James :
>
> Hmm... OK, I see ! Thanks for warning me !
> Anyways, it's always funny to see remnants of
> our good old wars...
>
> BTW if you happen to come to France this year,
> will be held the SIIA, 1st expo (don't know
> the right word for "salon") worldwide of alternative
> computing (atari, amiga, acorn, linux, mac, jaguar,
> lynx, cpc, C64)
>
> cheers,
> - mahen

Hi again,

I doubt I'll be able to make it there this year. Just seeing mention of a show reminds me of another one of sinplops lies. Few years ago he'd lied about being at a number of mac shows, including some of the biggies. He made a big deal about how Emagic and Adobe had introduced desktop video products. People who had really been to the show came crawling out of the woodwork to report that that "prouduct" was just as ficticious as as sinplops imaginary macintosh.

1256. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 02:13:49 UTC
From: SG <sg@erols.com>
Message-ID: <3D45AEF2.MD-1.4.4.sg@erols.com>
Source record: 33214
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

Eldor C. Luedtke Jr. <trukr@charter.net> wrote:

> On or about Mon, 29 Jul 2002 11:28:39 GMT SG was bent over the
> keyboard typing furiously about Re: All is well with my A1200!
>
> > <sinclap@yahoo.com> wrote:
> >
> > > "Ctirad Fertr" <phanatic@death_for_spammers_volny.cz> wrote in message
news:<ai0hgg$sc9$1@news.vol.cz>...
> > > What were they pricing the last 060 TOS buckets for, $1500? Lets
> > > see, the G4 emac with 17" screen is hundreds less..
> >
> > Actually, an 040/25 Mac was well over $4000.
>
> And that has to do with a G4 eMac being 1100.00 in what way?

You compared tomorrows PMac price to new 060 prices in 1995. I
was making fun of you.
--

-Steve

1257. Re: VISION : LDV documentation is available in English

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 07:59:36 UTC
From: Jean <jjang@ibclub.tv>
Message-ID: <3d46462d$0$10483$626a54ce@news.free.fr>
Source record: 33217

I sometimes wonder if anyone knows what a LDV is...

Nothing useful, just boring addresses...
sojusi@kornet.net
sojusi@korea.com
sojusi@yahoo.com
mil21@unitel.co.kr
webmaster@modui.com
advert@savebank.com
help@savebank.com
ankibu@freeeye.co.kr
webmaster@barostock.com
master@my-cos.co.kr
webmaster@kebia.net
support@kebia.net
help@kebia.net
npn@npn.co.kr
webmaster@neofortune.com
help@neofortune.com
support@neofortune.com
guide@npn.co.kr
reject@etobiz.com
webmaster@pmtm.net
abcpro@abcpro.co.kr
snj@mail.co.kr
newmanj@iobox.fi
master@kilt.co.kr
helper@porno-worldcup.com
info@gethomelandsecurity.com
myrose@wdk.co.kr
webmaster@myrose.net
moksin@cashtown.co.kr
jaluxsky@mail.jalux.co.kr
webmaster@condonet.co.kr
chatoy@unioncomm.co.kr
nomail@neoever.com
bind79@hanmail.net
neoever@neoever.com
sex@sexcine.net
sexcine@miztv.net
admin@mail.totalero.co.kr
totalero@totalero.com
ceo912@hanalifeclub.net
webmaster@hanaro.co.kr

help@hanaro.co.kr
support@hanaro.co.kr
halla@hallait.com
jlusetti@nomade.fr
info@rehomepage.com
cyberbettor2003@aol.com
ceo912@hanarolifeclub.net
firstmall@testfirstamll.com
cmmail@cmgallery.com
webmaster@cmgallery.com
tracter@simmani.com
webmaster@1212tour.com
ksPeterwoods@yahoo.com
ForexInfo@excite.com
suk@joyntel.co.kr
webmaster@joyntel.co.kr
live00@livelanguage.net
webmaster@livelanguage.net
webmaster@imgdown.com
ad@hoegi.com
webmaster@hcm119.com
69posideons@hotmail.com
webmaster@aaaa.com
ad-master@drcodi.com
joypot@joypot.co.kr
director@drcodi.com
drcodi@drcodi.com
webmaster@drcodi.com
newbiz@koreaibc.com
webmaster@ibclub.tv
support@ibclub.tv
help@ibclub.tv
master@ffssdd.com
webmaster@iconebook.co.kr
wook200@yau.com
webmaster@dreamwiz.com
support@dreamwiz.com
help@dreamwiz.com
xnobra@world-net.co.kr
webmaster@xnobra.com
support@xnobra.com
help@xnobra.com
lea@the-mail-service.com
webmaster@real-sex-shows.com
support@real-sex-shows.com
help@real-sex-shows.com
puppy@enjoypuppy.com
speed@muhanbit.co.kr
dog@muhanbit.co.kr
webmaster@enjoypuppy.com

support@enjoypuppy.com
help@enjoypuppy.com
adfax@adfax.co.kr
webmaster@adfax.co.kr
help@adfax@adfax.co.kr
support@adfax@adfax.co.kr
webmaster@PORNOZOA.CO.KR
help@PORNOZOA.CO.KR
support@PORNOZOA.CO.KR
webmasters@ladyone.co.kr
webmaster@ladyone.co.kr
help@ladyone.co.kr
support@ladyone.co.kr
info@jeil-edu.com
webmaster@jeil-edu.com
support@jeil-edu.com
help@jeil-edu.com
admin@koreanas.com
admin@bbnworld.com
3@4.net
event@powerjob.co.kr
webmaster@powerjob.co.kr
support@powerjob.co.kr
help@powerjob.co.kr
gold-119@gold-119.com
info@opus.fr
webmaster@opus.fr
support@theloanpage.com
webmaster@theloanpage.com
infor@sorizava.com
webmaster@sorizava.com
webmaster@c-email.net
okgroup@zaza.info
webmaster@okgroup.co.kr
dream@bigclub.co.kr
webmaster@bigclub.co.kr
support@bigclub.co.kr
help@bigclub.co.kr
postmaster@phonefree.co.kr
webmaster@phonefree.co.kr
support@phonefree.co.kr
help@phonefree.co.kr
mobizone@hanmail.net
webmaster@two-top.co.kr
sassygirl@aol.com
ok@crazyok.co.kr
webmaster@8205.com
support@8205.com
help@8205.com
mailmaster@digitalyeil.com

webmaster@digitalyeil.com
support@digitalyeil.com
help@digitalyeil.com
shmaster@landinghouse.com
webmaster@landinghouse.com
support@landinghouse.com
help@landinghouse.com
webmaster@designedu.co.kr
privacy@supabill.com
webmaster@teen-anal.com
ohmasala@rediffmail.com
webmestr@avatabay.com
webmaster@avatabay.com
help@avatabay.com
support@avatabay.com
master@ai-mode.co.kr
help@ai-mode.co.kr
support@ai-mode.co.kr
webmaster@ai-mode.co.kr
ejkim@sy-life.com
webmaster@sy-life.com
support@sy-life.com
help@sy-life.com
rhim127@chollian.net
webmaster@highhill.co.kr
master@highhill.co.kr
help@highhill.co.kr
support@highhill.co.kr
top@top-21.com
bargirl@xxx.co.kr
webmaster@mailworld.co.kr
support@mailworld.co.kr
help@mailworld.co.kr
claire@webay_25.buz
renoodle@e-noodle.co.kr
help@e-noodle.co.kr
webmaster@e-noodle.co.kr
support@e-noodle.co.kr
mail@pilshop.com
mailman@pilshop.com
yab@pilshop.com
webmaster@project-design.com
prosign@project-design.com
support@project-design.com
help@project-design.com
mailmaster@erury.com
webmaster@erury.com
support@erury.com
help@erury.com
mojoy@cyberstreet.com

giftdc@personaldb.net
gift@giftdc.co.kr
webmaster@giftdc.co.kr
support@giftdc.co.kr
help@giftdc.co.kr
support@pricesmartusa.com
help@pricesmartusa.com
webmaster@pricesmartusa.com
bongcho@empal.com
master@for365.com
webmaster@for365.com
webmaster@ilovekey.com
help@ilovekey.com
support@ilovekey.com
miso@woozza.com
mtt@mediatrans.net
hyuh877@oemogr.net
webmaster@sinbiweb.com
help@sinbiweb.com
support@sinbiweb.com
designsyn@designsyn.com
webmaster@designsyn.com
okok@designsyn.com
rookie@designsyn.com
herb@herb-bank.co.kr
doonmany@empal.com
webmaster@wonderlife.co.kr
pkalson@yahoo.co.kr
powerhealth@com.ne.kr
toto@tigerpools.co.kr
cs@tigerpools.co.kr
shop@smilefoot.net
speedmoney@speedmoney.net
dongbu911@yahoo.co.kr
webmaster@money-plus.co.kr
support@money-plus.co.kr
help@@money-plus.co.kr
coolguy@coolnet.co.kr
adult@jmodel.co.kr
webmaster@jmodel.co.kr
support@jmodel.co.kr
help@jmodel.co.kr
administrator@icec.or.kr
webmaster@digital-market.co.kr
inventor@center21.biz
leedam2@mir-an.com
crystal@mir-an.com
bny2646@mir-an.com
lee0su@mir-an.com
nky1211@mir-an.com

webmaster@center21.biz
thediary@chollian.net
comsdaq6@okcomsdaq.co.kr
webmaster@xxx.com
webmaster@teenlivefucking.com
support@teenlivefucking.com
mail@erosex.com
webmaster@erosex.com
ad@iifs.co.kr
first@iifs.co.kr
wiifs@iifs.co.kr
seung@iifs.co.kr
Webmaster@himain.com
nathalie@suniles.com
webss@form.re.kr
webmaster@fund.re.kr
support@project-design.com.hk
help@project-design.com.hk
pikachu124hk@yahoo.com.hk
Richard@trtcorp.com
Bill@trtcorp.com
dr_tomeke10@spinfinder.com
webmaster@buy.com
support@buy.com
help@buy.com
mail@itob.co.kr
hankukr@hanmir.net
money@ihadong.co.kr
seoulmall@soulmall.net
support@soulmall.net
nuebbong@nuebbong.com
webmaster@beautyspot.co.kr
onkino@onkino.co.kr
help@beautyspot.co.kr
kims@kimsmall21.com
event@mailworld.co.kr
cigars@thezs.com
sales@016vip.co.kr
ace2424@empal.com
webmaster@ibizstar.co.kr
kristyallison53@hotmail.com
kim@worldbridal.co.kr
hitman5758@yahoo.com
seese@seese.co.kr
webmaster@seese.co.kr
help@seese.co.kr
support@seese.co.kr
webmaster@inexcite.com
inexcite@inexcite.com
webmaster@soho-mart.co.kr

goodforme@hanmail.net
ngkang73@shinbiro.com
mail@119photo.com
qna@119photo.com
webmaster@119photo.com
antpc@antpc.co.kr
snore@snore.co.kr
freebirdclub@hitel.net
inter@adult.co.kr
adult4u@adult4u.co.kr
clear@muzom.com
webmaster@muzom.com
marketsense@emailaccount.com
armyone@armyone.co.kr
future@morning365.com
shopmaster@morning365.co.kr
sale@hanmiexpress.com
polajun@hanmiexpress.com
webmaster@cardmake.com
im@imcard.net
webmaster@imcard.net
Manager@CARDMAKE.COM
gatoid@hknet.com
ccg88@netvigator.com
linkgirl@dreamwiz.com
bomi@webmaster.com
manhwa@hotmail.com
laurette@kipix.com
kozatis@kozatis.com
webmaster@8205.com
pro@crazyok.com
webmaster@mojory.com
test@test.net
webmaster@cmgallery.com
ad@imont.co.kr
babyhome@babyhome.net
sex69@sex69.jp
Nathalie@webbayan51.buz
webmaster@f5sale.com
webmaster@happyfund.co.kr
happyfund@happyfund.co.kr
webmaster@moneyway.co.kr
contents@moneyway.co.kr
adver@moneyway.co.kr

1258. Re: VISION : LDV documentation is available in English

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 08:01:04 UTC
From: Jean <jjang@ibclub.tv>
Message-ID: <3d464684$0$10524$626a54ce@news.free.fr>
Source record: 33218

Just for the rest of them...
Webmaster@moneywsy.co.kr
return@moneyway.co.kr
kanbaroo@hihome.com
kanbaro@dreamx.net
kanbaroo@hotmail.com
info@luckiz.com
webmaster@luckiz.com
webmaster@hanmail.ne
speedmoney@speedmoney.net
webmaster@univapply.com
Kyong20442365@bol.com.br
eject@cardclinic.co.kr
okpopup@okpopup.co.kr
ccc@ccc.com.jp
ccc@ccc.com
webmaster@xbitch.com
master@kbf.info
pencilart@orgio.net
webmaster2@sporting21.com
md@sporting21.com
devacokr@hanmail.net
webmanager@deva.co.kr
jlusetti@nomade.fr
bank114@bank144.com
webmaster@magicopen.com
webmaster@emovieenglish.com
admin@itotop.com
feelmail@feelbody.com
juwon@knjc.or.kr
bugoff@itotop.com
webmaster@feelbody.com
master@edains.com
webmaster@cdya.co.kr
xxxyyyzzz@xxxx.yy.zz
kamshang@netian.com
bonkers@lycos.co.kr
minyoung@orion.com
sheep68@chol.com
zeno@christ.co.kr
youmyhoney@com.ne.kr
go@xism.com
clear@muzom.com
webmaster@muzom.com

help@muzom.com
support@muzom.com
adrasi@naver.com
webmaster@allusedcar.com
support@allusedcar.com
help@allusedcar.com
webmaster@NG19.co.kr
webmaster@ng19.com
help@ng19.com
support@ng19.com
webmaster@piping119.com
ksdj2@hanmir.com
hostmaster@nic.or.kr
webmaster@sisuljob.com
help@sisuljob.com
support@sisuljob.com
bargir1@xxxxx.com
webmaster@xxxxx.com
support@xxxxx.com
help@xxxxx.com
packet@soback.kornet.net
agent@ibclub.tv
webmaster@i2line.com
kym@mytell.co.kr
hanahana@hanacenter.co.kr
webmaster@baulmedia.com
dfwfwf@effinopf.wfef
mailer@eposte11.com
ifree@ezenfree.com
test1@test1.com
mallmaster@sohomart.co.kr
bsmin@sohomart.co.kr
nego@imart.ac
ezenfree@weppy.com
seoul9099@empal.com
master@polnetian.com
webmaster@epostec.com
webmaster@baulmedia.com
support@baulmedia.com
help@baulmedia.com
bstand@bstand.co.kr
president@changshin.co.kr
kjpark@changshin.co.kr
yhhwang@changshin.co.kr
gdcho@changshin.co.kr
cshwang@chanshin.co.kr
seongcheon@korea.com
webmaster@mytell.co.kr
webmaster@i2line.com
webmaster@ntsystem.co.kr

test@test1.com
bio@biokr.com
isabelle@lycos.de
nego@imart.ac
banknet114@banknet114.com
mallmaster@sohomart.co.kr
bsmin@sohomart.co.kr
webmaster@hunt.com
webmaster@huntingnara.com
hanfun@hanfun.com
webmaster@hanfun.com
mallmaster@buddhapia.com
webmaster@mahamall.co.kr
elmopark@365mail.net
info@dream9.net
mail@st_agency.com
jhson@fullincom.com
maxion@maxion.co.kr
webmaster@maxion.co.kr
elmopark@hanmail.net
marketer@mediakernel.com
refuse@bigmart.com
ceo@bigmart.com
webmaster@bigmart.com
webmaster@lottecyberbank.co.kr
webmaster@yescard.co.kr
societedelaware@yahoo.com
mclone@u2u4.com
rasheed77@techemail.com
rasheedbako11@spinfinder.com
u2u4@u2u4.com
abc@abc.com
cho686@yahoo.co.kr
bjlim@bora.net
leehb1592@hotmail.com
salmon@u2u4.com
lxun1-marketloss@mail.com
consultation@marketloss.com
randean@istmacon.net
aiauka@4corea.com
kjs@paparazzi-i.com
webmaster@wishauction.net
returned@imagecd.com
webmaster@imagecd.com
tel@teltel.co.kr
help@teltel.co.kr
webmaster@teltel.co.kr
jennifer@mails.at
dean@imagecd.com
image@imagecd.com

webmaster@etobiz.com
www@hiart.net
webmaster@hiart.net
okwiehj@hfisdkl.sfsf
seoul9099@empal.com
WealthbuildersRemove@thecenter.zzn.com
itrans@itrans.biz
gosoo@kbiznet.com
webmaster@itrans.biz
kaju@globalnetworks.co.kr
globalnetworks@globalnetworks.co.kr
pws@activmail.net
ventes@opus.fr
support@opus.fr
webmaster@opus.fr
info@webaxess.com
mailer@epostec.com
sbank@hosanna.net
okwiehj@hfisdkl.sfsf
master@polnetian.com
webmaster@epostec.com
kvs@kvs.co.kr
jsp@hanteo.co.kr
raemian@samsung.com
webmaster@kvs.co.kr
ysu@begaero.com
webmaster@begaero.com
nogirls4me@iafrica.com
support@cs.sales-pitch.com
zeno@kebi.com
dst94lkl@altavista.com
master@ibd.pe.kr
kalpana@machomann.com
lec630@baubau.com
webmaster@asanrose.com
kai5555@hotmail.com
kch6105@yahoo.co.kr
bin00@kiupbank.co.kr
lec630@hanmail.net
a445570@freechal.com
mail@powernet-service.com
0505@dacom.net
master@learntalk.com
mir_jang@hanmail.net
selfso@hotmail.com
midas@learntalk.com
webmaster@learntalk.com
mira@oksex.fh
webmaster@oksexok.com
help@oksexok.com

support@oksexok.com
oksexok@hotmail.com
smartran@smartran.net
webmaster@ussoft.co.kr
sky6525@hanafos.com
gold643@korea.com
sale@gagemall.co.kr
webmaster@gagemall.co.kr
webmaster@dream7777.co.kr
webmaster@miju-international.com
park@dawoocar.co.kr
dawoocar@dawoocar.co.kr
bozibz@daum.net
pornobozi@hanmail.net
webmaster@sexxlive.tv
webmaster@dawoocar.co.kr
smartsoft@nbizsoft.com
highquote1233@eudoramail.com
rueduplaisir@yahoo.fr
fichier@RueduPlaisir.com
opinion@RueduPlaisir.com
webmaster@RueduPlaisir.com
reject@bestcard.org
help@bestcard.org
webmaster@cardclinic.co.kr
adfsfas@fdsfs.com
master@sexmana.tv
webmaster@freshdeliver.co.kr
webmaster@dvr119.net
ankibu@lifeeye.co.kr
emailing@lamaisondesvignerons.com
lmdv@lamaisondesvignerons.com
kate.23@hotsexshows.com
webmaster@hotsexshows.com
support@hotsexshows.com
help@hotsexshows.com
antpc@antpc.co.kr
mail@carmake.com
woska1@hanmail.net
gitmaster@hotmail.com
text@text.tex
info@altoenglish.com
webmaster@teleclub.co.kr
account@teleclub.co.kr
tclub@teleclub.co.kr
amen@altoenglish.com
recruit@altoenglish.com
woogi@bubmuplaza.com
co4u@co4u.com
dkiiwls@eomprgio.com

emusica@emusica.co.kr
add@emusica.co.kr
bohesa@anothercomforter.net
bohesa@hanmail.net
register@nzeo.com
jjang@ibclub.tv
sese@sdf.com
intny@intny.com
jimuse@intny.com
support@sysport.de
brooke03@hotsexshows.com
coca@cola.com
support@pillsdoctor.com
MSInnovations@msn.com
sexfill@sexfill.co.kr
ky20193@kt.com
reject@bestcard.org
maketer@bc2333.com
molcapia@hotmail.com
webmaster@cardya.cc
mini@linkprice.com

1259. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 08:46:52 UTC
From: Pascal Ricard <pascal@europe-shareware-dot-org.invalid>
Message-ID: <3d466808810c70@europe-shareware.org>
Source record: 33219

Hello,

in article <2002729-111845-344580@foorum.com> (comp.sys.atari.st)
Mahen wrote on Mon 29-07-2002 10:18 (GMT):

> BTW if you happen to come to France this year,
> will be held the SIIA, 1st expo (don't know
> the right word for "salon") worldwide of alternative

"show" is the word you're looking for, I think.

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

1260. WTB: TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 12:48:43 UTC
From: Greg Bryant <bryantgHELLO@yahoo.com>
Message-ID: <Xns925B4F777EAFAbryantgHELLOyahoocom@24.94.165.86>
Source record: 33220
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

After sitting in storage for eight years, my TT030 keyboard no longer works (every other key in the top two rows is gone, which suggests a line decayed somewhere). Anyone have an old one laying about that they'd care to sell? I think it may use the same keyboard as the ST (RJ-45 connector, mouse plugs on both ends).

Thanks,
Greg
(Remove the HELLO to email)

1261. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 13:19:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1028056218-109707AEicMi@gmx.net>
Source record: 33228

From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Date: Sun, 28 Jul 2002 14:44:48 -0400

>OS: MagiC is at a standstill pretty much (even though it is still unstable
>at times),

Would you please refrain from posting any more nonsense about MagiC and
put a sock in it? Since you clearly don't have a clue at all about it, it's
better not to comment at all...
The development of MagiC *IS NOT* at a standstill and would you please try to
explain us in detail how unstable MagiC is at certain times? IIRC I've asked
you this before after you made the same silly remarks some time ago but you
choose to keep your trap shut....

>MiNT is in development, check out http://www.freemint.de for details on how
>to help, source, etc. MiNT is our best prospect!

Our best prospect ??
Please don't generalise... it may be *your* best prospect, but it certainly
isn't mine !!
You forgot to comment on the stableness of MiNT.... do I have to presume
that it is stable under all conditions or did you choose not to comment
on it at all for safety sake ? <grin>

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1262. Re: Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 14:05:15 UTC
From: realityqa1@earthlink.net
Message-ID: <26bb29c4.0207300605.4bcfedf7@posting.google.com>
Source record: 33221

It figures I loose my newsgroup access just as I get a bunch of good
replies :)

So I take it from the below post that the horizontal freq is 15.75khz.
So my best bet is my Commodore 1084 monitor.

I'll check a few of the links you guys posted. Although I have done
plenty of soldering in the past I would just as soon pay $20 for a
cable.

Thanks.
I'm sure I'll have questions about the midi as soon as I get it all
running :)

Mark
http://www.vulcanjedi.com

vdjole@EUnet.yu (Djordje Vukovic) wrote in message news:<ai30av$qd8$1@news.eunet.yu>...
> On 27 Jul 2002 22:39:46 , "Joshua Kaijankoski" wrote:
> >You should be able to hook up the ST to any RGB monitor provided you have
> >the proper cable.
> >
> >"MTE" <realityqa1@earthlink.net> wrote in message

> It seems that somehow noone mentioned that with a RGB monitor, only "st-low"
> (320x200x16) and "st-medium" (640x200x4) resolutions can be used. However,
> with an appropriate cable/adaptor (consisting of a proper connector and
> three resistors), majority of VGA/SVGA monitors can be used to display
> "st-high" resolution (640x400x2). In fact, these days it would be easier
> to find a suitable VGA monitor for "st-high" (capable of 35.7kHz horizontal
> sync, 72Hz vertical sync) than a RGB-capable monitor with satisfactory
> sync rates (15kHz horizontal, 50/60Hz vertical) for other resolutions.
>
> Btw. the weird monitor connector is called DIN-13; in some parts of the
> world it can be found, in some other parts it is completely unheard of.
> Bbtw. to my great surprise I once found it on a Hewlett-Packard light-pen.
>
> In direst emergency, if everything else fails, one can actually -make-
> this connector- the pins are on a standard 0.1" raster, so a piece of
> prototype PCB can be used and pins soldered one by one...
>
> cu;

1263. Re: TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 15:33:03 UTC
From: Starlord <starlord@in>
Message-ID: <Fjy19.369$JZ6.23740425@news.inreach.com>
Source record: 33222

Good luck, unless you want to pay $100 there's few of them around. Oh you can
use a Mega ST keyboard too, a few more of them around.

I'm still waiting for a TT keyboard that I think is coming via the Slow Boart
from China route.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/

"Greg Bryant" <bryantgHELLO@yahoo.com> wrote in message
news:Xns925B4F777EAFAbryantgHELLOyahoocom@24.94.165.86...
> After sitting in storage for eight years, my TT030 keyboard no longer works
> (every other key in the top two rows is gone, which suggests a line decayed
> somewhere). Anyone have an old one laying about that they'd care to sell?
> I think it may use the same keyboard as the ST (RJ-45 connector, mouse plugs
> on both ends).
>
> Thanks,
> Greg
> (Remove the HELLO to email)

1264. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 16:50:07 UTC
From: mahen <mahendra@netcourrier.com>
Message-ID: <2002730-17507-270559@foorum.com>
Source record: 33231

Yep, "show", that's right. Thanks :)

--
Use our news server 'news.foorum.com' from anywhere.
More details at: http://nnrpinfo.go.foorum.com/

1265. Re: TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 17:13:40 UTC
From: Dan <baldrick@youshouldknow.netset.com>
Message-ID: <3d46c8f8$0$1431$6d5eecc5@news.eurekanet.com>
Source record: 33223

Greg Bryant <bryantgHELLO@yahoo.com> wrote in message
news:Xns925B4F777EAFAbryantgHELLOyahoocom@24.94.165.86...
> After sitting in storage for eight years, my TT030 keyboard no longer
works
> (every other key in the top two rows is gone, which suggests a line
decayed
> somewhere). Anyone have an old one laying about that they'd care to sell?
> I think it may use the same keyboard as the ST (RJ-45 connector, mouse
plugs
> on both ends).
>
> Thanks,
> Greg
> (Remove the HELLO to email)

You can get a replacement keyboard from Best Electronics. I don't know the cost off hand but they aren't that expensive and it's not too hard of a task.

Quite possible that will bring your old keyboard back to life.

Other options would be getting something like a Qwerty from Mario Becroft that allows you to use PC keyboards on your TT. There are other adaptors this is just the one that I use and I'm quite happy with it.

Dan Ackerman
aka baldrick

1266. Help me !!!

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 17:31:58 UTC
From: frivoli@yahoo.com
Message-ID: <d970766.0207300931.19a95647@posting.google.com>
Source record: 33224

Hi everybody,

I'm not so confident with Atari system, so excuse me for those
"stupid" questions. How can I read and what do I need to install on my
Windows based PC in order to read a CD-RW written with a program
called Bellini?
Second question: I know that Bellini is a shareware program, but where
can I find it, how can I order it?

Thank you to everybody!
Fr!

1267. Re: TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 17:40:37 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <acA19.115$cW4.13865@newsfep3-gui.server.ntli.net>
Source record: 33225

Hello.

"Dan" <baldrick@youshouldknow.netset.com> wrote in message
news:3d46c8f8$0$1431$6d5eecc5@news.eurekanet.com...
>
> Greg Bryant <bryantgHELLO@yahoo.com> wrote in message
> news:Xns925B4F777EAFAbryantgHELLOyahoocom@24.94.165.86...
> > After sitting in storage for eight years, my TT030 keyboard no longer
> works

There's a brand new one on Ebay at this moment.............

Barrie at Keychange. www.keychange.co.uk

1268. MIDI and Pro24

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 17:48:23 UTC
From: CRG <crigo@bluewin.ch>
Message-ID: <3d46d1f5$1_5@news.bluewin.ch>
Source record: 33227

Hi
I have an old midi file in *.sng format which has been created on Atari with
Pro24 (steinberg)
Unfortunately I don't have anymore this equipment.
Is there someone whom can help me to convert this *.sng to *.mid ?
thanks in advance
my contact is
crigo@bluewin.ch

1269. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 17:50:16 UTC
From: Dan <baldrick@youshouldknow.netset.com>
Message-ID: <3d46d190$0$1431$6d5eecc5@news.eurekanet.com>
Source record: 33226

Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote in message
news:1027881888.353501@pikachu.atari-source.com...
> Rory Street wrote:
>
> > Hello All,
> >
> > Just wondered how many coding projects were going on for the Atari
> > ST/Falcon at the moment and what they are.
> >
> > Also has anything new happend in the Operating System arena for the
> > ST/Falcon family?
> >
> > Rory
>
> Rory,
>
> OS: MagiC is at a standstill pretty much (even though it is still unstable
> at times), MiNT is in development, check out http://www.freemint.de for
> details on how to help, source, etc. MiNT is our best prospect!
> Web browser (html engine for now) in development at
> http://highwire.atari-users.net, AtarIRC and AtarICQ are in development
> still too but are closed projects, and of course all of the demo crews are
> still at it.
>
> Mark

That's part of them. However I definately would count that as all of the
active projects. Anyone scanning any of the major atari news websites for
a couple of weeks can see that there are quite a few things still going on
out there. Unfortunately they aren't always well covered. It also should
be
noted that most Atari Programmers these days have more than one project they
are working on so quite often one of these side projects pop out onto the
scene. On average at the moment we are probably sitting around 2-3 new
applications or updates to older ones per week at a minimum. I haven't done
the exact math, but that's probably about correct. However it must also be
noted that would be the average with some weeks having 1 or 2 and other 6 or
more.

Dan Ackerman
aka baldrick

1270. Dead mouse

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 18:29:56 UTC
From: cwacole@aol.com
Message-ID: <20020730142956.01280.00000301@mb-cr.aol.com>
Source record: 33230

For no apparent reason, the mouse on my 1040STe suddenly stopped responding.
Moving it with ALT/arrow keys is painful and inaccurate, Also I've forgotten
how to simulate a right click from the keyboard.
All connections seem OK. Do I have a hardware problem?
Without the mouse I am pretty well crippled using my Atari and I am just about
to dig into STeem to let me use my Atari apps and files on the PC.

Any help will be appreciated.

Walter Cole
cwacole@aol.com

1271. Re: TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 18:30:56 UTC
From: Dan <baldrick@youshouldknow.netset.com>
Message-ID: <3d46db13$0$1419$6d5eecc5@news.eurekanet.com>
Source record: 33229

Dan <baldrick@youshouldknow.netset.com> wrote in message
news:3d46c8f8$0$1431$6d5eecc5@news.eurekanet.com...
>
> Greg Bryant <bryantgHELLO@yahoo.com> wrote in message
> news:Xns925B4F777EAFAbryantgHELLOyahoocom@24.94.165.86...
> > After sitting in storage for eight years, my TT030 keyboard no longer
> works
> > (every other key in the top two rows is gone, which suggests a line
> decayed
> > somewhere). Anyone have an old one laying about that they'd care to
sell?
> > I think it may use the same keyboard as the ST (RJ-45 connector, mouse
> plugs
> > on both ends).
> >
> > Thanks,
> > Greg
> > (Remove the HELLO to email)
>
> You can get a replacement keyboard from Best Electronics. I don't know
the
> cost off hand but they aren't that expensive and it's not too hard of a
> task.
>
> Quite possible that will bring your old keyboard back to life.

Oops I had meant to say you can get a replacement keyboard Mylar from best
electronics.

Dan
aka baldrick

1272. Re: WTB: TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 22:49:28 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D471805.98DE1399@rogers.com>
Source record: 33232

Hi Greg,

I had a similar problem with a TT keyboard. I had to replace the mylar inside the keyboard. I got mine from Best electronics, they are one of the few places that has lots of Atari NOS (new old stock) parts. It will be a bit more money than buying something from a private seller but you can be sure from them at least the parts will be in new condition and will work.

Greg Bryant wrote:

> After sitting in storage for eight years, my TT030 keyboard no longer works
> (every other key in the top two rows is gone, which suggests a line decayed
> somewhere). Anyone have an old one laying about that they'd care to sell?
> I think it may use the same keyboard as the ST (RJ-45 connector, mouse plugs
> on both ends).
>
> Thanks,
> Greg
> (Remove the HELLO to email)

1273. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 22:58:47 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0207301458.7b3f444c@posting.google.com>
Source record: 33233

> OS: MagiC is at a standstill pretty much (even though it is still unstable
> at times), MiNT is in development, check out http://www.freemint.de for
> details on how to help, source, etc. MiNT is our best prospect!

Currently both MagiC and MiNT are progressing really slow. There
hasn't been a new release of MiNT on freemint.de for a while. But
comparisons between MagiC and MiNT don't work - MiNT is "only" a
GEMDOS replacement.
I would say that XaAES and N.AES are under development. At least my
next application will work on XaAES :-)

> Web browser (html engine for now) in development at
> http://highwire.atari-users.net, AtarIRC and AtarICQ are in development
> still too but are closed projects, and of course all of the demo crews are
> still at it.

...and mypenguin.de/prg/ - there are even some source codes on my
page.

Greetings,
Matthias

1274. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 23:00:37 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D471AA1.4D75CC9E@rogers.com>
Source record: 33234

Hi Dennis

Dennis Vermeire wrote:

> From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
> Date: Sun, 28 Jul 2002 14:44:48 -0400
>
> >OS: MagiC is at a standstill pretty much (even though it is still unstable
> >at times),
>
> Would you please refrain from posting any more nonsense about MagiC and
> put a sock in it? Since you clearly don't have a clue at all about it, it's
> better not to comment at all...
> The development of MagiC *IS NOT* at a standstill and would you please try to
> explain us in detail how unstable MagiC is at certain times? IIRC I've asked
> you this before after you made the same silly remarks some time ago but you
> choose to keep your trap shut....
>
> >MiNT is in development, check out http://www.freemint.de for details on how
> >to help, source, etc. MiNT is our best prospect!
>
> *Our* best prospect ??
> Please don't generalise... it may be *your* best prospect, but it certainly
> isn't mine !!
> You forgot to comment on the stableness of MiNT.... do I have to presume
> that it is stable under all conditions or did you choose not to comment
> on it at all for safety sake ? <grin>

While I havent tried Magic (been tempted but have resisited so far). I can attest that I could get freemint to run on my mega 4 st, STe and my TT030, I couldnt get anything other than *mint only* software to run under it. My existing Tos/Gem software which I use daily (and cant do without) gets canned every time. I had to put freemint aside for now for that reason.

1275. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 23:09:26 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0207301509.10941605@posting.google.com>
Source record: 33235

> Just wondered how many coding projects were going on for the Atari ST/Falcon
> at the moment and what they are.
>

I have revived and modernised severall old programs (CPX-Basic,
STemBoy) and I am currently coding spareTIME (which now looks
wonderful :-)). I'll soon also work on another (well known) program
which has been discontinued.

The programs that had a GPL license were also released in source code
form.

Greetings,
Matthias

MJ Software Webshop
* HP-Penguin * stc-Archive offline * NewSDK development kit *
http://www.mypenguin.de/shop/
Atari Up-to-Date-List - http://www.atariuptodate.de
ST-Computer Archive - http://www.stcarchiv.de

1276. Re: TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-07-30 23:51:37 UTC
From: Lewis <lewis.hall@btinternet.com>
Message-ID: <ai78q9lar1@knossos.btinternet.com>
Source record: 33236

There was one going on Ebay.co.uk for about £14

Lewis]

"Greg Bryant" <bryantgHELLO@yahoo.com> wrote in message
news:Xns925B4F777EAFAbryantgHELLOyahoocom@24.94.165.86...
> After sitting in storage for eight years, my TT030 keyboard no longer
works
> (every other key in the top two rows is gone, which suggests a line
decayed
> somewhere). Anyone have an old one laying about that they'd care to sell?
> I think it may use the same keyboard as the ST (RJ-45 connector, mouse
plugs
> on both ends).
>
> Thanks,
> Greg
> (Remove the HELLO to email)

1277. Re: CDR question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 01:54:14 UTC
From: edbaizjr@attbi.com
Message-ID: <arH19.705878$352.153531@sccrnsc02>
Source record: 33238

On 29 Jul 2002 09:12:00 , Frank Szymanski wrote:
>DV>There are several packages available, my favourite is SoundPool's CD
>DV>Recorder Pro 3.2, it's the most versatile one around and it's the only
>DV>package which can burn CD's that are compliant with yellow and red
>DV>book standard...
>DV>http://www.soundpool.de
>
>I recommend ExtenDOS Gold/CD Writer Plus because this package is the only cd
>writer software available on an ATARI that handles long filenames.

I agree. The Extendos Gold/CD Writer Plus package does a very good job of it

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1278. Re: Help me !!!

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 01:54:14 UTC
From: edbaizjr@attbi.com
Message-ID: <arH19.95990$uh7.15151@sccrnsc03>
Source record: 33239

On 30 Jul 2002 10:31:58 , fr wrote:
>Hi everybody,
>
>I'm not so confident with Atari system, so excuse me for those
>"stupid" questions. How can I read and what do I need to install on my
>Windows based PC in order to read a CD-RW written with a program
>called Bellini?
>Second question: I know that Bellini is a shareware program, but where
>can I find it, how can I order it?
>
>Thank you to everybody!
> Fr!

If this Bellini program is an Atari program, I would try an emulator running Extendos. Might work.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1279. Re: Dead mouse

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 01:54:15 UTC
From: edbaizjr@attbi.com
Message-ID: <brH19.95991$uh7.15163@sccrnsc03>
Source record: 33237

On 30 Jul 2002 18:29:56 , CWacole wrote:
>For no apparent reason, the mouse on my 1040STe suddenly stopped responding.
>Moving it with ALT/arrow keys is painful and inaccurate, Also I've forgotten
>how to simulate a right click from the keyboard.
>All connections seem OK. Do I have a hardware problem?
>Without the mouse I am pretty well crippled using my Atari and I am just about
>to dig into STeem to let me use my Atari apps and files on the PC.
>
>Any help will be appreciated.
>
>Walter Cole
>cwacole@aol.com

Atari mice are cheap. I would just get another one. Could be a bad connection.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1280. Re: WTB: Atari 8/16/32 bit hardware

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 02:04:23 UTC
From: realityqa1@earthlink.net
Message-ID: <26bb29c4.0207301804.6599b935@posting.google.com>
Source record: 33240

I promised my wife I would get rid of some of my stuff that I don't need :)

I have some extra 8bit stuff like a Uprint printer interface and a koala pad and even a 1050 drive. I'll trade for any video game related stuff :)

Check out the atari section of my page
vulcanjedi.com

Mark

"Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message news:<3d2c8def$1_6@news.teranews.com>...
> I am starting a collection of Atari hardware. My wife hates me for it, but
> hey.. :)
> If anyone has any Atari stuff they want to get rid of, let me know via email
> or post it here so others can buy if I can't afford it. :)
>
> lannie_schafroth@hotmail.com
>
> I live in Winterset, Iowa (USA)

1281. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 02:46:36 UTC
From: Doc <doc@elsewhere.com>
Message-ID: <slrnakejsc.ilg.doc@george.home.org>
Source record: 33241

On Wed, 24 Jul 2002 11:57:16 +0200, Mickael Pointier <mpointie@eden-studios.fr> wrote:
>
> 2) You can use HD disk without problem, just think about filling the HD
> detection hole. Put some non-transparent tape on it (or a piece of floppy
> sticker), and tadaaaaa... it's now recognised as a true DD floppy.
>

This is a very temporary fix. The magnetic film on a DD floppy is
different from the film on a HD floppy. Writing a double-density format
on a high-density disk will usually work - for one or two writes and a
few reads. The disk failure rate is _very_ high.
If you value your programs & data at all, it's worth scouting around
for real DD floppies.

Doc

1282. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 04:02:59 UTC
From: Starlord <starlord@in>
Message-ID: <LkJ19.566$aW7.27676701@news.inreach.com>
Source record: 33242

Hi Dennis, I see your still alive.

Still awaiting.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1028056218-109707AEicMi@gmx.net...
> From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
> Date: Sun, 28 Jul 2002 14:44:48 -0400
>
> >OS: MagiC is at a standstill pretty much (even though it is still unstable
> >at times),
>
> Would you please refrain from posting any more nonsense about MagiC and
> put a sock in it? Since you clearly don't have a clue at all about it, it's
> better not to comment at all...
> The development of MagiC *IS NOT* at a standstill and would you please try to
> explain us in detail how unstable MagiC is at certain times? IIRC I've asked
> you this before after you made the same silly remarks some time ago but you
> choose to keep your trap shut....
>
> >MiNT is in development, check out http://www.freemint.de for details on how
> >to help, source, etc. MiNT is our best prospect!
>
> *Our* best prospect ??
> Please don't generalise... it may be *your* best prospect, but it certainly
> isn't mine !!
> You forgot to comment on the stableness of MiNT.... do I have to presume
> that it is stable under all conditions or did you choose not to comment
> on it at all for safety sake ? <grin>

>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

1283. Re: Dead mouse

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 04:19:45 UTC
From: claytone@foxinternet.com
Message-ID: <3d476561_1@news.foxinternet.com>
Source record: 33243

>On 30 Jul 2002 18:29:56 , CWacole wrote:
>For no apparent reason, the mouse on my 1040STe suddenly stopped responding.
>Moving it with ALT/arrow keys is painful and inaccurate, Also I've forgotten
>how to simulate a right click from the keyboard.
>All connections seem OK. Do I have a hardware problem?
>Without the mouse I am pretty well crippled using my Atari and I am just about
>to dig into STeem to let me use my Atari apps and files on the PC.
>
>Any help will be appreciated.
>
>Walter Cole
>cwacole@aol.com

Hi Walter-

To get a smaller movement from the "Alt-arrow" combination, also add the Shift key. Left click is Alt-Insert, and right click is Alt-Clr Home. Seems odd that it would completely stop working suddenly. Does ANYTHING work on it at all? Are you sure it's plugged in all the way? Is it plugged in to the correct port under the keyboard? It could be the mouse port itself. Have you unhooked the mouse to put in a joystick on the same port numerous times? The pins in the port can get pushed too far back into the port to be able to make a good connection. You could try taking the keyboard out, and visually comparing the two mouse joystick ports to be sure they look the same. If the pins got pushed in, they can be pushed back out, but it's a bother to take the keyboard apart. Can you borrow someone else's mouse to test your port? Try your mouse in their Atari.

To avoid the "moving pins" problem get a few of those 6" mouse extension cords, and you can just leave those plugged in, avoiding any extra wear on the ports. Works good for me.

Hope that helps,

-Clayton Murray
Seattle, WA USA

1284. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 05:03:27 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d476cd8$1_3@corp.newsgroups.com>
Source record: 33244

I would have thought that the HD factor would have meant that the disk could hold the DD data more securely, not less securely. Isn't there more magnetic material on the disk? Or is the 1.44Mb floppy head not really designed to format 720K on an 1.44Mb floppy?

Jared

Doc <doc@elsewhere.com> wrote in message news:slrnakejsc.ilg.doc@george.home.org...
> On Wed, 24 Jul 2002 11:57:16 +0200, Mickael Pointier <mpointie@eden-studios.fr> wrote:
> >
> > 2) You can use HD disk without problem, just think about filling the HD
> > detection hole. Put some non-transparent tape on it (or a piece of floppy
> > sticker), and tadaaaaa... it's now recognised as a true DD floppy.
> >
>
> This is a very temporary fix. The magnetic film on a DD floppy is
> different from the film on a HD floppy. Writing a double-density format
> on a high-density disk will usually work - for one or two writes and a
> few reads. The disk failure rate is _very_ high.
> If you value your programs & data at all, it's worth scouting around
> for real DD floppies.
>
> Doc

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1285. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 05:13:28 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207302113.37efb363@posting.google.com>
Source record: 33245

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D45ECF5.C1C8DFE1@rogers.com>...
>
> Hi again,
>
> I doubt I'll be able to make it there this year. Just seeing mention of a
> show reminds me of another one of sinplops lies. Few years ago he'd lied
> about being at a number of mac shows, including some of the biggies. He made
> a big deal about how Emagic and Adobe had introduced desktop video products.
> People who had really been to the show came crawling out of the woodwork to
> report that that "prouduct" was just as ficticious as as sinplops imaginary
> macintosh.

Where do you get this from? Have been to three MacWorld's; two in SF
and the one in Boston at the time.

As for video products, were is the quote? Adobe does publish
Premiere, but FCP is the market leader. Also Roland with their third
party partners were showing their solutions..

1286. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 05:28:09 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D477575.DF8D5B91@rogers.com>
Source record: 33096

Hey Dimwit,

sinclap@yahoo.com wrote:

> Where do you get this from? Have been to three MacWorld's; two in SF
> and the one in Boston at the time.
>

I got it from you. And the people who really were there.

>
> As for video products, were is the quote? Adobe does publish
> Premiere, but FCP is the market leader. Also Roland with their third
> party partners were showing their solutions..

How lame can you get. How many times have you been told to look it up for yourself on groups.google.com?
You havent looked up your own previous posts, Why? cause they'd show YOU to be the liar.

I and others have also told you many times that if you insist in coming back here, you mist first stop
lying your pimply ass off and while your at it, come up with some material. That means NOT regurgitating
the same BS you've been gagging on for the past decade.

1287. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 05:32:48 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207302132.413a32d9@posting.google.com>
Source record: 33097

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-12040F.09502629072002@nr-tor02.bellnexxia.net>...
> In article <1027889732-607538AEicMi@williams-net.com>,
> carey christenson <firest@williams-net.com> wrote:

> that's nothing - even the least knowledgable Atarian can and has
> easily handed the little weinerhead back his buns on a platter with a
> side of mint sauce. Partially because The iDiot Forever Known As Sinclap
> has this habit of wildly swinging and hitting himself in his own glass
> jaw :)

Meaning please. Don't have a glass jaw.

> Really, just ask him about the time he went to a Macworld Expo and he
> began raving about the new MIDI applications from Adobe. Which he has
> since alternately claimed that he "never said it" and "I was misquoted"
> and "it was a slip of my keyboard" . (Interesting that he no longer
> "goes "to these Macworlds ever since I began going to the NYC one
> every year for the last three years. And still can't find any Apple
> Power Reps from his area who remembers TiFKAS being employed in their
> business)

Obvious, you could not find a Power Ranger.

Midi stuff shown by Roland developed by third party. Eh...Stop
beating the dead horse, already dead..

> BTW, this trip I had the honour of meeting and talking to Steve Jobs
> (a man who TiFKAS has called an "arrogant bonehead" who ,if he ever came
> back to lead Apple again, would "destroy Apple before he even started" -
> and when Jobs came back and in fact saved Apple's bacon, TiFKAS suddenly
> developed a taste for shoe leather, as well as wildly denying that he
> had ever said the above...) Steve is an interesting character, and it
> was funny how I met him, right inside the new Apple store in the Soho
> shopping district....

I never denied what I said.. You conveniently left out the mea culpa
part from many eons ago..
>
> > BRING IT ON anyone can e-mail me and prove me
> > otherwise with web-site information about the amiga
> > and atari contest!!!!!!
>
> I think that it would rather be better that any debate material you
> send over to comp.sys.advocacy, as that's where that type posting really
> belongs. Besides, it'll be better seeing TiFKAS being fragged in his

> natural habitat :)

Sure..

1288. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 05:33:59 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0207302133.6766cd88@posting.google.com>
Source record: 33098

James Alexander <james-m-alexander@rogers.com> wrote in message news:<3D44AF12.1C20C12F@rogers.com>...
> sinclap@yahoo.com wrote:
>
> > <sinplops droppings snipped>
> >
> > Atari Lynx handheld
> >
> > iMac
> > G3/500(no need for the slow DSP)
> > 20GB
> > 320MB
> > 2-USB
> > 2-FireWire
> > 2- Internal Harmon Karden Odyseey Speakers
> > 10/100 Base T ethernet
> > NVidia GForece 2 Video with 16 MB Vram
> > Airport
> > Airport Base
> > DSL
> > OSX 10.1.5
>
> Sinplop!!! How many times must you be told!!! your DELL dimension (aka demented) Is *NOT* a lynx or a mac (if
> anyone reading this has doubts remember the loser known as sinplop knows nothing about the mac he claims to own)

Hi Chunks' Lover,

Forgot to list the Epson C80.

1289. GT Look w/GT6500

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 06:58:49 UTC
From: jackiev <jackiev@sprint.ca>
Message-ID: <BQL19.522$XX6.9355@newscontent-01.sprint.ca>
Source record: 33099

I just picked up a epson es600c(GT6500)scanner and am trying to get it to work with a Falcon.When the progrm asks what type of interface and I select "scsi internal" it just gives an error message and says scanner no initialized or not on even though its on.Tried changin ID but no go. Do I need a scsi program like icdboot or does the falcon have a scsi bootup prg in rom? If I use icdboot and idcheck it shows the gt6500 scanner.Any help appreciated.

1290. Re: VISION : LDV documentation is available in Eng

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 08:09:09 UTC
From: d.briel@free.fr
Message-ID: <3d479b24$0$248$626a54ce@news.free.fr>
Source record: 33100

```
On 30 Jul 2002 09:59:36 , "Jean" wrote:
>I sometimes wonder if anyone knows what a LDV is...
I do, also I don't know whether there are others :)

--
Didier Briel
From Lyon ,France, Hometown of Atari ;-)
```

1291. Re: TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 08:23:54 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <98N19.989$s71.3714@newsfep3-gui.server.ntli.net>
Source record: 33101

Hello.

"Lewis" <lewis.hall@btinternet.com> wrote in message
news:ai78q9lar1@knossos.btinternet.com...
> There was one going on Ebay.co.uk for about £14

As of this moment the price is £6, about an hour to go.

Barrie at Keychange. www.keychange.co.uk

1292. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 08:59:03 UTC
From: David Wade <dave@~no~spam~Pleasedwade.freeserve.co.uk>
Message-ID: <rFN19.4$JF3.155744@news.cpqcorp.net>
Source record: 33102

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:3d476cd8$1_3@corp.newsgroups.com...
> I would have thought that the HD factor would have meant that the disk
could
> hold the DD data more securely, not less securely. Isn't there more
> magnetic material on the disk? Or is the 1.44Mb floppy head not really
> designed to format 720K on an 1.44Mb floppy?

The material on a 1.44 is "stiffer" and takes a bigger magentic pulse to
permanently flip it. A DD head does not generate enough of a pulse to
RELIABLY flip a 1.44 diskette. As a result the data tends to fade away after
a short period of time. Somtimes this is days, on other diskette/drive
combinations it can be months...

>
> Jared
> ------------
> Doc <doc@elsewhere.com> wrote in message
> news:slrnakejsc.ilg.doc@george.home.org...
> > On Wed, 24 Jul 2002 11:57:16 +0200, Mickael Pointier
> <mpointie@eden-studios.fr> wrote:
> > >
> > > 2) You can use HD disk without problem, just think about filling the
HD
> > > detection hole. Put some non-transparent tape on it (or a piece of
> floppy
> > > sticker), and tadaaaaa... it's now recognised as a true DD floppy.
> > >
> >
> > This is a very temporary fix. The magnetic film on a DD floppy is
> > different from the film on a HD floppy. Writing a double-density format
> > on a high-density disk will usually work - for one or two writes and a
> > few reads. The disk failure rate is _very_ high.
> > If you value your programs & data at all, it's worth scouting around
> > for real DD floppies.
> >
> > Doc
>
>
>
>
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> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1293. HP Colour Laserejet 4500

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 09:45:48 UTC
From: Oracle <Someone@home.com>
Message-ID: <keO19.49265$Hj3.147573@newsfeeds.bigpond.com>
Source record: 33103

Are there any drivers available for this machine to allow full colour printing on the Atari?

thanks

1294. Re: GT Look w/GT6500

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 11:57:38 UTC
From: <>
Message-ID: <1028125688-243940AEicMi@ntlworld.com>
Source record: 33105

From: "jackiev" <jackiev@sprint.ca>
Date: Tue, 30 Jul 2002 23:58:49 -0700

>initialized or not on even though its on.Tried changin ID but no go. Do I
>need a scsi program like icdboot or does the falcon have a scsi bootup prg
>in rom? If I use icdboot and idcheck it shows the gt6500 scanner.Any help
>appreciated.

You need to load a driver to be able to use any SCSI devices on Atari computers. ICD is one that you've mentioned, but you could also try Steffen Engle's SCSIDRV.PRG (that's included in his Gemar tape streamer archive), or HDDriver from Uwe Seimet (recommended). You can download a demo from his web site. Run the program that's in the Auto folder with the scanner switched on.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1295. Does cubase v2 or v3 for atari ST work on a atari/C-lab falcon.

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 12:13:51 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <ffhfku4r4ltm2ptc11pb278cvmlpi18vpr@4ax.com>
Source record: 33104
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech

I Actually own Steinberg cubeat, but would upgrade to cubase (if I couldnt find Cubase audio 16 for falcon).

Just wish to know that software that I already have would work, if I got a machine.

Thanks.. RJ

1296. Re: Is chapelie.rma.ac.be operational?

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 14:34:59 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fg71zn.1nsep5ln01vuiN%donotusethisaddress@pandora.be.invalid>
Source record: 33106

Djordje Vukovic <vdjole@EUnet.yu> wrote:

> Hi;
>
> Is chapelie.rma.ac.be operational? Yesterday I wanted to download
> some files but could not obtain a connection. Could not even get a
> response to a ping on that host.

As today the server is up and running again.

CU,
Martin

1297. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 16:29:41 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d480cd9$1_4@corp.newsgroups.com>
Source record: 33107

So, then, you're saying if you were to generate a 720K format on a 1.44Mb
floppy on a 1.44Mb floppy drive, then it *would* work? Or is it the same
diff?

Jared

> The material on a 1.44 is "stiffer" and takes a bigger magentic pulse to
> permanently flip it. A DD head does not generate enough of a pulse to
> RELIABLY flip a 1.44 diskette. As a result the data tends to fade away
after
> a short period of time. Somtimes this is days, on other diskette/drive
> combinations it can be months...
>
>
> >
> > Jared
> > ------------
> > Doc <doc@elsewhere.com> wrote in message
> > news:slrnakejsc.ilg.doc@george.home.org...
> > > On Wed, 24 Jul 2002 11:57:16 +0200, Mickael Pointier
> > <mpointie@eden-studios.fr> wrote:
> > > > >
> > > > 2) You can use HD disk without problem, just think about filling the
> HD
> > > > detection hole. Put some non-transparent tape on it (or a piece of
> > floppy
> > > > sticker), and tadaaaaa... it's now recognised as a true DD floppy.
> > > > >
> > > >
> > > This is a very temporary fix. The magnetic film on a DD floppy is
> > > different from the film on a HD floppy. Writing a double-density
format
> > > on a high-density disk will usually work - for one or two writes and a
> > > few reads. The disk failure rate is _very_ high.
> > > If you value your programs & data at all, it's worth scouting around
> > > for real DD floppies.
> > >
> > > Doc
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> >
> > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1298. WTB: Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 17:16:31 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028134591.603166@pikachu.atari-source.com>
Source record: 33108

Looking for copies of Cubase software, specifically cubase score or the best sequencer they've released. Name your price.

Thanks
Mark
http://atari-source.com

PS: Want to use sequencer on mono mega ste under magx or tos if necessary.

1299. Re: Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 18:05:14 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <aFV19.527$Ea.30794@newsfep1-gui.server.ntli.net>
Source record: 33109

Hello.
"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message
news:1028134591.603166@pikachu.atari-source.com...
> Looking for copies of Cubase software, specifically cubase score or the
best
> sequencer they've released. Name your price.

I've said it before and no doubt I'll say it again, if you want to buy or
sell something here may I suggest you give an indication of where in the
world you are.

Oh, yes, I have Cubase Score, v3 and Notator in stock.

Barrie at Keychange. www.keychange.co.uk

1300. Re: Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 18:56:20 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <3d483267$0$7456$79c14f64@nan-newsreader-01.noos.net>
Source record: 33110

Hello Mark :-)

> PS: Want to use sequencer on mono mega ste under magx or tos if necessary.

Cubase doesn't work under Magx :-(

Cubase sellers:

Keychange Music Services
Phone: +44 (0) 1925 266120
Web: http://www.keychange.co.uk
E-mail: barrie@keychange.co.uk

ATARI Workshop
Phone. 01344 890008
Fax. 01344 890009
Web: http://www.atari-workshop.co.uk
E-mail:
Sales - sales@atari-workshop.co.uk
Info - info@atari-workshop.co.uk

ATARI-Fachmarkt
Peter Denk
Sandkamp 19a
D-22111 Hamburg
Phone.: 040-651 88 78
Mobil: 0172-413 38 77
Fax: 040-65 90 14 53
Email: info@ATARI-Fachmarkt.de
WEB: http://www.atari-fachmarkt.de
Öffnungszeiten: Mo. bis Fr. von 14:00 bis 18:30

WB Systemtechnik GmbH
Bahnhofstra&#65533;e 289
D-44579 Castrop-Rauxel
Phone: xx49-2305-962030
FAX: xx49-2305-962031
Email: atari@wbsystemtechnik.de
WEB: http://www.wbsystemtechnik.de/atari/

Emmesoft &#65533; di Marco Greppi
Via Oropa 100 10153 TORINO
Phone. 011/8903692 r.a.
FAX 02/700409943
Orario : 9.30-12.30 15-18.30
HOTLINE Hardware : Lunedi' 15.30-18.30

HOTLINE Software : Martedi' 15.00-18.00
Web: http://www.emmesoft.com
E-mail: emmesoft@tiscalinet.it

Regards...

Paul.
http://music-atari.org

1301. Re: Does cubase v2 or v3 for atari ST work on a atari/C-lab falcon.

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 20:36:39 UTC
From: Mark Phillips <moongravySPAM@TRAPntlworld.com>
Message-ID: <iTX19.3538$sH3.135832@newsfep1-win.server.ntli.net>
Source record: 33111
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech

"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:ffhfku4r4ltm2ptc11pb278cvmlpi18vpr@4ax.com...
> I Actually own Steinberg cubeat, but would upgrade to cubase (if I
> couldnt find Cubase audio 16 for falcon).
>
> Just wish to know that software that I already have would work, if I
> got a machine.
>
> Thanks.. RJ

Steinberg UK still sell CAF for £199. Atari vendors may be cheaper though.

Mark

1302. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 22:21:21 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028225947.14456.3@iris.uk.clara.net>
Source record: 33125

Hi James

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3D471AA1.4D75CC9E@rogers.com...
> Hi Dennis
>
> Dennis Vermeire wrote:
>
> > From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
> > Date: Sun, 28 Jul 2002 14:44:48 -0400
> >
> > >OS: MagiC is at a standstill pretty much (even though it is still
unstable
> > >at times),
> >
> > Would you please refrain from posting any more nonsense about MagiC and
> > put a sock in it? Since you clearly don't have a clue at all about it,
it's
> > better not to comment at all...
> > The development of MagiC *IS NOT* at a standstill and would you please try
to
> > explain us in detail how unstable MagiC is at certain times? IIRC I've
asked
> > you this before after you made the same silly remarks some time ago but
you
> > choose to keep your trap shut....
> >
> > >MiNT is in development, check out http://www.freemint.de for details on
how
> > >to help, source, etc. MiNT is our best prospect!
> >
> > *Our* best prospect ??
> > Please don't generalise... it may be *your* best prospect, but it
certainly
> > isn't mine !!
> > You forgot to comment on the stableness of MiNT.... do I have to presume
> > that it is stable under all conditions or did you choose not to comment
> > on it at all for safety sake ? <grin>
>
> While I havent tried Magic (been tempted but have resisited so far). I can
> attest that I could get freemint to run on my mega 4 st, STe and my TT030,
I
> couldnt get anything other than *mint only* software to run under it. My
> existing Tos/Gem software which I use daily (and cant do without) gets

canned
> every time. I had to put freemint aside for now for that reason.

So much for backwards compatability!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.380 / Virus Database: 213 - Release Date: 24/07/2002

1303. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 22:25:01 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028225948.14456.4@iris.uk.clara.net>
Source record: 33126

Hi Jared

> I would have thought that the HD factor would have meant that the disk could
> hold the DD data more securely, not less securely. Isn't there more
> magnetic material on the disk? Or is the 1.44Mb floppy head not really
> designed to format 720K on an 1.44Mb floppy?

You tell us you butt stabbing queen, you are the hardware tech right, A-Grade
A-Hole more like!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.380 / Virus Database: 213 - Release Date: 24/07/2002

1304. Re: WTB: Atari 8/16/32 bit hardware

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 22:27:03 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028225949.14456.5@iris.uk.clara.net>
Source record: 33127

Hi Mark

> I promised my wife I would get rid of some of my stuff that I don't
> need :)

Sell the wife!!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.380 / Virus Database: 213 - Release Date: 24/07/2002

1305. Re: Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-07-31 23:37:34 UTC
From: Momster <momster@vulcanjedi.com>
Message-ID: <2x_19.3497$nc.286271@newsread1.prod.itd.earthlink.net>
Source record: 33112

Besides the commodore 1084 I also have a tandy CM-11 RGB CGA monitor. But I think it's a TTL monitor and not an analogue monitor.

And to think I have a warehouse full of about 1600 monitors (no lie:) at www.teamchildren.com where I'm the head techie guy.

Oh well. Anybody want to trade a ST monitor? for any other monitor?

Mark

"MTE" <realityqa1@earthlink.net> wrote in message news:x0I09.8144$XG5.2879@newsread1.prod.itd.earthlink.net...
> Greetings programs.
> I just came home from a flea market today with an atari 1024st and a bag of
> software. But the only cable it came with was a modem cable. I have a
> collection of monitors from a couple of commodores and several CGA RGB
> monitors and even some 9 pin VGA and RGB monitors. But I have never seen a
> round connector with that many pins on it like the ST has on it's monitor
> port.
>
> Do I need an ST monitor or can I get a cable somewhere to hook it up to one
> of my other monitors?
>
> Any info appreciated.
> Mark
> www.vulcanjedi.com
>
>
>
>

1306. STart & Creative Computing on the Web!

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 00:31:31 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-719663.17344631072002@news.west.cox.net>
Source record: 33113
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

I have several big announceements from www.atarimagazines.com

The site now offers the full text of every issue of STart magazine. Published from 1986 to 1991, STart magazine was dedicated primarily to Atari ST computers, with some emphasis on Atari 8-bit computers in later issues.

In addition, the site now includes full-text articles from Creative Computing magazine. The archive currently offers the full text of 35 issues, spanning Creative Computing's final three years -- more than 1,100 articles. Published from 1974 until 1984, Creative Computing was a wonderful magazine for computer hobbyists that covered every platform. The archive includes articles written by Clive Sinclair, Adam Osborne, Bill Gates, and other notable names. We're looking for volunteers to help scan more articles from Creative Computing.

Finally, we have changed the name of the site from Digital Antic Project to Classic Computer Magazine Archive. Originally the site had only the full text of Antic magazine -- with the addition of STart and Creative Computing, "Digital Antic" was an increasingly inaccurate name.

http://www.atarimagazines.com

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& Atariarchives.org - http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

1307. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 01:53:29 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4894A7.DA9FA5E@rogers.com>
Source record: 33114

Sinplop. You're brain dead. You're a liar. Everyone knows it so get over it and get lost.
If sporks did physical damage
you'd be in a body cast. But then theres nobody more deserving of severe damage.

sinclap@yahoo.com wrote:

> Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-12040F.09502629072002@nr-tor02.bellnexxia.net>...
> > In article <1027889732-607538AEicMi@williams-net.com>,
> > carey christenson <firest@williams-net.com> wrote:
>
> > that's nothing - even the least knowledgable Atarian can and has
> > easily handed the little weinerhead back his buns on a platter with a
> > side of mint sauce. Partially because The iDiot Forever Known As Sinclap
> > has this habit of wildly swinging and hitting himself in his own glass
> > jaw :)
>
> Meaning please. Don't have a glass jaw.
>
> > Really, just ask him about the time he went to a Macworld Expo and he
> > began raving about the new MIDI applications from Adobe. Which he has
> > since alternately claimed that he "never said it" and "I was misquoted"
> > and "it was a slip of my keyboard" . (Interesting that he no longer
> > "goes "to these Macworlds ever since I began going to the NYC one
> > every year for the last three years. And still can't find any Apple
> > Power Reps from his area who remembers TiFKAS being employed in their
> > business)
>
> Obvious, you could not find a Power Ranger.
>
> Midi stuff shown by Roland developed by third party. Eh...Stop
> beating the dead horse, already dead..
>
> > BTW, this trip I had the honour of meeting and talking to Steve Jobs
> > (a man who TiFKAS has called an "arrogant bonehead" who ,if he ever came
> > back to lead Apple again, would "destroy Apple before he even started" -
> > and when Jobs came back and in fact saved Apple's bacon, TiFKAS suddenly
> > developed a taste for shoe leather, as well as wildly denying that he
> > had ever said the above...) Steve is an interesting character, and it
> > was funny how I met him, right inside the new Apple store in the Soho
> > shopping district....
>
> I never denied what I said.. You conveniently left out the mea culpa
> part from many eons ago..
> >

> > > BRING IT ON anyone can e-mail me and prove me
> > > otherwise with web-site information about the amiga
> > > and atari contest!!!!!!
> >
> > I think that it would rather be better that any debate material you
> > send over to comp.sys.advocacy, as that's where that type posting really
> > belongs. Besides, it'll be better seeing TiFKAS being fragged in his
> > natural habitat :)
>
> Sure..

1308. Re: Does cubase v2 or v3 for atari ST work on a atari/C-lab falcon.

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 05:22:08 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <93hhkug9dfnhe8h8qa66mcuh74hbh7vmje@4ax.com>
Source record: 33115
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech

Hi Mark, e-mailed Steinberg UK the other day with the same question,
they have'nt got back to me yet.
I did ask them did they still stock atari versions of cubase, to
which they replied they no longer stock, or support the atari version.

Nice to know your outlay gets the full attention hey?

RJ

On Wed, 31 Jul 2002 21:36:39 +0100, "Mark Phillips"
<moongravySPAM@TRAPntlworld.com> wrote:

>"Rob" <rob.jenkins2@btopenworld.com> wrote in message
>news:ffhfku4r4ltm2ptc11pb278cvmlpi18vpr@4ax.com...
>> I Actually own Steinberg cubeat, but would upgrade to cubase (if I
>> couldnt find Cubase audio 16 for falcon).
>>
>> Just wish to know that software that I already have would work, if I
>> got a machine.
>>
>> Thanks.. RJ
>
>Steinberg UK still sell CAF for ï¿½199. Atari vendors may be cheaper though.
>
>Mark
>

1309. Need help: GenEdit Source Code

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 07:04:02 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0207312304.dafaba1@posting.google.com>
Source record: 33116

Hi All

I have been working with a person named Joe on the GenEdit Source code. The version on TAMW is ver 1.1 and is a "libed" version (with the programmers permission) but it would be much better to get a real version as there are problems with the "libed" version.(has anyone tried it?)

The source code is available here:

http://tamw.atari-users.net/hyart.htm

(scroll near the bottom)

It is also on the Atari Orphan Page at Atari-Source.com

Here is what joe has found out about the source code so far:
Can anyone help?!!! We need a good version of GenEdit!! It uses magamax C.

Please contact me

tconrardy@hotmail.com

Tim

==========

Hi Tim,

I've looked at the GenEdit source code in Megamax. I didn't see a version number but I might have just missed it. The compiled version that is part of the zip file is v2.0. I have determined that v2.01 was a release allowing GenEdit to boot without a floppy key disk if there is a SMPTE sync box is hooked up. Hybrid Arts did this for EZ-Score Plus too.

I did locate the copy protection code in the Main C file but I don't know how to delete it and recompile the code so it will run without the need of a key disk, but an experienced programmer should be able to do this in an hour or so I would think.

It would be great to release a PD version without the copy protection. I'd be happy to assist someone as a beta tester. (there is also a bug in v2.0 that needs fixing too)

Let me know if you locate a programmer who will take this project on.

Joe H.

1310. Re: Does cubase v2 or v3 for atari ST work on a atari/C-lab falcon.

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 10:41:42 UTC
From: smeghead <smeg@head587.freeserve.co.uk>
Message-ID: <aib390vnn1@news8.svr.pol.co.uk>
Source record: 33117
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech

Absolutley. I am using a falcon with cubase 3.

Rob <rob.jenkins2@btopenworld.com> wrote in message
news:ffhfku4r4ltm2ptc11pb278cvmlpi18vpr@4ax.com...
> I Actually own Steinberg cubeat, but would upgrade to cubase (if I
> couldnt find Cubase audio 16 for falcon).
>
> Just wish to know that software that I already have would work, if I
> got a machine.
>
> Thanks.. RJ

1311. Re: Newbie monitor cable question.

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 12:54:09 UTC
From: Jack van 't Westeinde <jack.westeinde@recordservicebenelux.nl>
Message-ID: <78DA8B320879D411B931000AD1314AB715A3A3@MAILSV>
Source record: 33118

Correct me if im' wrong, but the 1084 was a Philips CM8833, (with SCART
on the back).
We've connected the thing to our ST's in the past.
There wil be no sync problem, same Freq. used as on Atari ST.

Jack.

> -----Oorspronkelijk bericht-----
> Van: Momster [SMTP:momster@vulcanjedi.com]
> Gepost om: donderdag 1 augustus 2002 1:38
> Gepost naar: st
> Discussie: Newbie monitor cable question.
> Onderwerp: Re: Newbie monitor cable question.
>
> Besides the commodore 1084 I also have a tandy CM-11 RGB CGA monitor.
> But I
> think it's a TTL monitor and not an analogue monitor.
>
> And to think I have a warehouse full of about 1600 monitors (no lie:)
> at
> www.teamchildren.com where I'm the head techie guy.
>
>
> Oh well. Anybody want to trade a ST monitor? for any other monitor?
>
> Mark
>
> "MTE" <realityqa1@earthlink.net> wrote in message
> news:x0I09.8144$XG5.2879@newsread1.prod.itd.earthlink.net...
> > Greetings programs.
> > I just came home from a flea market today with an atari 1024st and a
> bag
> of
> > software. But the only cable it came with was a modem cable. I have
> a
> > collection of monitors from a couple of commodores and several CGA
> RGB
> > monitors and even some 9 pin VGA and RGB monitors. But I have never
> seen a
> > round connector with that many pins on it like the ST has on it's
> monitor
> > port.
> >
> > Do I need an ST monitor or can I get a cable somewhere to hook it up
> to

> one
> > of my other monitors?
> >
> > Any info appreciated.
> > Mark
> > www.vulcanjedi.com
> >
> >
> >
> >
>

1312. http://starlords-atm.netfirms.com

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 15:54:10 UTC
From: Starlord <starlord@in>
Message-ID: <qPc29.778$7I3.42165300@news.inreach.com>
Source record: 33119

I try to keep my web sites so that Ataris can view them without tons of
scrips,etc. Can you test my newest one out and let me know?

http://starlords-atm.netfirms.com

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/

1313. Re: Does cubase v2 or v3 for atari ST work on a atari/C-lab falcon.

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 16:08:02 UTC
From: Mark Phillips <moongravySPAM@TRAPntlworld.com>
Message-ID: <x1d29.3928$NE3.88909@newsfep1-win.server.ntli.net>
Source record: 33120
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech

> Nice to know your outlay gets the full attention hey?

?

It's on their website in the bargain section.

www.steinberguk.com Click on 'shop' then 'bargains'.

1314. New/nouveau version of/de Okami

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 16:28:04 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d496faa1adfe40@pandora.be>
Source record: 33121
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Hallo Okami users/utilisateurs,

The most powerfull and versatile mailer/newsreader for the Atari
platform, Okami is up to version 3.0B-10
<URL:http://www.xs4all.nl/~josdb/okami.html>

Chez <URL:http://www.xs4all.nl/~josdb/okami.html> on peut trouver un
nouveau version de Okami.

CU
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1315. Falcon CD problems

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 17:41:12 UTC
From: smeghead <smeg@head587.freeserve.co.uk>
Message-ID: <aibrri$c4s$1@newsg1.svr.pol.co.uk>
Source record: 33122

Hi all.

Have a problem getting my CD drive (2 speed Hitachi 6550 I think) to work.

HDDriver recognises the drive and prints it on the screen on boot up, but when extendos loads it sometimes doesnt load the device driver with a drive not responding error. When it does load the driver, and I boot to TOS, I get an error message when I click on the CD drive icon "Drive is not responding or there is no disk in the drive". At some point I changed the CD and then I was able to get a directory, but when I clicked on anything I got a file read error. Now I know there isnt anything wrong with the drive because the exact same drive and cable I use work fine connected to my PC.

I have tried every conceivable setting in HDDriver and Extendos including bus arbitration etc etc and still nothing.

Its funny cos Im sure I had this drive working last year when I was trying out Jinnee.

Anyone have any suggestions?

Tia

1316. [AN] Atari Network Connectivity Pages

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 18:01:16 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3D497661.390EEF29@village.uunet.be>
Source record: 33123
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari

Ppl,

- text francais en bas.

Due to lots of problems with my ISP Tiscali, the pages refered to in subject
were off-line for a long time. To resolve the problem I've changed my site to
another ISP. Please find the new URL below :

Parce que j'ai eu beaucoup de problemes avec mon ISP Tiscali, les pages dont
je refere en sujet on ete inaccessible pendant plusieurs mois. Le probleme
est resolu maintenant, j'ai change d'ISP. Veuillez trouver le nouveau URL
ci-dessous :

http://users.pandora.be/saka/atari/index.htm

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

1317. Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 18:15:55 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <CjoqjBTbrXS9EwPQ@atari.org.uk>
Source record: 33124

Hi

Just curious if many people have an interest in radio, shortwave
listening, decoding, amateur radio with Atari's?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1318. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 19:05:54 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <aic0qi$6ql$1@reader2.panix.com>
Source record: 33128

Oh, here we go again. It will probably never end.

Did anyone else see the posting from a fellow who worked in a disk
factory one summer, putting HD disks into DD casings for sale? From
that, there is no difference anymore.

Does anyone else know the difference in remnance and coercivity
(or how to spell that right, even)? Remnance is the same for both
types, and coercivity is 10% higher for the original HD version.
That is trivial in comparison to tolerances for write current.

In other words, if it will write, it will stay written. And it
will write.

Been there, done that, and find that there are other reasons that disks
die. I expect DD disks with an extra hole in the case to last a long
time, not a week.

Jim

Bill F <nobody@nowhere.com.invalid> writes:

: In article <3d480cd9$1_4@corp.newsgroups.com>, Jared Falvo
: <luposian@azob.quik.com> wrote:

: > So, then, you're saying if you were to generate a 720K format on a 1.44Mb
: > floppy on a 1.44Mb floppy drive, then it *would* work? Or is it the same
: > diff?
: >
: > Jared
: I think that is true, making a DD disk on a HD drive is probably OK.

: However, I know from experience, and backed up by what I have read,
: that using HD disks in DD drives is a bad idea. I have done it enough
: times that I can attest that a HD disk written to by a DD drive is
: extremely unreliable. If you need a one time transfer of some data,
: and have to do it right now, it may be acceptable, but don't expect
: the disk to be readable a week later.

: Bill F

: --
: Bill F

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |

```
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

1319. Re: WTB: TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 19:19:22 UTC
From: Laurent <laurent.favard@HETCnAM.free.fr>
Message-ID: <aic1q4$3k0$1@wanadoo.fr>
Source record: 33130

Greg Bryant wrote:

> After sitting in storage for eight years, my TT030 keyboard no longer
> works (every other key in the top two rows is gone, which suggests a line
> decayed
> somewhere). Anyone have an old one laying about that they'd care to sell?
> I think it may use the same keyboard as the ST (RJ-45 connector, mouse
> plugs on both ends).

If you have some difficult to find another TT keyboard, and if
you have some experience to build a small electronic board
you can try my PS/2 interface for Atari. Free, you can build it
yourself. This one can handle PS/2 keyboard and mouse with
wheel and up to 5 buttons.

Visit : http://eiffel.atari.org

--
Remove HETCnAM to reply
http://laurentfavard.atari.org
http://eiffel.atari.org or http://eiffelfr.atari.org

1320. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 19:21:04 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d498681$1_4@corp.newsgroups.com>
Source record: 33129

Steve Sweet <stevesweet@freeuk.com> wrote in message
news:1028225948.14456.4@iris.uk.clara.net...
> Hi Jared
>
> > I would have thought that the HD factor would have meant that the disk
could
> > hold the DD data more securely, not less securely. Isn't there more
> > magnetic material on the disk? Or is the 1.44Mb floppy head not really
> > designed to format 720K on an 1.44Mb floppy?
>
> You tell us you butt stabbing queen, you are the hardware tech right,
A-Grade
> A-Hole more like!!.

You talkin' to me?!? Are you married... to a WOMAN? Do you have a 3.5yr.
old son that you stuck sperm in your WIFE to produce?

Queen? I don't THINK so. I think you're talking about yourself...

You'd be surprised what they DON'T tell you in A+ Certification. 95% of
what I know is from general hands-on. I didn't really learn that much from
A+ Certification... mostly step-by-step diagnostic processes and such.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1321. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 20:25:21 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aic5fl$138s85$1@ID-40235.news.dfncis.de>
Source record: 33131

"Jim DeClercq" <jimd@panix2.panix.com> wrote in message
news:aic0qi$6ql$1@reader2.panix.com...
> Oh, here we go again. It will probably never end.
>
> Did anyone else see the posting from a fellow who worked in a disk
> factory one summer, putting HD disks into DD casings for sale? From
> that, there is no difference anymore.
>

I have also seen PC mother boards that report they have external Cache, when
they really have just bits of plastic where the cache should have been. Just
because it was done in one place does not mean it was right....

> Does anyone else know the difference in remnance and coercivity
> (or how to spell that right, even)? Remnance is the same for both
> types, and coercivity is 10% higher for the original HD version.
> That is trivial in comparison to tolerances for write current.
>
> In other words, if it will write, it will stay written. And it
> will write.
>

So if they die (like mine do when I put 720 on a 1.44) its because I have
clapped out drive, Or because Sam Trameil (I guess thats spelt wrongly as
well) put a cheap drive in the machine.?

> Been there, done that, and find that there are other reasons that disks
> die. I expect DD disks with an extra hole in the case to last a long
> time, not a week.
>

They are no where near as reliable as "real" 720K diskettes (in my ST)

> Jim
>
>
>
> Bill F <nobody@nowhere.com.invalid> writes:
>
> : In article <3d480cd9$1_4@corp.newsgroups.com>, Jared Falvo
> : <luposian@azob.quik.com> wrote:
>
> : > So, then, you're saying if you were to generate a 720K format on a
1.44Mb
> : > floppy on a 1.44Mb floppy drive, then it *would* work? Or is it the
same

> : > diff?
> : >
> : > Jared
> : I think that is true, making a DD disk on a HD drive is probably OK.
>
> : However, I know from experience, and backed up by what I have read,
> : that using HD disks in DD drives is a bad idea. I have done it enough
> : times that I can attest that a HD disk written to by a DD drive is
> : extremely unreliable. If you need a one time transfer of some data,
> : and have to do it right now, it may be acceptable, but don't expect
> : the disk to be readable a week later.
>
> : Bill F
>
> : --
> : Bill F
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

1322. Re: WTB: Atari 8/16/32 bit hardware

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 20:26:12 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aic5h8$13ja64$1@ID-40235.news.dfncis.de>
Source record: 33132

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1028225949.14456.5@iris.uk.clara.net...
> Hi Mark
>
> > I promised my wife I would get rid of some of my stuff that I don't
> > need :)
>
> Sell the wife!!!.
>
>

Tried that, but she was returned as faulty .....

> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
> ---
> Outgoing mail has been scanned by AVG and is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.380 / Virus Database: 213 - Release Date: 24/07/2002
>
>

1323. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 20:29:16 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aic5n0$12l63n$1@ID-40235.news.dfncis.de>
Source record: 33133

Steve,
I used to use mine on Packet with KA9Q but not for a while. I think I have
a box of disks somewhere with a varity of software on if you need anything.
Dave.

"Steve Stupple" <Steve@atari.org> wrote in message
news:CjoqjBTbrXS9EwPQ@atari.org.uk...
> Hi
>
> Just curious if many people have an interest in radio, shortwave
> listening, decoding, amateur radio with Atari's?
>
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1324. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 22:42:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028310647.82597.0@dyke.uk.clara.net>
Source record: 33164

Hi Jared

> > You tell us you butt stabbing queen, you are the hardware tech right,
> A-Grade
> > A-Hole more like!!.
>
> You talkin' to me?!? Are you married... to a WOMAN? Do you have a 3.5yr.
> old son that you stuck sperm in your WIFE to produce?

I have a 25 year old, a 22 YO a 19 YO a 17YO and a 9YO, oh!, and a 3 1/2 year old after i stuffed your wife, do you think he looks like me, your wife never did give me that change out of 2 quid, for 3 sessions that is!!.

> Queen? I don't THINK so. I think you're talking about yourself...

Typical child, reverse everything that's said to you and say it back. I look forward to you negating this reply and re-sending it.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.380 / Virus Database: 213 - Release Date: 24/07/2002

1325. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 22:43:43 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028310656.82597.1@dyke.uk.clara.net>
Source record: 33165

Hi James

> Sinplop. You're brain dead. You're a liar. Everyone knows it so get over it and get lost. If sporks did physical >damage you'd be in a body cast. But then theres nobody more deserving of severe damage.

You forgot Jared didn't you, still since they share the same bed I'm sure there'll be some fall-out.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.380 / Virus Database: 213 - Release Date: 24/07/2002

1326. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 22:45:51 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028310662.82597.2@dyke.uk.clara.net>
Source record: 33166

Hi Steve

> Just curious if many people have an interest in radio, shortwave
> listening, decoding, amateur radio with Atari's?

Whilst i don't partake in this dubious pleasure i attach a URL I've stumbled on in the past, relevant to this subject.

http://www.home.zonnet.nl/cb1ram/index2.htm

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.380 / Virus Database: 213 - Release Date: 24/07/2002

1327. Re: New/nouveau version of/de Okami

Newsgroup: comp.sys.atari.st
Date: 2002-08-01 23:45:15 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10208011844210.22748-100000@coazter.myip.org>
Source record: 33137
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Any screenshots on this page?

Atarians, please try to provide some visuals.

On Thu, 1 Aug 2002, Martin "Nightowl" Byttebier wrote:

> Hallo Okami users/utilisateurs,
>
> The most powerfull and versatile mailer/newsreader for the Atari
> platform, Okami is up to version 3.0B-10
> <URL:http://www.xs4all.nl/~josdb/okami.html>
>
> Chez <URL:http://www.xs4all.nl/~josdb/okami.html> on peut trouver un
> nouveau version de Okami.
>
> CU
> Martin
>
> --
> ******** Greetings from Okami Newsreader *********
> ** On the seventh day He created Atari **
> ** But He uses a freeMiNT powered Hades 060 now **
> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://mp3.com/coazter

1328. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 00:08:08 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <aicih8cvb1@reader2.panix.com>
Source record: 33134

Replying at the top, this time. I do not have cheap drives. I bought a case, of them, just in case. They were the last Sony model with a white faceplate.

Cannot see if things have changed at the moment. When one ST, one STe, and two TTs were all working (the ST will not boot, after replacing everything but the ROM, and the STe is still apart after replacing its ROM, which seemed to fix it, and the 16 MhZ floppy driver board lost a chip, and no longer work until I get a new one) I had four machines working equally well with disks that started out HD and were taped over, or started out as DD, and got a hole drilled in the right place, and that was open or taped over. That is four variations, and they all worked for me.

Disks do wear out. The non-woven material that is the disk lubricant wears out. That lets the floppy flop, and it can act like a bad sector. My ears can usually hear a bad disk.

David Wade <g8mqw@yahoo.com> writes:

: "Jim DeClercq" <jimd@panix2.panix.com> wrote in message
: news:aic0qi$6ql$1@reader2.panix.com...
: > Oh, here we go again. It will probably never end.
: >
: > Did anyone else see the posting from a fellow who worked in a disk
: > factory one summer, putting HD disks into DD casings for sale? From
: > that, there is no difference anymore.
: >

: I have also seen PC mother boards that report they have external Cache, when
: they really have just bits of plastic where the cache should have been. Just
: because it was done in one place does not mean it was right....

: > Does anyone else know the difference in remnance and coercivity
: > (or how to spell that right, even)? Remnance is the same for both
: > types, and coercivity is 10% higher for the original HD version.
: > That is trivial in comparison to tolerances for write current.
: >
: > In other words, if it will write, it will stay written. And it
: > will write.
: >

: So if they die (like mine do when I put 720 on a 1.44) its because I have
: clapped out drive, Or because Sam Trameil (I guess thats spelt wrongly as
: well) put a cheap drive in the machine.?

: > Been there, done that, and find that there are other reasons that disks
: > die. I expect DD disks with an extra hole in the case to last a long
: > time, not a week.
: >

: They are no where near as reliable as "real" 720K diskettes (in my ST)

: > Jim
: >
: >
: >
: > Bill F <nobody@nowhere.com.invalid> writes:
: >
: > : In article <3d480cd9$1_4@corp.newsgroups.com>, Jared Falvo
: > : <luposian@azob.quik.com> wrote:
: >
: > : > So, then, you're saying if you were to generate a 720K format on a
: 1.44Mb
: > : > floppy on a 1.44Mb floppy drive, then it *would* work? Or is it the
: same
: > : > diff?
: > : >
: > : > Jared
: > : I think that is true, making a DD disk on a HD drive is probably OK.
: >
: > : However, I know from experience, and backed up by what I have read,
: > : that using HD disks in DD drives is a bad idea. I have done it enough
: > : times that I can attest that a HD disk written to by a DD drive is
: > : extremely unreliable. If you need a one time transfer of some data,
: > : and have to do it right now, it may be acceptable, but don't expect
: > : the disk to be readable a week later.
: >
: > : Bill F
: >
: > : --
: > : Bill F
: >
: > --
: > --
: > /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
: > \ / ASCII ribbon campaign | I'm a .signature virus! |
: > X against HTML mail | Copy me into your ~/.signature|
: > / \ and postings | to help me spread! |
: > .
: >

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

.

1329. Re: WTB: TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 00:17:26 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <aicj2mcvb2@reader2.panix.com>
Source record: 33135

Either Best or B&C can sell you a new mylar for under $30 USD, or
one can buy a bottle of Nickel Print or Silver Print, or a silver
pc board repair pen, and fix the old one. At the moment, my other
TT keyboard is apart, and Nickel Print is drying. It had yet another
problem. I do type a lot, and my keyboard is far from new.

But, the circuit you have may be just right for some people.

Laurent <laurent.favard@HETCnAM.free.fr> writes:

: Greg Bryant wrote:

: > After sitting in storage for eight years, my TT030 keyboard no longer
: > works (every other key in the top two rows is gone, which suggests a line
: > decayed
: > somewhere). Anyone have an old one laying about that they'd care to sell?
: > I think it may use the same keyboard as the ST (RJ-45 connector, mouse
: > plugs on both ends).

: If you have some difficult to find another TT keyboard, and if
: you have some experience to build a small electronic board
: you can try my PS/2 interface for Atari. Free, you can build it
: yourself. This one can handle PS/2 keyboard and mouse with
: wheel and up to 5 buttons.

: Visit : http://eiffel.atari.org

: --
: Remove HETCnAM to reply
: http://laurentfavard.atari.org
: http://eiffel.atari.org or http://eiffelfr.atari.org

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1330. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 00:20:43 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <aicj8rcvb3@reader2.panix.com>
Source record: 33136

Hi, Steve

Not right now, but I might. What do you have in mind?

At one time, someone was advertising amateur radio programs for
Atari is the US magazine QST, but they are gone.

Jim K8JUM.

Steve Stupple <Steve@atari.org> writes:

: Hi

: Just curious if many people have an interest in radio, shortwave
: listening, decoding, amateur radio with Atari's?

: -- Cheers! For Now
: Steve <>< * * *
: Email: steve@atari.org.uk * * *
: Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
: ICQ: 18116827 * Nick: MocknBird on IRC * * *
: Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1331. Re: Howdy All!

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 01:03:28 UTC
From: edbaizjr@attbi.com
Message-ID: <ATk29.217244$Wt3.173549@rwcrnsc53>
Source record: 33138

On 31 Jul 2002 04:24:05 , Ralph wrote:
>Hi! nice newsgroup. any rules I should know before I start posting?
>is there an faq?
>Thanks!

Hello,

Just have fun and post anything Atari-related...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1332. Questions from a newbee

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 01:14:24 UTC
From: Todd Gill <thgill@adelphia.net>
Message-ID: <Q1l29.12796$gU1.3175912@news1.news.adelphia.net>
Source record: 33139

Hello all!

I am new user to this newsgroup and Atari Computers in general.

Got a couple questions for you all.

1. Recently I picked a second hand Falcon 030 and I am curious about the audio output quality on it. Seems to have a type of hiss or noise on the headphone output. I have read that there is a headphone amp gain and a light bass boost that is builtin to the audio out. Is this what causes this noise? I read that the Cubase manual talked about fixing this. Would this solve the noise output and give a mostly clear noise free output?

2. Can anyone point me to some good resources on the Falcon and TOS?

3. Can i download a newer version of the OS? I would like to cleanly reinstall on my Falcon, but I didn't receive any software disks with it. Can I upgrade the OS to a newer version. Mint?

4. Final Question: Does the Falcon hooked up to a VGA adapter produce a nice full screen picture? I intend to use it on a Iiyama 17" monitor.

Thanks for any help!!

Todd

1333. Re: Questions from a newbee

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 01:40:42 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-0ACFA6.21404101082002@news21.bellnet.ca>
Source record: 33140

In article <Q1l29.12796$gU1.3175912@news1.news.adelphia.net>,
"Todd Gill" <thgill@adelphia.net> wrote:

> Hello all!
>
> I am new user to this newsgroup and Atari Computers in general.
>
> Got a couple questions for you all.
>
> 1. Recently I picked a second hand Falcon 030 and I am curious about the
> audio output quality on it. Seems to have a type of hiss or noise on the
> headphone output. I have read that there is a headphone amp gain and a light
> bass boost that is builtin to the audio out. Is this what causes this noise?
> I read that the Cubase manual talked about fixing this. Would this solve the
> noise output and give a mostly clear noise free output?

yes, it will. In fact, the later versions of the Falcon marketed by
C-LAB had the bass boost circuit removed for that very purpose.
>
> 2. Can anyone point me to some good resources on the Falcon and TOS?

don't have any links right now, but do look out for Tim Conrardy's
MIDI and Atari pages, he's got a wealth of different music programs he
managed to convince a number of music houses to release as freeware,
including stuff from Dr. T.
>
> 3. Can i download a newer version of the OS? I would like to cleanly
> reinstall on my Falcon, but I didn't receive any software disks with it. Can
> I upgrade the OS to a newer version. Mint?

The OS on the Falcon is actually burned on a chip inside the
computer, so the only way to change the original TOS is to get another
chip. If yours is 4.04 you should be fine, and 4.02 has some quirks but
should work OK with some patch programs run in your AUTO folder. MagiC 6
and the MiNT-based stuff should work fine on your machine, but do note
that many music programs don't work under these.

>
> 4. Final Question: Does the Falcon hooked up to a VGA adapter produce a nice
> full screen picture? I intend to use it on a Iiyama 17" monitor.

The biggest screen a stock Falcon can manage on a VGA is 640x480,
however search out for a program called Videlity (once commercial, now
freeware) that will allow for a bigger screen, I believe it will do
800x600 at 256 colours on a stock machine with this installed. If you
want to have TrueColour you'll probably need to install some sort of

accelerator mod.
>
>
> Thanks for any help!!
>
> Todd

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
http://www.mp3.com/dan_dreibelbis

1334. Re: Falcon CD problems

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 02:03:23 UTC
From: smeghead <smeg@head587.freeserve.co.uk>
Message-ID: <aicp97hbe1@newsg4.svr.pol.co.uk>
Source record: 33141

Dont worry about it, I fixed it. Extendos installation was buggered.

smeghead <smeg@head587.freeserve.co.uk> wrote in message
news:aibrri$c4s$1@newsg1.svr.pol.co.uk...
> Hi all.
>
> Have a problem getting my CD drive (2 speed Hitachi 6550 I think) to work.
>
> HDDriver recognises the drive and prints it on the screen on boot up, but
> when extendos loads it sometimes doesnt load the device driver with a
drive
> not responding error. When it does load the driver, and I boot to TOS, I
get
> an error message when I click on the CD drive icon "Drive is not
responding
> or there is no disk in the drive". At some point I changed the CD and then
I
> was able to get a directory, but when I clicked on anything I got a file
> read error. Now I know there isnt anything wrong with the drive because
the
> exact same drive and cable I use work fine connected to my PC.
>
> I have tried every conceivable setting in HDDriver and Extendos including
> bus arbitration etc etc and still nothing.
>
> Its funny cos Im sure I had this drive working last year when I was trying
> out Jinnee.
>
> Anyone have any suggestions?
>
> Tia
>
>
>
>

1335. Re: Questions from a newbee

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 02:17:59 UTC
From: Todd Gill <thgill@adelphia.net>
Message-ID: <rZl29.12879$gU1.3185013@news1.news.adelphia.net>
Source record: 33142

"Daniel Dreibelbis" <dreibel@sympatico.ca> wrote in message
news:dreibel-0ACFA6.21404101082002@news21.bellnet.ca...
> In article <Q1l29.12796$gU1.3175912@news1.news.adelphia.net>,
> "Todd Gill" <thgill@adelphia.net> wrote:
>
> > Hello all!
> >
> > I am new user to this newsgroup and Atari Computers in general.
> >
> > Got a couple questions for you all.
> >
> > 1. Recently I picked a second hand Falcon 030 and I am curious about the
> > audio output quality on it. Seems to have a type of hiss or noise on the
> > headphone output. I have read that there is a headphone amp gain and a
light
> > bass boost that is builtin to the audio out. Is this what causes this
noise?
> > I read that the Cubase manual talked about fixing this. Would this solve
the
> > noise output and give a mostly clear noise free output?
>
> yes, it will. In fact, the later versions of the Falcon marketed by
> C-LAB had the bass boost circuit removed for that very purpose.
> >
> > 2. Can anyone point me to some good resources on the Falcon and TOS?
>
> don't have any links right now, but do look out for Tim Conrardy's
> MIDI and Atari pages, he's got a wealth of different music programs he
> managed to convince a number of music houses to release as freeware,
> including stuff from Dr. T.
> >
> > 3. Can i download a newer version of the OS? I would like to cleanly
> > reinstall on my Falcon, but I didn't receive any software disks with it.
Can
> > I upgrade the OS to a newer version. Mint?
>
> The OS on the Falcon is actually burned on a chip inside the
> computer, so the only way to change the original TOS is to get another
> chip. If yours is 4.04 you should be fine, and 4.02 has some quirks but
> should work OK with some patch programs run in your AUTO folder. MagiC 6
> and the MiNT-based stuff should work fine on your machine, but do note
> that many music programs don't work under these.
>
> >

> > 4. Final Question: Does the Falcon hooked up to a VGA adapter produce a
nice
> > full screen picture? I intend to use it on a Iiyama 17" monitor.
>
> The biggest screen a stock Falcon can manage on a VGA is 640x480,
> however search out for a program called Videlity (once commercial, now
> freeware) that will allow for a bigger screen, I believe it will do
> 800x600 at 256 colours on a stock machine with this installed. If you
> want to have TrueColour you'll probably need to install some sort of
> accelerator mod.
> >
> >
> > Thanks for any help!!
> >
> > Todd
>
> --
> Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
> http://www.mp3.com/dan_dreibelbis

Daniel,
Thanks for the quick answers!

I have one more for ya.

If i use a VGA monitor with my Falcon, should i expect to see any problems
running any apps that don't run in 640x480? Like some games and the like.

Or will I have to have 2 monitors to make sure I cover all the bases?

Thanks!
Todd

1336. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 02:29:48 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D49EEA7.A0DD650A@rogers.com>
Source record: 33143

Hi Steve,

Steve Stupple wrote:

> Hi
>
> Just curious if many people have an interest in radio, shortwave
> listening, decoding, amateur radio with Atari's?

I'm into amateur radio and have collected a few (3 or for disks worth) of radio & electronics programs. I even found a program, INGO, to use the baypac packet modem I have but so far have had little success with that program. it will send and recieve. But the settings (for beacon mode and setting callsign etc) and commands such as for doing digipeating or connecting to radio bbs dont seem to work so well.

1337. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 02:35:21 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D49EFF4.17E2B58A@rogers.com>
Source record: 33144

Hey Steve,

Steve Sweet wrote:

> Hi James
>
> "James Alexander" <james-m-alexander@rogers.com> wrote in message
> news:3D471AA1.4D75CC9E@rogers.com...
> > Hi Dennis
> >
> > Dennis Vermeire wrote:
> >
> > > From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
> > > Date: Sun, 28 Jul 2002 14:44:48 -0400
> > >
> > > >OS: MagiC is at a standstill pretty much (even though it is still
> unstable
> > > >at times),
> > >
> > > Would you please refrain from posting any more nonsense about MagiC and
> > > put a sock in it? Since you clearly don't have a clue at all about it,
> it's
> > > better not to comment at all...
> > > The development of MagiC *IS NOT* at a standstill and would you please try
> to
> > > explain us in detail how unstable MagiC is at certain times? IIRC I've
> asked
> > > you this before after you made the same silly remarks some time ago but
> you
> > > choose to keep your trap shut....
> > >
> > > >MiNT is in development, check out http://www.freemint.de for details on
> how
> > > >to help, source, etc. MiNT is our best prospect!
> > >
> > > *Our* best prospect ??
> > > Please don't generalise... it may be *your* best prospect, but it
> certainly
> > > isn't mine !!
> > > You forgot to comment on the stableness of MiNT.... do I have to presume
> > > that it is stable under all conditions or did you choose not to comment
> > > on it at all for safety sake ? <grin>
> >
> > While I havent tried Magic (been tempted but have resisited so far). I can
> > attest that I could get freemint to run on my mega 4 st, STe and my TT030,

> I
> > couldnt get anything other than *mint only* software to run under it. My
> > existing Tos/Gem software which I use daily (and cant do without) gets
> canned
> > every time. I had to put freemint aside for now for that reason.
>
> So much for backwards compatability!!.
>

well I'd try it again on one of my spare ST's if I can find a version that will at least work with most of my software.

1338. Re: Howdy All!

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 02:36:54 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D49F051.4843483D@rogers.com>
Source record: 33145

"Edward S. Baiz Jr." wrote:

> On 31 Jul 2002 04:24:05 , Ralph wrote:
> >Hi! nice newsgroup. any rules I should know before I start posting?
> >is there an faq?
> >Thanks!
>
> Hello,
>
> Just have fun and post anything Atari-related...
>
> Edward S. Baiz Jr.
> (Gamer)

Ed, thats a troll you've responded to. He's been posting that several times
in many news groups. always with forged headers.

1339. Re: Questions from a newbee

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 02:46:33 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-90D85C.22463301082002@news21.bellnet.ca>
Source record: 33146

In article <rZl29.12879$gU1.3185013@news1.news.adelphia.net>,
"Todd Gill" <thgill@adelphia.net> wrote:

> Daniel,
> Thanks for the quick answers!
>
> I have one more for ya.
>
> If i use a VGA monitor with my Falcon, should i expect to see any problems
> running any apps that don't run in 640x480? Like some games and the like.
>
> Or will I have to have 2 monitors to make sure I cover all the bases?

for the most part, most games will run OK on your VGA monitor so long
as you have it set for the resolution the game plays in. However, for
some games and demos it probably wouldn't hurt to have an old SC1224
monitor handy.....

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
http://www.mp3.com/dan_dreibelbis

1340. ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 04:27:02 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4A0A23.60EECB11@rogers.com>
Source record: 33147

Hi there.

I've got a Mega 4 ST setup (with hard disk & cd-rom) that I've been wanting to setup a bbs on. I've been trying a number of shareware and pd bbs programs and found them all to be unsatisfactory (either dont run properly or impossible to setup, literally). I've been thrhough stadel, citadel, fnordadel, nitelite, I even have a few commercial bbs programs I've bought used (bbs express, QMI bb/st, GIME) and so far havent found one that worked properly. Gime actaully came close but it kept screwing up dates every few seconds.

Does anyone have a bbs program that actually works properly?

thanks
James

1341. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 05:04:48 UTC
From: Starlord <starlord@in>
Message-ID: <Eoo29.819$6k5.48952476@news.inreach.com>
Source record: 33148

I used to run BBS Express ST on my TT/030 for many years without software
troubles.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3D4A0A23.60EECB11@rogers.com...
> Hi there.
>
> I've got a Mega 4 ST setup (with hard disk & cd-rom) that I've been wanting
> to setup a bbs on. I've been trying a number of shareware and pd bbs programs
> and found them all to be unsatisfactory (either dont run properly or
> impossible to setup, literally). I've been thrhough stadel, citadel,
> fnordadel, nitelite, I even have a few commercial bbs programs I've bought
> used (bbs express, QMI bb/st, GIME) and so far havent found one that worked
> properly. Gime actaully came close but it kept screwing up dates every few
> seconds.
>
> Does anyone have a bbs program that actually works properly?
>
> thanks
> James
>

1342. Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 06:23:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208012314320.22546-100000@shell1.aracnet.com>
Source record: 33149
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/specials.htm Today's Specials!
Usually these sales run in July, but I wasnt ready to run it until August!
I'm offering Atarians a Discount giving an opportunity to Buy while I work
on adding more Inventory to my Atari Catalogs. So I'm Currently offering a
25% Discount on All References/Books & Games/SoftWare for Classic 8 Bit &
Atari ST Computer Lines! And while your at it, check out Jaguar HardWare &
Games Catalogs!For Discount Details Check my HotLink above at specials.htm
And you can View/Download all my FREE Atari Catalogs at the HotLink Below!
http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Downloading Area

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/whatsnew.htm Incoming New Atari Stock!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar,
8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1343. Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 06:32:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208012323410.22546-100000@shell1.aracnet.com>
Source record: 33150
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/whybuyben.htm Well, the contest is nearly half-over! Times getting short. So submit your entry, while you have time!

http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm announcing a Contest! Whoever can write the best Submission for the "Why you should buy Atari from Bravo Sierra Contest!" My Customers are living examples of why to buy from Bravo Sierra! More satisfied Customers & the number keeps growing! Submissions judged on persuasiveness. Originality would be nice but not required. Personal testimonials preferred! Please include your real name (No aliases without your real name!) and where your from. Please submit your entry by Thursday, August 15th. Contest will last 6 weeks, but could last longer should I deem necessary. Prize for the most persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can come from any Country! All entries become the property of Bravo Sierra Computers! Please E-Mail all entries to atari@aracnet.com plus results will be shown at the HotLink Below!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1344. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 07:17:58 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D4A3226.4070809@volcano.net>
Source record: 33151
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Bravo Sierra Computers wrote:

> http://www.aracnet.com/~atari/specials.htm Today's Specials!

Featuring TWICE THE SPAM (see simulataneous "contest" posting) and half
the intelligence...

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

1345. Re: WTB: TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 08:35:28 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <_ur29.8733$Eq4.198342@newsfep2-win.server.ntli.net>
Source record: 33152

Hello.

Having just sold a new Mega STE/TT keyboard on Ebay for £6 sterling I can tell you the shipping to the US is £16 sterling so the total for a complete new keyboard from Keychange is presently the princely sum of £22 sterling = about $35.

I have a.....few left so if you want replacements or spares there you go.

The keycaps are not in English, e.g. Spanish, German etc., but the keyboard uses the Machine TOS language so just replace a few caps.

Barrie at Keychange Music. www.keychange.co.uk

1346. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 08:43:07 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0208021032100.57-100000@easymint>
Source record: 33153

> > > > You forgot to comment on the stableness of MiNT.... do I have to presume
> > > > that it is stable under all conditions or did you choose not to comment
> > > > on it at all for safety sake ? <grin>
> > >
> > > couldnt get anything other than *mint only* software to run under it. My
> > > existing Tos/Gem software which I use daily (and cant do without) gets
> > canned
> > > every time. I had to put freemint aside for now for that reason.
> >
> > So much for backwards compatability!!.
> >

FreeMiNT is the most advanced and powerfull OS for our platform, and I use
it almost all the time. But it's NOT suitable for everyone and everything.
Even "Easymint" is not really easy, and some of my software runs only
under Single Tos (older programs, like most MIDI software). And is it
stable? Yes it is, but let's be realistic: My MiNT system crashes from
time to time, just like any other OS. IMO plain TOS in ROM is the most
stable OS I have in my computer, but MiNT is much more fun :-)

Martin Tarenskeen

1347. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 09:58:44 UTC
From: rs.mac@t-online.de
Message-ID: <1fgadx8.1xbm8zx1bznubkN%rs.mac@t-online.de>
Source record: 33154
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Christmas in August" what a kiddy bullshit

Thatï¿½s the end point for you.

Welcome to my news filter. (all groups):)
(And itï¿½s not adjusted for 30 days..)

Have fun to post this stuff for your self only

1348. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 10:45:04 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <Qot29.28720$P8.842486@bin4.nnrp.aus1.giganews.com>
Source record: 33155
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0208012314320.22546-100000@shell1.aracnet.com...
> http://www.aracnet.com/~atari/specials.htm Today's Specials!

Pah. Try www.myatari.com instead...

1349. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 14:22:59 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4a9224_3@corp.newsgroups.com>
Source record: 33156

There was a BBS program called FoRem ST (I think I got the capitalized letters right). Not sure if it's around anymore. I used a program, way back in the day, called Michtron BBS. Same deal, concerning availablility. Not sure. Ask around and good luck.

Jared

James Alexander <james-m-alexander@rogers.com> wrote in message news:3D4A0A23.60EECB11@rogers.com...
> Hi there.
>
> I've got a Mega 4 ST setup (with hard disk & cd-rom) that I've been wanting
> to setup a bbs on. I've been trying a number of shareware and pd bbs programs
> and found them all to be unsatisfactory (either dont run properly or
> impossible to setup, literally). I've been thrhough stadel, citadel,
> fnordadel, nitelite, I even have a few commercial bbs programs I've bought
> used (bbs express, QMI bb/st, GIME) and so far havent found one that worked
> properly. Gime actaully came close but it kept screwing up dates every few
> seconds.
>
> Does anyone have a bbs program that actually works properly?
>
> thanks
> James
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1350. German Solitaire Game Patience

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 14:36:15 UTC
From: t1hopper@yahoo.com
Message-ID: <61776a04.0208020636.642aeb54@posting.google.com>
Source record: 33157

Years ago, when I owned an Atari ST, I enjoyed playing a mono-only solitaire game from Germany, which I believe was called Patience. It was a wonderful game with some of the best variants of solitaire that I've found. I would like to try playing this game again, but have been unable to find it. If anyone has it or knows where it can be downloaded from, would you please send me the link or email me the program?

Thank you,

Tom

1351. Re: German Solitaire Game Patience

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 15:00:05 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fgasi6.1if7c14hckr1wN%donotusethisaddress@pandora.be.invalid>
Source record: 33158

Tom <t1hopper@yahoo.com> wrote:

> Years ago, when I owned an Atari ST, I enjoyed playing a mono-only
> solitaire game from Germany, which I believe was called Patience. It
> was a wonderful game with some of the best variants of solitaire that
> I've found. I would like to try playing this game again, but have
> been unable to find it. If anyone has it or knows where it can be
> downloaded from, would you please send me the link or email me the
> program?

It used to be on this address:
<URl/http://www.spythis.com/cca/20.html> However I'm unable to retrieve
anything from that page.

1352. Re: German Solitaire Game Patience

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 15:21:33 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fgatgb.gjckpl1wduxruN%donotusethisaddress@pandora.be.invalid>
Source record: 33159

Martin "Nightowl" Byttebier <donotusethisaddress@pandora.be.invalid>
wrote:

> Tom <t1hopper@yahoo.com> wrote:
>
> > Years ago, when I owned an Atari ST, I enjoyed playing a mono-only
> > solitaire game from Germany, which I believe was called Patience.
> It used to be on this address:
> <URl/http://www.spythis.com/cca/20.html> However I'm unable to retrieve
> anything from that page.

To reply on my own answer, uou can find it on this address:
<URL:http://www.haretuerk.de/atari/spiele/spiele2.html>

Happy gaming
Martin

1353. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 16:52:07 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4AB8C9.6493D99@rogers.com>
Source record: 33160

I tried it a number of years ago. While its not impossible to set up its far from flawless. It wouldnt answer the modem reliably (I tried several modems & ST's). It also had the aggrivating problem of clearing the screen at random times rendering it absolutely useless. I took another look at it earlier this year and it *still* has the same problems."Starlord

> I used to run BBS Express ST on my TT/030 for many years without software
> troubles.

1354. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 16:58:46 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4ABA57.8C3B9FE@rogers.com>
Source record: 33161

Jared,

Jared Falvo wrote:

> There was a BBS program called FoRem ST (I think I got the capitalized
> letters right). Not sure if it's around anymore. I used a program, way
> back in the day, called Michtron BBS. Same deal, concerning availablility.
> Not sure. Ask around and good luck.
>
> Jared

Jared,

There you go again posting nonsense. You dont know either of those programs, if you did you'd realize neither of them are suitable. Its no wonder so many people have been sporking you mercilessly.

Michtron BBS suffers from the following problems:
1) doesnt support speeds above 9600 baud
2) doesnt handle dates past end of 1999
3) Allegations of a back door placed in the program by its authour, Timothy Purves, when he showed up on several operational michtron boards with full sysop priveleges that had not been granted by the person(s) running those boards. (I've always wanted confirmation of wheather this was a valid complaint or not). But the allegations essentially deep sixed sales (and usage) of michtron bbs years ago.

FoRem ST suffers from similar problems:
1) Crashes quite often (quite often fatally, trashing all of the hard drive) this happened on a local user group bbs.
2) Suffers from the same Y2K bugs that have hammered many other ST bbs programs (but strangely enough hasnt affected too many other ST programs)

1355. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 17:08:21 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4ABC97.CB7D9748@rogers.com>
Source record: 33162

Hi Martin

Martin Tarenskeen wrote:

>
> FreeMiNT is the most advanced and powerfull OS for our platform, and I use
> it almost all the time. But it's NOT suitable for everyone and everything.
> Even "Easymint" is not really easy, and some of my software runs only
> under Single Tos (older programs, like most MIDI software). And is it
> stable? Yes it is, but let's be realistic: My MiNT system crashes from
> time to time, just like any other OS. IMO plain TOS in ROM is the most
> stable OS I have in my computer, but MiNT is much more fun :-)
>
> Martin Tarenskeen

FreeMiNT may be advanced but those features you like are useless to me. It doesnt run with *any* of the regular ST/TT software I use. Hence I dont use it. Any OS which aims to replace TOS on Atari (& compatible) software *must* run with a large portion of existing software to be useful to the atari community at large. Take a look at OMeN (aka Oases) which came out of British Columbia back in '94 or '95. It was a commercial product. I bought it and liked it, I still do like it. It ran quite well on my atari hardware. But it was killed off by lack of applications that would run under it. Software had to be written specifically for it, normal TOS/GEM applications wouldnt run. That ultimately Killed that OS off before it reached its prime.

Personally I like MiNT but unfornately have no real use for it as I've already stated. Btw, I also like the stability of rom based TOS. I personally make sure my older ST's are upgraded to TOS 1.4 at a minimum since its rid of a few of the buggables from the earlier versions.

1356. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 17:28:21 UTC
From: geech <chdorrSP@Mattbi.com>
Message-ID: <uklg71l4cm024@corp.supernews.com>
Source record: 33163
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

guys, every time this guy posts, there at least 4 replies complaining about
it. Just make a killfile, add a filter and let it be.

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:Qot29.28720$P8.842486@bin4.nnrp.aus1.giganews.com...
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.33.0208012314320.22546-100000@shell1.aracnet.com...
> > http://www.aracnet.com/~atari/specials.htm Today's Specials!
>
> Pah. Try www.myatari.com instead...
>
>
>

1357. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 18:38:18 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4ace02$1_1@corp.newsgroups.com>
Source record: 33167

If you so-called "stuffed" my wife, then you know our phone number and address. You'd probably even know more about her than I do. Previous address and such. And, of course, I just *KNOW* you'd want to take a Paternity Test to verify that our son is actually YOUR love child. By the way, did she ever tell you what we named YOUR love child? :-)

CRAP: You're producing it, so you can eat it...

It's any wonder your last name is "Sweet", bet the boys in prison called you that, too. Don't drop the soap, Steve! Oops, to late... that's where you got those other kids of yours from, huh? Gave birth to them yourself, I hear. Herms are a particular favorite in prisons around the world... :-D

Jared

Steve Sweet <stevesweet@freeuk.com> wrote in message news:1028310647.82597.0@dyke.uk.clara.net...
> Hi Jared
>
> > > You tell us you butt stabbing queen, you are the hardware tech right,
> > A-Grade
> > > A-Hole more like!!.
> >
> > You talkin' to me?!? Are you married... to a WOMAN? Do you have a
3.5yr.
> > old son that you stuck sperm in your WIFE to produce?
>
> I have a 25 year old, a 22 YO a 19 YO a 17YO and a 9YO, oh!, and a 3 1/2
year
> old after i stuffed your wife, do you think he looks like me, your wife
never
> did give me that change out of 2 quid, for 3 sessions that is!!.
>
> > Queen? I don't THINK so. I think you're talking about yourself...
>
> Typical child, reverse everything that's said to you and say it back. I
look
> forward to you negating this reply and re-sending it.
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

>
>
> ---
> Outgoing mail has been scanned by AVG and is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.380 / Virus Database: 213 - Release Date: 24/07/2002
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1358. Searching for hotel game with voice sounds

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 18:50:32 UTC
From: Dominik Roettsches <d-r@roettsches.de>
Message-ID: <Xns925ED41F71527drroettschesde@62.153.159.134>
Source record: 33168

Hi there,

there's a game I once played on an Atarai 1040STe. It was phantastic
at the time I played it. The first game for me to experience
with real voice output on a computer.

It was an adventure-like game where you were a detective on the
mission to find out about special mysteries that happened in and
around a hotel ... this is what I remember...

It came on 3-4 disks, as far as I know.

Is there somebody who knows the title? Or even better, knows
where to download it?

A big "Thanks" for your help!!

Dominik

1359. RealTime Manual is now in PDF format

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 18:53:03 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0208021053.7ea50a88@posting.google.com>
Source record: 33169

Hi All

Thanks to "unstable" Simon, the RealTime Manual is now in PDF
format!!!
You can get it here:

http://www.rongeesin.com/atari/real.htm

It is a 7.53 Meg download: a little less then the JPEG version at 8.6
Meg

I have also updated my RealTime page with the info. If you have not
heard of RealTime (by Eric Ameres) please check out the page as well
as the downloads! In breif, RealTime (for Atari platform) is a
sequencer with many algorithmic possabilities built right into it. It
has a completly different interface then the "arrange screen" style
sequencers.

http://tamw.atari-users.net/realtime.htm

RealTime now works on the latest version of Steem (the Atari Emulator
for PC)

http://tamw.atari-users.net/steem.htm

Thanks Simon!

Tim
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

1360. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 19:05:23 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4ad453_3@corp.newsgroups.com>
Source record: 33170

I ran Michtron BBS on my 1040ST, using an Atari SX212 modem (later a Patriot 2400bps, because the SX212 had a problem that a user kept exploiting to hang my BBS... what was that problem, Mr. Know-It-All? I know, do you?), hence why I never KNEW of that 9600bps limitation nor of the 1999 date limit, since Michtron BBS (and my Atari ST using days) was long since dead and forgotten by then.

I think I tried running FoRem ST, but never did much with it. Wasn't the programmer called Rat or something? Ended up using WWIV on a 286 for my BBS, later on... much simpler and easier to figure out.

I state what I know (or remember something about in one way or another), nothing more, nothing less. If I don't "know it all", it's because I don't claim to, nor try to.

"Beam me up, Spork!"

Jared

James Alexander <james-m-alexander@rogers.com> wrote in message news:3D4ABA57.8C3B9FE@rogers.com...
> Jared,
>
> Jared Falvo wrote:
>
> > There was a BBS program called FoRem ST (I think I got the capitalized
> > letters right). Not sure if it's around anymore. I used a program, way
> > back in the day, called Michtron BBS. Same deal, concerning availablility.
> > Not sure. Ask around and good luck.
> >
> > Jared
>
> Jared,
>
> There you go again posting nonsense. You dont know either of those programs,
> if you did you'd realize neither of them are suitable. Its no wonder so many
> people have been sporking you mercilessly.
>
> Michtron BBS suffers from the following problems:
> 1) doesnt support speeds above 9600 baud
> 2) doesnt handle dates past end of 1999
> 3) Allegations of a back door placed in the program by its authour,

Timothy
> Purves, when he showed up on several operational michtron boards with full
> sysop priveleges that had not been granted by the person(s) running those
> boards. (I've always wanted confirmation of wheather this was a valid
> complaint or not). But the allegations essentially deep sixed sales (and
> usage) of michtron bbs years ago.
>
> FoRem ST suffers from similar problems:
> 1) Crashes quite often (quite often fatally, trashing all of the hard
drive)
> this happened on a local user group bbs.
> 2) Suffers from the same Y2K bugs that have hammered many other ST bbs
programs
> (but strangely enough hasnt affected too many other ST programs)
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1361. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 19:27:43 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4ADD40.DC8FC790@rogers.com>
Source record: 33171

Jared,

Jared Falvo wrote:

> I ran Michtron BBS on my 1040ST, using an Atari SX212 modem (later a
> Patriot 2400bps, because the SX212 had a problem that a user kept exploiting
> to hang my BBS... what was that problem, Mr. Know-It-All? I know, do you?),
> hence why I never KNEW of that 9600bps limitation nor of the 1999 date
> limit, since Michtron BBS (and my Atari ST using days) was long since dead
> and forgotten by then.
>

Jared, As usual your making stuff up to conceal your lack of knowledge. Your
nothing but a troll.

>
> I think I tried running FoRem ST, but never did much with it. Wasn't the
> programmer called Rat or something? Ended up using WWIV on a 286 for my
> BBS, later on... much simpler and easier to figure out.
>

No Ratsoft is a separate bbs program written by Stephen Hughly, its no longer
available either. Again you prove you know *NOTHING*

>
> I state what I know (or remember something about in one way or another),
> nothing more, nothing less. If I don't "know it all", it's because I don't
> claim to, nor try to.
>
> "Beam me up, Dork!"

ROTFL!!!!!

Jared, You havent stated any *facts* yet. Thats why you are continually flamed
in all of the atari news groups. In fact you keep contradicting yourself. you
make baldfaced lies about things of which you know *NOTHING* yet accuse me of
being "know it all" and you dont talk about things you dont know about. In
short you're a lame sinplop clone. Fact is you're not an atari user, you spend
your time trying to flame atari users. Hence you're a gormless troll. Thats
why I'm adding my voice to the other atari users online when I tell you to piss
off back under your rock.

1362. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 19:37:21 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4ADF82.6B11365E@rogers.com>
Source record: 33172

Steve,

Steve Sweet wrote:

> Hi Jared
>
> > I would have thought that the HD factor would have meant that the disk could
> > hold the DD data more securely, not less securely. Isn't there more
> > magnetic material on the disk? Or is the 1.44Mb floppy head not really
> > designed to format 720K on an 1.44Mb floppy?
>
> You tell us you butt stabbing queen, you are the hardware tech right, A-Grade
> A-Hole more like!!.
>

He's a know-nothing child whos finally sunk to the level of sinplop. When, in a reply to me, he claimed to be a "certified A+ computer technician" after I caught him out in an amiga NG claiming to know nothing about computers, I knew beyond any doubt he was just another buffoon.

I dont agree with many things said in this newsgroup in the past, but Jared makes anyone here who at least knows *something* appear to be genius in comparison.

1363. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 19:39:31 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4AE004.101A37C3@rogers.com>
Source record: 33174

Steve Sweet wrote:

> Hi Steve
>
> > Just curious if many people have an interest in radio, shortwave
> > listening, decoding, amateur radio with Atari's?
>
> Whilst i don't partake in this dubious pleasure i attach a URL I've stumbled
> on in the past, relevant to this subject.

Steve,
Whats dubious bout packet radio? Is Jared now using it too?

1364. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 19:41:33 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4AE07F.BE645C57@rogers.com>
Source record: 33173

Hi Steve,

Steve Sweet wrote:

> Hi James
>
> > Sinplop. You're brain dead. You're a liar. Everyone knows it so get over
> it and get lost. If sporks did physical >damage you'd be in a body cast. But
> then theres nobody more deserving of severe damage.
>
> You forgot Jared didn't you, still since they share the same bed I'm sure
> there'll be some fall-out.

Actually, steve, they share the same brain cell, Thats why their idiotic nonsense is nearly identical. They continually claim to have the answers about subjects they have no knowledge. Just today I had to once again spork jared for flat out lying about some of the bbs software out there.

1365. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 20:52:16 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d4b069e703fef0@pandora.be>
Source record: 33175

on Thu 01-08-2002 23:45 Steve Sweet wrote:

>Hi Steve
>
>> Just curious if many people have an interest in radio, shortwave
>> listening, decoding, amateur radio with Atari's?
>
>Whilst i don't partake in this dubious pleasure i attach a URL I've stumbled
>on in the past, relevant to this subject.
>
>http://www.home.zonnet.nl/cb1ram/index2.htm

Also for those who understand French take a look at
<URL:http://eagles.softwares.free.fr/MAGELLAN.HTM>

That piece of soft works only on Falcon

CU
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1366. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 21:03:48 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d4b069e703fef1@pandora.be>
Source record: 33176

on Fri 02-08-2002 17:08 James Alexander wrote:

>Hi Martin
>
>Martin Tarenskeen wrote:
>
>>
>> FreeMiNT is the most advanced and powerfull OS for our platform, and I use
>> it almost all the time. But it's NOT suitable for everyone and everything.
>> Even "Easymint" is not really easy, and some of my software runs only
>> under Single Tos (older programs, like most MIDI software). And is it
>> stable? Yes it is, but let's be realistic: My MiNT system crashes from
>> time to time, just like any other OS. IMO plain TOS in ROM is the most
>> stable OS I have in my computer, but MiNT is much more fun :-)
>>
>> Martin Tarenskeen
>
>FreeMiNT may be advanced but those features you like are useless to me. It doesnt
>run with *any* of the regular ST/TT software I use. Hence I dont use it.

Now I wonder which regular ST/TT applications doesn't work under MiNT. I'm using
MiNT/N_AES since late 1995. So far I only came across a few (very old
ones) apps which didn't run under MiNT. The apps I use daily, such like
Calamus SL 2002R3, Qed, Everest, Egale, Cab, Imagecopy and tons of
others does run happily under MiNT. Even the stone aged Wordplus (TT
version) and Tempus still work.

Like martin Tarenskeen says, MiNT is much more fun and the most
important still maintained.

CU
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1367. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 21:25:42 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d4b069e703fef4@pandora.be>
Source record: 33177
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/steem_v2_4.zip
(594.078 bytes) Win32 Atari ST emulator

ftp://chapelie.rma.ac.be/atari/emulators/xsteem_v2_4-6-i386-static.tgz
(768.065 bytes) STE emulator for X

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-157.zip
(1.159.111 bytes) Nice GEM based e-mail client for STik/STing/Gluestik.

ftp://chapelie.rma.ac.be/atari/internet/utilities/helpplus-for-mymail.zip
(8.480 bytes) Puts a return-to-index buttom on the Mymail htm documentation.
This way it's lots easier to navigate through the pages.

**multitasking**
ftp://chapelie.rma.ac.be/atari/multitasking/followme.zip
(51.434 bytes) Follow Me! is a modification of Start Me Up!.
Follow Me behaves just like the original SMU with one little exception:
the start button is following your mouse arrow like a dog!

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/ft302.zip
(244.650 bytes) Family Tree v3.02, a genealogical database, complete with text manual and
online help. English version.

ftp://chapelie.rma.ac.be/atari/utilities/ft302_fr.zip
(263.044 bytes) Version Franï¿½ais de Family Tree

ftp://chapelie.rma.ac.be/atari/utilities/organizers/spartime_110.zip
(354.161 bytes) Nice and powerfull organizer/date planner. The archive holds also a
```

calculator. German/English/French language
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1368. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 22:16:46 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4b012e$1_4@corp.newsgroups.com>
Source record: 33178

James Alexander <james-m-alexander@rogers.com> wrote in message news:3D4ADF82.6B11365E@rogers.com...
> He's a know-nothing child whos finally sunk to the level of sinplop. When, in a
> reply to me, he claimed to be a "certified A+ computer technician" after I caught
> him out in an amiga NG claiming to know nothing about computers, I knew beyond
> any doubt he was just another buffoon.

Perhaps you read it wrong... I know little to nothing about Amigas as far the the problem I was having with the A1200 I have. Not computers (PC's, Ataris, Macs, Amigas, etc.) in general.

And since you are so certain of what I said, please... for me and rest of us... quote and paste it in your next reply.

You want me to scan and show you my A+ certificate and/or ID card? Go ahead, make my day... challenge me... I'll prove it! By the way, to further test my general knowledge of computers and or even some specific things about *ANY* Atari ST, Amiga, PC, Apple II, and/or Macintosh, just ask me a question... any question at all. You'll see I'm not all hot air. I can't speak on behalf of sinclap, but I *know* (and can PROVE) what I say and know.

> I dont agree with many things said in this newsgroup in the past, but Jared makes
> anyone here who at least knows *something* appear to be genius in comparison.

Refer to above challenge before spouting off about how much you think I *don't* know...

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1369. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 22:34:02 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4B08EB.2009F4D0@rogers.com>
Source record: 33179

Dear flaming troll

Jared Falvo wrote:

> James Alexander <james-m-alexander@rogers.com> wrote in message
> news:3D4ADF82.6B11365E@rogers.com...
> > He's a know-nothing child whos finally sunk to the level of sinplop.
> When, in a
> > reply to me, he claimed to be a "certified A+ computer technician" after I
> caught
> > him out in an amiga NG claiming to know nothing about computers, I knew
> beyond
> > any doubt he was just another buffoon.
>
> Perhaps you read it wrong... I know little to nothing about Amigas as far
> the the problem I was having with the A1200 I have. Not computers (PC's,
> Ataris, Macs, Amigas, etc.) in general.
>
> And since you are so certain of what I said, please... for me and rest of
> us... quote and paste it in your next reply.
>
> You want me to scan and show you my A+ certificate and/or ID card? Go
> ahead, make my day... challenge me... I'll prove it! By the way, to further
> test my general knowledge of computers and or even some specific things
> about *ANY* Atari ST, Amiga, PC, Apple II, and/or Macintosh, just ask me a
> question... any question at all. You'll see I'm not all hot air. I can't
> speak on behalf of sinclap, but I *know* (and can PROVE) what I say and
> know.
>
> > I dont agree with many things said in this newsgroup in the past, but
> Jared makes
> > anyone here who at least knows *something* appear to be genius in
> comparison.
>
> Refer to above challenge before spouting off about how much you think I
> *don't* know...

Why do you come back here? You post nothing useful or constructive. You claim to be a certified technician when you repeatedly LIE. You're a troll, everyone here can see it. Yet you keep coming back posting lie after lie to try to "prove" otherwise. And dont think you can pull that sinclap trick of expecting me to prove your point. Anyone with half a brain (which excludes you) can look up your messages in groups.google.com and see for themselves what you've been saying. If your gonna keep making unsubstantiated claims then it is the sole responsibility of YOU to prove what you say, not me or anyone else. But I can

tell you right now that you will not do so. Everyone here also knows why. Everyone here also will tell you the same reasons you and your bullshit are not wanted. The fun and games are over Jared. You've been sporked, now piss off.

1370. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 22:40:57 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4b06db_1@corp.newsgroups.com>
Source record: 33180

James Alexander <james-m-alexander@rogers.com> wrote in message
news:3D4ADD40.DC8FC790@rogers.com...
> Jared,
>
> Jared Falvo wrote:
>
> > I ran Michtron BBS on my 1040ST, using an Atari SX212 modem (later a
> > Patriot 2400bps, because the SX212 had a problem that a user kept
exploiting
> > to hang my BBS... what was that problem, Mr. Know-It-All? I know, do
you?),
> > hence why I never KNEW of that 9600bps limitation nor of the 1999 date
> > limit, since Michtron BBS (and my Atari ST using days) was long since
dead
> > and forgotten by then.
> >
>
> Jared, As usual your making stuff up to conceal your lack of knowledge.
Your
> nothing but a troll.

Gee, what a response. Saying I'm making stuff up. How do you know that?
Well, if you had any ability to spell above the Preschool level, you'd
realize that the word is "You're" (abbreviation for "You Are"), not "Your".
(possessive). You may thank me for educating you, when you've graduated
from 1st grade.

> >
> > I think I tried running FoRem ST, but never did much with it. Wasn't
the
> > programmer called Rat or something? Ended up using WWIV on a 286 for my
> > BBS, later on... much simpler and easier to figure out.
> >
>
> No Ratsoft is a separate bbs program written by Stephen Hughly, its no
longer
> available either. Again you prove you know *NOTHING*

Ok, so I've forgotten (or confused) a few things. Big friggin' deal! Not
exactly like I care whether or not I remember every tiny detail about
ancient Atari ST stuff I never learned everything about anyways! Shoot,
maybe I even saw that Michtron BBS only went to 9600bps, but since those
modems were too expensive (at the time), I didn't care. I was happy running
at 2400bps.

> >
> > I state what I know (or remember something about in one way or another),
> > nothing more, nothing less. If I don't "know it all", it's because I
don't
> > claim to, nor try to.
> >
> > "Beam me up, Dork!"
>
> ROTFL!!!!!
>
> Jared, You havent stated any *facts* yet. Thats why you are continually
flamed
> in all of the atari news groups. In fact you keep contradicting yourself.
you
> make baldfaced lies about things of which you know *NOTHING* yet accuse me
of
> being "know it all" and you dont talk about things you dont know about.
In
> short you're a lame sinplop clone. Fact is you're not an atari user, you
spend
> your time trying to flame atari users. Hence you're a gormless troll.
Thats
> why I'm adding my voice to the other atari users online when I tell you to
piss
> off back under your rock.

Contradicting myself? Where? Show me (you know, with that function known as "copy and paste"?) the statements I made that are contradictory. Baldface lies? Oh, you approach slander there, buddy. Show me these lies I supposedly state. Just one! I flame Atari users because I couldn't get any of 'em to back my idea/plan to revive Atari (rediculous and hopeless or not)! So, in the face of finding that AmigaOne will be released soon and a new ATARI (not clone) computer won't be, I decide to ruffle a few feathers, just for the fun of it.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1371. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 22:42:13 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4B0AD6.8C393BB9@rogers.com>
Source record: 33181

Hi Martin,

Martin \"Nightowl\" Byttebier wrote:

> on Fri 02-08-2002 17:08 James Alexander wrote:
>
> >Hi Martin
> >
> <some stuff snipped>
> >>
> >FreeMiNT may be advanced but those features you like are useless to me. It doesnt
> >run with *any* of the regular ST/TT software I use. Hence I dont use it.
>
> Now I wonder which regular ST/TT applications doesn't work under MiNT. I'm using
> MiNT/N_AES since late 1995. So far I only came across a few (very old
> ones) apps which didn't run under MiNT. The apps I use daily, such like
> Calamus SL 2002R3, Qed, Everest, Egale, Cab, Imagecopy and tons of
> others does run happily under MiNT. Even the stone aged Wordplus (TT
> version) and Tempus still work.

Hi Martin,

Those applications are good but still a small sample of whats out there for the ST line. Heres a list of software I use regularly that does not run under FreeMiNT
Calamus 1.09N (very old and a very dirty hack)
Patestream 2.2
Laser C
Vip Professional
Wordperfect (the last revision released in 1993)
Tentrax
Hyperlink
and an odd assortment of shareware and PD programs.

Mint doesnt handle these well at best. And those programs although many are old are ones that run rock solid under regular Tos/Gem. I do like the idea behind Mint but until it is suitable for the software that *I need* then I wont use it. Saying "MiNT is much more fun and the most important still maintained." is good in theory but mint (Freemint being the one I'd tried most recently) failed to meet my needs. Do you really think I'm gonna throw out all of my software so I can use Mint? of course not. As long as mint interferes with my software that I use regularly, I will not use mint, PERIOD. End of story.

1372. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 22:48:20 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4b08a6_1@corp.newsgroups.com>
Source record: 33183

James Alexander <james-m-alexander@rogers.com> wrote in message
news:3D4AE004.101A37C3@rogers.com...
>
>
> Steve Sweet wrote:
>
> > Hi Steve
> >
> > > Just curious if many people have an interest in radio, shortwave
> > > listening, decoding, amateur radio with Atari's?
> >
> > Whilst i don't partake in this dubious pleasure i attach a URL I've
stumbled
> > on in the past, relevant to this subject.
>
> Steve,
> Whats dubious bout packet radio? Is Jared now using it too?

You'd like that, wouldn't you? However, I am proud to announce I know
ABSOLUTELY NOTHING (and don't care to learn or otherwise have any
knowledge) about Ham (is that breakfast I smell or just the Amiga's "Hold
And Modify" graphics format?), Packet, Amateur, Shortwave, Longwave,
NewWave, NewAge, or STONEAge radio! :-D

I'll be glad to teach you what I *don't* know...

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1373. [ANN] spareTIME/spareCALC available!

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 22:48:32 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0208021448.5b722476@posting.google.com>
Source record: 33182

Hi everyone,

The new version of spareTIME can now be downloaded from my website.
spareTIME is a day planner/organizer software that was first available
in 1997. I have received sources from the original author and now the
new version is ready.

spareTIME has
- to-do-lists, regular dates, alarms,...
- plans for today which can be printed via GDOS or saved to disk
- all dialogs and alerts are displayed in windows
- customizable environment
- unlike the 1997 version, spareTIME is much more multitasking
friendly
- long file names are fully suported now
- more modern look

spareTIME is accompanied by another program called spareCALC.
spareCALC is a collection of calculators featuring a simulation of the
APF Mark 21 pocket calculator. If you register for spareTIME you will
receive alternate looks for spareCALC including Atari and Commodore
calculators!

Both programs are from now on actively developed. There is also an
English RSC but the English hypertext is not ready yet: I'm working on
it :-)

So far I have tested spareTIME successfully under XaAES and MagiC 6.

URL: http://www.mypenguin.de/prg/sparetime.php3
Webshop: http://www.mypenguin.de/prg/sparetime.php3

Regards,
Matthias

1374. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 23:03:37 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4B0FDB.855215E@rogers.com>
Source record: 33184

Jared Falvo wrote:

> James Alexander <james-m-alexander@rogers.com> wrote in message
> news:3D4AE004.101A37C3@rogers.com...
> >
> >
> > Steve Sweet wrote:
> >
> > > Hi Steve
> > >
> > > > Just curious if many people have an interest in radio, shortwave
> > > > listening, decoding, amateur radio with Atari's?
> > >
> > > Whilst i don't partake in this dubious pleasure i attach a URL I've
> stumbled
> > > on in the past, relevant to this subject.
> >
> > Steve,
> > Whats dubious bout packet radio? Is Jared now using it too?
>
> You'd like that, wouldn't you? However, I am proud to announce I know
> *ABSOLUTELY NOTHING* (and don't care to learn or otherwise have any
> knowledge) about Ham (is that breakfast I smell or just the Amiga's "Hold
> And Modify" graphics format?), Packet, Amateur, Shortwave, Longwave,
> NewWave, NewAge, or STONEAge radio! :-D
>
> I'll be glad to teach you what I *don't* know...

The truth at last, at least some of it. Next time tell us something we dont know. Everyone here already knows your terminally clueless about everything you've babbled about. Get a clue!! you might discover the first clue you get is that nobody is supporting your insanity. The message to you is quite clear, your nothing but a sinclap impersonator. In short. GO AWAY!!!!!

1375. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 23:06:47 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4b0ce7$1_4@corp.newsgroups.com>
Source record: 33185

James Alexander <james-m-alexander@rogers.com> wrote in message
news:3D4AE07F.BE645C57@rogers.com...
> Hi Steve,
>
> Steve Sweet wrote:
>
> > Hi James
> >
> > > Sinplop. You're brain dead. You're a liar. Everyone knows it so get
over
> > it and get lost. If sporks did physical >damage you'd be in a body
cast. But
> > then theres nobody more deserving of severe damage.
> >
> > You forgot Jared didn't you, still since they share the same bed I'm
sure
> > there'll be some fall-out.
>
> Actually, steve, they share the same brain cell, Thats why their idiotic
nonsense
> is nearly identical. They continually claim to have the answers about
subjects
> they have no knowledge. Just today I had to once again spork jared for
flat out
> lying about some of the bbs software out there.

Oh, yes... please... do tell everyone about the *LIES* I made about some of the BBS software out there. Quote me verbatim and then explain *WHY* it's a lie! Go ahead, I'm sure you can do that...

I can easily quote virtually the entire history of the Tramiel-era Atari. I can quote you every model of Atari ST I've owned and what was in it. (and possibly every Atari computer Atari made (sold, not prototypes never released) before and during the Tramiel era) I can quote you the software I ran and who (or what company) wrote it. I may not get every detail perfect, but that's only due to the years that hath passed since then.

You see, what you claim are LIES, are simply missing details, I either never knew or have forgotten. So easy is it for you to claim what you think is absolute. Oh, and yes... thank you for clearing up that Rat/Ratsoft confusion of mine. Hey, I at least got the first part (Rat) right.

Lack of knowledge and/or memory about things is not lying. It may be ignorance, but it ISN'T lying. If I said "Michtron BBS was written by Psygnosis and sold by Atari for $950.", that's a lie. I never stated any

such thing. And I will never state anything, as fact, I am not more than fairly certain about. I never said "FoRem ST *was* written by a guy named Rat". I sad "Wasn't the guy named Rat?" or something similar. The arrangement of words changes the entire meaning and intent. But you couldn't see that, now could you?

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1376. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-02 23:56:48 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4b18a0$1_1@corp.newsgroups.com>
Source record: 33187

The reason I ask YOU to back what YOU claim, is that YOU'RE the one making the accusations!

Ever been to court or watched one of those courtroom dramas (even the Matlock TV show would suffice) like Judge Judy? Do you ever see the Defendant or Plaintiff come *without* evidence to support their case?

Well, you're the Plaintiff, so... GIVE THE JUDGE YOUR FUCKING PROOF, PINHEAD!

Jared

James Alexander <james-m-alexander@rogers.com> wrote in message news:3D4B08EB.2009F4D0@rogers.com...
> Dear flaming troll
>
> Jared Falvo wrote:
>
> > James Alexander <james-m-alexander@rogers.com> wrote in message
> > news:3D4ADF82.6B11365E@rogers.com...
> > > He's a know-nothing child whos finally sunk to the level of sinplop.
> > When, in a
> > > reply to me, he claimed to be a "certified A+ computer technician" after I
> > caught
> > > him out in an amiga NG claiming to know nothing about computers, I knew
> > beyond
> > > any doubt he was just another buffoon.
> >
> > Perhaps you read it wrong... I know little to nothing about Amigas as far
> > the the problem I was having with the A1200 I have. Not computers (PC's,
> > Ataris, Macs, Amigas, etc.) in general.
> >
> > And since you are so certain of what I said, please... for me and rest of
> > us... quote and paste it in your next reply.
> >
> > You want me to scan and show you my A+ certificate and/or ID card? Go
> > ahead, make my day... challenge me... I'll prove it! By the way, to further
> > test my general knowledge of computers and or even some specific things
> > about *ANY* Atari ST, Amiga, PC, Apple II, and/or Macintosh, just ask me

a
> > question... any question at all. You'll see I'm not all hot air. I
can't
> > speak on behalf of sinclap, but I *know* (and can PROVE) what I say and
> > know.
> >
> > > I dont agree with many things said in this newsgroup in the past, but
> > Jared makes
> > > anyone here who at least knows *something* appear to be genius in
> > comparison.
> >
> > Refer to above challenge before spouting off about how much you think I
> > *don't* know...
>
> Why do you come back here? You post nothing useful or constructive. You
claim
> to be a certified technician when you repeatedly LIE. You're a troll,
everyone
> here can see it. Yet you keep coming back posting lie after lie to try to
> "prove" otherwise. And dont think you can pull that sinclap trick of
expecting
> me to prove your point. Anyone with half a brain (which excludes you) can
look
> up your messages in groups.google.com and see for themselves what you've
been
> saying. If your gonna keep making unsubstantiated claims then it is the
sole
> responsibility of YOU to prove what you say, not me or anyone else. But
I can
> tell you right now that you will not do so. Everyone here also knows why.
> Everyone here also will tell you the same reasons you and your bullshit
are not
> wanted. The fun and games are over Jared. You've been sporked, now piss
off.
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1377. Atari ST software dilemma

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 01:17:46 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <tq5mku48kgg28126fnmsqgek07nuksp4nd@4ax.com>
Source record: 33189

Hi just wondering about certain software for Atari. Will the following work on my system Atari 520ST Tos 1.4 , Four MB ram

MINT some kind of new kernel for Atari ?

NAES what is this ? New graphics routines ?

NVDI5 Is this worth buying ?

XAES ???

Geneva Is this still used ?? I have Neodesk 4

Magic6 I dont speak German do they have an english version. ?

Thanx

1378. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 02:20:39 UTC
From: netguy <netguy@netguy.net>
Message-ID: <MPG.17b50803501816a9989718@News.CIS.DFN.DE>
Source record: 33191
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

In article <3D4A3226.4070809@volcano.net>, themaverick@volcano.net
says...
> Bravo Sierra Computers wrote:
>
> > http://www.aracnet.com/~atari/specials.htm Today's Specials!
>
>
> Featuring TWICE THE SPAM (see simulataneous "contest" posting) and half
> the intelligence...
>
> the Mav
>
>
>
>
Gosh, get a life. He offers good products at fair prices. Geez if you
don't want to see his posts, just kill file.

1379. Atari web-site FAQ!!!

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 03:34:14 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1028320610-012698AEicMi@williams-net.com>
Source record: 33190

Everyone,
A few days ago I asked you for some web-sites that
you visit quite frequently that you would like to have
added to a FAQ for our comp.sys.atari.st newsgroup.
Here is a list of everything that I have and some of
what people have given me in my e-mail. Thanks to all
who have sent me there favorite web-sites!!! This is
meant as a good resource for people to find a web-
sites related to Atari computers. This list is by NO
means complete and can always be added to or deleted
from if found that a site is no longer operational.
Please direct all comments to me at firest@williams-
net.com. Please if you have any web-sites to add to
this list by all means send them to me and I will add
them in. If you find a web-site that NO longer works
let me know and I will check it out. I will do my
best to update this list at least once a month and
post in this newsgroup. We as Atarians must band
together to help to ensure the survival of our
platform!!

Thanks,
Carey Christenson

Atari Vendors

Video 61 and Atari Sales (Sells Atari 8-bit and 16 bit
hardware and
software)
http://www.angelfire.com/mn/video61/

Cortex Design (Seller of Eclipse Graphics Card)
http://www.cortex-design.co.uk/

Woller Systems (Sells Atari Hardware and Software)
http://www.woller.com/

Merlancia Industries (Was planning on making a PPC
Atari compatible
computer needed 2000 pre-orders though)
http://www.merlancia.com/

Atari Downloads

University of Michigan Archives
http://www.umich.edu/~archive/atari/

Atari Hardware

Atari Eiffel Interface PS/2
http://perso.wanadoo.fr/laurent.favard/eiffel_e.html

Atari-launchpad: Hardware projects and information
http://www.geocities.com/SiliconValley/Bay/8745/pages/h
ardware.html

Eclipse User's Support Page
http://www.vianet.ca/~joshua/

Czuba Tech (Designer of the upcoming CT60)
http://www.czuba-tech.com/accueil/english/welcome.htm

Ethernet Adapter Details (From Elmar Hilgart)
http://www.asamnet.de/~hilgarte/ether_e.htm

Passage (Atari Info web-site)
http://hem.passagen.se/atari/

Mario Becroft's Atari Hardware Page
http://gem.win.co.nz/mb/atarihw/

Atari Coldfire Project
http://acp.atari.org

Frontier Systems (Hardware developer of the DEESSE
card and XTOS
Computer)
http://www.frontier-systems.de/indexen.htm

Atari Ethernet Adapter (Lyndon Amsdon adapter)
http://hardware.atari.org/

Atari Sites

The Atari ST Quick FAQ (A very good resource for Atari
ST, Mega ST,
Mega STe,Falcon 030 and TT030
http://www.megacom.net/~q-funk/ST/

Another Atari FAQ devoted for the TT030
http://members.tripod.com/~TT030/

Anthill industries
http://www.netset.com/~baldrick

A-One Magazine
http://www.atarinews.org/

The Definitive Atari Resource ATARI.ORG
http://www.atari.org

Magic Online
http://www.magical-sides.de/

The Milan Computer Company
http://www.milan-computer.de/

My Atari - The monthly on-line magazine devoted to
Atari
http://www.myatari.net/

Atari-Home site
http://www.atari-home.de/

Site of the Future XTOS computer!!!
http://www.xtos.de/

Atari Software

Anodyne Software Home Page
http://www.anodynesoftware.com/

Aniplayer Support (There are 2 web-sites for this
piece of software)
http://jf.omnis.ch/aniplayer.shtml
or
http://aniplayer.atari.org

Dursoft Development
http://home.sunrise.ch/dursoft/progs_e.html

Escape
http://www.inf.tu-dresden.de/~nf2/

Falcamp Homepage
http://deunstg.free.fr/sct1/falcamp/

Five to Five
http://www.optik.uni-
erlangen.de/osmin/haeusler/people/hs/525e.html

FVDI (For use with Eclipse Graphics Card)
http://rand.thn.htu.se/~johan/fvdi.html

GokMasE's Atari Page - Atari ICQ
http://aicq/atari-users.net/

Heinisoft Homepage
http://heinisoft.atari-users.net/

Highwire Development Project (New Browser for the
Atari)
http://highwire.atari-users.net/

PlaymyCD
http://www.chez.com/lrd/

Invers Software (I believe this is the Calamus web-
site)
http://www.calamus.net/us/index.html

Patricks Homepage
http://members.tripod.de/funmedia/

Pixart's Homepage
http://www.pixart.de/

Quincy shareware
http://gbarges.free.fr/quincy_e.html

Sector One Homepage - What's New!!!
http://deunstg.free.fr/sct1/index.html

ST-CAD's Homepage
http://home.t-online.de/home/MKrutz/

Atari IRC Homepage
http://q1.net/~atari/

Tim's Atari Midi World
http://tamw.atari-users.net/timidi.htm

Vassilis Hompage (Developer of STing)
http://users.otenet.gr/~papval/

VISION's Homepage
http://www.multimania.com/jlusetti/visione.htm

Wildfire
http://wildfire.atari.org

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem

SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1380. Re: CDR question.

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 04:51:24 UTC
From: Jerry Martin <jtmartin@gofree.indigo.ie>
Message-ID: <9WE29.6517$zX3.6843@news.indigo.ie>
Source record: 33186

Hi Guys,

Thank you all so much for your help! All suggestions appreciated!

> >Does the Plasmon support digital audio extraction?
> Yes, but it will be painstakingly slow...
> The Plasmon RF4100 is identical to the Philips CD 552. IMO you're
> better off trying to extract audio files with the Matisha CD-R...

First off. I am a little reluctant to splash out on software just yet (since both drives together cost less for me than the software will ;-P) but I did try out CD-Lab as suggested. I use the SPIN driver with HDDriver 7.7 usually and this fitted over it nicely.

The problem is that when I try to extract audio from either the Plasmon or the Matisha, it refuses to do so:
Under the "Devices" menu option I can detect supported features.

My first drive, the Matshita CD-ROM CD-508 (sorry about misspelling earlier) says 'not availble' for audio extraction with a read speed of "???" (that can't be right?), and the Plasmon RF4100 reports 'not available' with a read speed of 6x.

Just wondering if this might be a driver problem, or if I've just hit bad-luck and neither of my drives supports digital audio?

Cheers,

Jerry

1381. Re: CDR question.

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 05:14:48 UTC
From: Jerry Martin <jtmartin@gofree.indigo.ie>
Message-ID: <5gF29.6536$zX3.7057@news.indigo.ie>
Source record: 33188

Hi again!

Just back to add some more information that might help.

Firstly on the website:
http://www.angelfire.com/music2/MP3TUTORIAL/chart_for_cd.htm
I managed to confirm that the Matshita should support audio CD extraction.

Secondly just wondering if the setup of my SCSI chain might have something to do with the problem.

Due to the strange array of cables I have, I have a cable to connect my ZIP to the Falcon as my first device in the chain (it's a falcon-25way cable) Then I use a 25-50 way to attach my Plasmon and finally a 50-50 way to attach my Matshita.

That means the order of drives (from computer out) is Zip, Plasmon, Matshita. Their SCSI IDs are 6, 4, 3 respectively. Do the IDs have to be in ascending order? I don't know if this is the real problem as they work fine for all other functions.

Just this audio-extraction doesn't seem to work for either the Plasmon or the Matshita. Any ideas? This is a real puzzle!

Regards,

Jerry

1382. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 05:17:29 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D4B6769.9060504@volcano.net>
Source record: 33192
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

netguy wrote:

> Gosh, get a life. He offers good products at fair prices. Geez if you
> don't want to see his posts, just kill file.

If you killfile a spammer, he still makes a sound when he dumps his load
every week...

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

1383. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 05:56:09 UTC
From: swampfax@atlantic.net
Message-ID: <ZfK29.220$Dj.169503@news1.atlantic.net>
Source record: 33193

On 2 Aug 2002 16:56:48 -, "Jared Falvo" wrote:
>The reason I ask YOU to back what YOU claim, is that YOU'RE the one making
>the accusations!
>
>Ever been to court or watched one of those courtroom dramas (even the
>Matlock TV show would suffice) like Judge Judy? Do you ever see the
>Defendant or Plaintiff come *without* evidence to support their case?
>
>Well, you're the Plaintiff, so... GIVE THE JUDGE YOUR FUCKING PROOF,
>PINHEAD!
>
>Jared

Jared,
oh, I see. You mean like providing me a copy of your letter to
Infogrammes? You made such a big to-do about reviving Atari and no one
wants to help poor Jared but your letter was'nt important enough to save.
You've exited this NG a number of times as you whined and cried "I'm
never comming back" and here you are again picking childish spats with
helpful people. You'll not be missed if you don't let the door hit you in
the ass on your way out!!!

John G.

1384. Re: Searching for hotel game with voice sounds

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 06:54:15 UTC
From: Simon <symoonmyself@hotmail.remove.this.com>
Message-ID: <3D4B7E17.B6580665@hotmail.remove.this.com>
Source record: 33194

Hi,

> It was an adventure-like game where you were a detective on the
> mission to find out about special mysteries that happened in and
> around a hotel ... this is what I remember...

It was a French game called Le Manoir De Mortevielle, by Lankhor.
IIRC, it was released in English version (Mortville Manor ?), and also
in German...

Hope this helps.
Simon

1385. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 08:17:16 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d4ba76e475280@pandora.be>
Source record: 33195

on Fri 02-08-2002 22:42 James Alexander wrote:

>Hi Martin,
>
>Martin \"Nightowl\" Byttebier wrote:

>> Now I wonder which regular ST/TT applications doesn't work under MiNT. I'm using
>> MiNT/N_AES since late 1995. So far I only came across a few (very old
>> ones) apps which didn't run under MiNT.
>Hi Martin,
>
>Those applications are good but still a small sample of whats out there for the ST
>line. Heres a list of software I use regularly that does not run under FreeMiNT
>Calamus 1.09N (very old and a very dirty hack)
>Patestream 2.2
>Laser C
>Vip Professional
>Wordperfect (the last revision released in 1993)
>Tentrax
>Hyperlink
>and an odd assortment of shareware and PD programs.
>
>Mint doesnt handle these well at best. And those programs although many are old are
>ones that run rock solid under regular Tos/Gem. I do like the idea behind Mint but
>until it is suitable for the software that *I need* then I wont use it. Saying "MiNT
>is much more fun and the most important still maintained." is good in theory but mint
>(Freemint being the one I'd tried most recently) failed to meet my needs. Do you
>really think I'm gonna throw out all of my software so I can use Mint? of course not.
>As long as mint interferes with my software that I use regularly, I will not use
>mint, PERIOD. End of story.

Sorry but it's not the fault of MiNT these old apps doesn't work.
You should blame the programmers of these apps instead of saying MiNT
interferes with these programs. I'm almost sure lots of these apps
you've mentioned doesn't work under any Multitasking system.
Wordperfect doesn't even work under plainTOS on the Hades. Should I blame
the Hades maker then? Must I trow away my Hades because these old, badly
programmed stuff refuse to work on it? No I don't, I trow away Word
Perfect and use a modern texteditor instead. This way I support the few
Atari programmers left and make benifit of the power of the Hades.
I think it's about time you drop these old apps and switch over to more
up-to-date applications. There are tons of then somewhere on the Net.

CU
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1386. test Okami. Don't read this

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 08:51:52 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d4ba7c44b9530@pandora.be>
Source record: 33046

I've warned you not to read this, didn't I:-))

CU
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1387. Re: Atari ST software dilemma

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 10:41:51 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0208031225020.87-100000@easymint>
Source record: 33047

On Sat, 3 Aug 2002, atarikid wrote:

> Hi just wondering about certain software for Atari. Will the following
> work on my system Atari 520ST Tos 1.4 , Four MB ram
>
>

> MINT some kind of new kernel for Atari ?
Looks like you like you've got some reading to do. MiNT is not really
"new", it has been around for some time. It means "MiNT is Now/Not TOS".
It's a multitasking (T)OS, nowadays an open source project called FreeMiNT
(www.freemint.de)

>
> NAES what is this ? New graphics routines ?
N.AES is a multitasking replacement of the AES (Application Environment
System). N stands for New. This takes care of windows, menu's, dialogs,
mousecontrol, things like that. N.AES is commercial software. You need
this (or XaAES) to be able to work with MiNT properly.

>
> NVDI5 Is this worth buying ?
Yes, definitely. It speeds up graphics, and provides a driver system for
Printing and Bitmap and Vector-Fonts.

>
> XAES ???
Something like N.AES, but freeware. (http://xaaes.atari.org)

>
> Geneva Is this still used ?? I have Neodesk 4
Someone else will be able to answer this question

>
> Magic6 I dont speak German do they have an english version. ?
This question too ;-)
Magic may be a better choice than MiNT on your 4MB ST. (I'm not sure about
that)

>
> Thanx

1388. Re: Atari ST software dilemma

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 11:41:36 UTC
From: fried@achilles.net
Message-ID: <751b0ec4.0208030341.14ae021b@posting.google.com>
Source record: 33048

atarikid <atarikid@cox.net> wrote in message
news:<tq5mku48kgg28126fnmsqgek07nuksp4nd@4ax.com>...
> Hi just wondering about certain software for Atari. Will the following
> work on my system Atari 520ST Tos 1.4 , Four MB ram
>
>
> MINT some kind of new kernel for Atari ?
>
> NAES what is this ? New graphics routines ?
>
> NVDI5 Is this worth buying ?
>
> XAES ???
>
> Geneva Is this still used ?? I have Neodesk 4
>
> Magic6 I dont speak German do they have an english version. ?
>
> Thanx
If you have 4 mb I think Geneva would be a good choice. Geneva will
give you a nice compact multitasking OS and Neodesk is a great Desktop
replacement.
Magic does come in English. NVDI will allow you to use all kinds of
fonts plus it speeds up the screen redraws.

1389. Re: Atari ST software dilemma

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 12:40:26 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aigj01$14619q$1@ID-40235.news.dfncis.de>
Source record: 33049

"Mark" <fried@achilles.net> wrote in message
news:751b0ec4.0208030341.14ae021b@posting.google.com...
> atarikid <atarikid@cox.net> wrote in message
news:<tq5mku48kgg28126fnmsqgek07nuksp4nd@4ax.com>...
> > Hi just wondering about certain software for Atari. Will the following
> > work on my system Atari 520ST Tos 1.4 , Four MB ram
> >
> >
> > MINT some kind of new kernel for Atari ?
> >

You probably need to go for an older (i.e. smaller) version. I have it
running on my 4Meg STE. Did not try many apps though.

> > NAES what is this ? New graphics routines ?
> >
> > NVDI5 Is this worth buying ?
> >
> > XAES ???
> >
> > Geneva Is this still used ?? I have Neodesk 4
> >
> > Magic6 I dont speak German do they have an english version. ?
> >
> > Thanx
> If you have 4 mb I think Geneva would be a good choice. Geneva will
> give you a nice compact multitasking OS and Neodesk is a great Desktop
> replacement.
> Magic does come in English. NVDI will allow you to use all kinds of
> fonts plus it speeds up the screen redraws.

1390. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 12:54:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028386396.89925.3@demeter.uk.clara.net>
Source record: 33053

Hi again Jared

> If you so-called "stuffed" my wife, then you know our phone number and
> address.

As do all, after all its printed on your wife's 'business card, as found in most phone boxes.

>You'd probably even know more about her than I do. Previous
> address and such.

That was on her old 'business' card, she was cheaper then, i was showing her the ropes, she wasn't half a spotty bitch when she was 14, a good seeing to though.

> And, of course, I just *KNOW* you'd want to take a
> Paternity Test to verify that our son is actually YOUR love child.

Well she's got bits of paper proving you are sterile, and all the blob's you leave on the Atari magazine pages carry no sperm, so it isn't yours anyway.

> By the way, did she ever tell you what we named YOUR love child? :-)

In this case, 'we' is her and I, she talked you into the name 'we' chose.

> CRAP: You're producing it, so you can eat it...

Ooh!, I'm so mortally wounded i must drop and bleed, and roll and laugh my arse off.

> It's any wonder your last name is "Sweet", bet the boys in prison called you
> that, too.

Nope, they called me 'sir', they knew what was good for them.

>Don't drop the soap, Steve! Oops, to late... that's where you
> got those other kids of yours from, huh? Gave birth to them yourself, I
> hear. Herms are a particular favorite in prisons around the world... :-D

Your missus mentioned that 'up the arse' was your specialty, she still laughs to this day that she convinced you that she conceived my child with you up the rear, you are such a dick wart.

Tell her I'll be around for another 3 quid's worth, just about the time you turn around the first corner on your way out Monday!!, make sure she's had a bath this month!!. 8-)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1391. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 13:32:11 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uknmqqba3tjf0d@corp.supernews.com>
Source record: 33050
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Geech,

What you don't understand is every time Ben offers Atari gear, there are a few effeminate responders who experience a PMS attack. I suspect those who go into a fit rage have cross dresser tendencies.<G>

I hope I didn't offend anyone. I don't want to get my eyes scratched out. ROTFL!

Don
Vancouver, USA

"geech" <chdorrSP@Mattbi.com> wrote in message
news:uklg71l4cm024@corp.supernews.com...
> guys, every time this guy posts, there at least 4 replies complaining
about
> it. Just make a killfile, add a filter and let it be.
>
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:Qot29.28720$P8.842486@bin4.nnrp.aus1.giganews.com...
> >
> > "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> > news:Pine.LNX.4.33.0208012314320.22546-100000@shell1.aracnet.com...
> > > http://www.aracnet.com/~atari/specials.htm Today's Specials!
> >
> > Pah. Try www.myatari.com instead...

1392. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 14:08:13 UTC
From: Starlord <starlord@in>
Message-ID: <csR29.858$271.63487109@news.inreach.com>
Source record: 33052

Well, I ran the Black Hole BBS using BBS Express ST from 1989 to 1997 in Hawaii, started out on a 1040ST and went up the line to the TT030 by 94. I never had the trouble of it clearing screen. I used it even with ram disk when a hard drive failed. When I had it at it's top I had games running on it too. When ever I get the keyboard replaced on my TT, I'll put it up again.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3D4AB8C9.6493D99@rogers.com...
> I tried it a number of years ago. While its not impossible to set up its far
from
> flawless. It wouldnt answer the modem reliably (I tried several modems &
ST's). It
> also had the aggrivating problem of clearing the screen at random times
rendering it
> absolutely useless. I took another look at it earlier this year and it
still has
> the same problems."Starlord
>

1393. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 15:29:15 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4bf329$1_4@corp.newsgroups.com>
Source record: 33054

John Garone <swampfax@atlantic.net> wrote in message
news:ZfK29.220$Dj.169503@news1.atlantic.net...
> On 2 Aug 2002 16:56:48 -, "Jared Falvo" wrote:
> >The reason I ask YOU to back what YOU claim, is that YOU'RE the one
making
> >the accusations!
> >
> >Ever been to court or watched one of those courtroom dramas (even the
> >Matlock TV show would suffice) like Judge Judy? Do you ever see the
> >Defendant or Plaintiff come *without* evidence to support their case?
> >
> >Well, you're the Plaintiff, so... GIVE THE JUDGE YOUR FUCKING PROOF,
> >PINHEAD!
> >
> >Jared
>
> Jared,
> oh, I see. You mean like providing me a copy of your letter to
> Infogrammes? You made such a big to-do about reviving Atari and no one
> wants to help poor Jared but your letter was'nt important enough to save.
> You've exited this NG a number of times as you whined and cried "I'm
> never comming back" and here you are again picking childish spats with
> helpful people. You'll not be missed if you don't let the door hit you in
> the ass on your way out!!!

YOU ALREADY VERIFIED I WAS TELLING THE TRUTH BY CONTACTING INFOGRAMES
YOURSELF!

Um, that was you, wasn't it? (I don't keep newsgroup messages, Emails, or
letters that seem to have served their useful purpose beyond the need to use
them to get in touch with someone at a later date, if desired, so I *could*
be mistaken in the above scream, but I sense I'm not) I surely don't want
to be accused of LYING again by saying it was you, if it wasn't.

All I was doing was offering what little remembered information I could
offer to someone asking about BBS programs. Big fricken deal that I got a
few details mixed up or forgot some details that I either forgot or never
knew. Not like anyone still uses that ancient ST software on a regular
basis, like it was the 80's. At least I hope not... technology HAS moved
on, yaknow. I mean, it's not like AH-MEE-GAH or anything. A company that
IS still around and IS producing a NEW computer (oh, wait, my mistake...
they're *licensing* Eyetech to do the A1 and someone else (name escapes me
at the moment, but they do games mostly, oddly enough) to do AOS4).

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1394. (wanted) modul off cubase

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 15:34:28 UTC
From: otoumelin <otoumelinpasspam@free.fr>
Message-ID: <WS3.26b68312.889c0de0.otoumelinpasspam@free.fr>
Source record: 33051

Hi!i want a modul off cubase style trax or the modul who's read the mid
files in grid edit like band in box.If you want to help me to ave it
please response me.iff you can response in french (sorry for my bad english
a+ Toumelin olivier

1395. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 15:44:55 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4bf6d5$1_2@corp.newsgroups.com>
Source record: 33055

Bill F <nobody@nowhere.com.invalid> wrote in message
news:030820020816324524%nobody@nowhere.com.invalid...
> In article <aicih8cvb1@reader2.panix.com>, Jim DeClercq
> <jimd@panix1.panix.com> wrote:
>
> > Replying at the top, this time. I do not have cheap drives. I bought a
> > case, of them, just in case. They were the last Sony model with a white
> > faceplate.
>
> I suspect the original question was about using HD disks in an original
> Atari drive, not a replacement drive.
>
> Maybe the drives you bought a case of have no problem with HD disks.
> Is it possible they are HD drives? Just where would someone go to buy
> a case of DD drives?
>
> > Oh, here we go again. It will probably never end.
> >
> > Did anyone else see the posting from a fellow who worked in a disk
> > factory one summer, putting HD disks into DD casings for sale? From
> > that, there is no difference anymore.
> >
> > Does anyone else know the difference in remnance and coercivity
> > (or how to spell that right, even)? Remnance is the same for both
> > types, and coercivity is 10% higher for the original HD version.
> > That is trivial in comparison to tolerances for write current.
> >
> > In other words, if it will write, it will stay written. And it
> > will write.
> >
> > Been there, done that, and find that there are other reasons that disks
> > die. I expect DD disks with an extra hole in the case to last a long
> > time, not a week.
> >
> > Jim
>
> Basically, you are full of shit, and your advice is dead wrong.

A person's personal experience (if an accurate example) can not be called
shit. If, indeed, he is/was able to use a 720K ST drive (or other 720K
drive) to reliably format HD diskettes on a consistant level, then it is
TRUTH to him. However, that doesn't mean his experience applies to everyone
nor does it mean it's wise to do under circumstances requiring data
integrity above all else.

Personal Example: When I come across a PC motherboardboard that is not currently functioning and/or very dirty, do you think I use a can of compressed air to clean it off? NOPE! I use a friggin' garden hose with a chinese water nozzle and blast that sucker down like a bad dog! EVERYONE I've talked to says it's wrong, not smart, and completely INSANE to do that. I bet you would, too! And, I would too, if anyone came to me saying they did that. Water and electronics DON'T mix! I know this.

BUT... to this day (and several boards cleaned this way), I have NEVER yet lost/damaged a board due to this practice. But them boards are sure clean as the day they came off the assembly line!

Does this mean it's right? No. Does this mean it's wise? No. Does this mean everyone should do it? No. Would I recommend others do it? NOT A CHANCE!

But, *IN MY EXPERIENCE*, it works for me. That's the long and the short of it.

Jared

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1396. CT60 NEWS !

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 16:33:12 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3d4c056b$0$10537$626a54ce@news.free.fr>
Source record: 33056

Hello,

Last thursday, I finally get the 149 CT60 cards from the assembler, with the corrected mistakes.
I also get the first pack Heatsink + Fan.
They are a bit more big than what was planned and the fan cannot be placed on the heatsink IF you use an atari falcon case with the keyboard !
I'm sorry, but we have to deal with that now...
So, there will be 2 sorts of CT60 users :
- Tower : no problem for a fan fixed on the heatsink.
- Atari case : you have to choose a other way to use the fan (in fact the better choice is opening the plastic top case by a nice square and stick the fan under the top case !)

For those who ordered me a CT60 WITH 060, the heatsink will be already stuck on the 060 ! For the others, they will need to follow some recommendations about how to fix the furnished heatsink to not 'heat' the area zone of the Expand card (PCI card by example !).

I appreciate a long WE of 4 days and so take time to finish the development of the Bus Arbiter and I think I will be able very nextly to ship the CT60 to Xavier and Didier to let them check the DSP and SDRAM accesses...
At this time, you will receive the first benchs done from the TOS desktop...

Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

1397. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 16:38:21 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4c035b$1_1@corp.newsgroups.com>
Source record: 33057

YOU ARE A COCK-SUCKING, FUDGE-PACKING, LYING DICKHEAD, STEVE, AND YOU KNOW IT!

But I'll point out all that below anyways...

Steve Sweet <stevesweet@freeuk.com> wrote in message news:1028386396.89925.3@demeter.uk.clara.net...
> Hi again Jared
>
> > If you so-called "stuffed" my wife, then you know our phone number and
> > address.
>
> As do all, after all its printed on your wife's 'business card, as found in
> most phone boxes.

In what country/state? Yes, do tell...

> >You'd probably even know more about her than I do. Previous
> > address and such.
>
> That was on her old 'business' card, she was cheaper then, i was showing her
> the ropes, she wasn't half a spotty bitch when she was 14, a good seeing to
> though.

You're using Britty terms... sorry, she never had the money to go to jolly ol' England, Britain, or any of those other UK areas (as per your Email address attests to). She was too busy paying off her credit card debt from knee surgery and breast cysts removal.

> > And, of course, I just *KNOW* you'd want to take a
> > Paternity Test to verify that our son is actually YOUR love child.
>
> Well she's got bits of paper proving you are sterile, and all the blob's you
> leave on the Atari magazine pages carry no sperm, so it isn't yours anyway.

We never went in to a doctor to find that out. Sorry, you LIE! Of course, the fact that I haven't touched an Atari magazine since Atari Explorer and Compute!'s Atari ST magazine went under (loved 'em both, but life goes on), only goes to show how many years off you are and what a feakin' cock-sucking liar you really are.

> > By the way, did she ever tell you what we named YOUR love child? :-)
>
> In this case, 'we' is her and I, she talked you into the name 'we' chose.

You'd know what it is, so what is it, LIAR? Yes, do tell us. Oh, Most Anal One!

> > CRAP: You're producing it, so you can eat it...
>
> Ooh!, I'm so mortally wounded i must drop and bleed, and roll and laugh my
> arse off.

Please do drop and bleed, you stuck pig! Shame, we're gonna need to use a shotgun to your pork skull to kill you... a knife to the throat just isn't working. You're a stubborn one. But we've killed others this way, so... BLAM!!! Dang... he's got a titanium-cased skull! Get the rocket launcher, Ed!

> > It's any wonder your last name is "Sweet", bet the boys in prison called
you
> > that, too.
>
> Nope, they called me 'sir', they knew what was good for them.

Yeah, your ass with their dick in it!

> >Don't drop the soap, Steve! Oops, to late... that's where you
> > got those other kids of yours from, huh? Gave birth to them yourself, I
> > hear. Herms are a particular favorite in prisons around the world...
:-D
>
> Your missus mentioned that 'up the arse' was your specialty, she still
laughs
> to this day that she convinced you that she conceived my child with you up
the
> rear, you are such a dick wart.

I don't fudgepack, like you do, Steve. I do doggie-style, missionary, and mostly Sissorleg style. Of course, burying my muzzle "downstairs" (otherwise known as "Lunch at the Y") is one of my favorite pasttimes. I can chow down on her like there's no tomorrow. I wish I could more often... Bet you wish you could get action like that from her, too, huh? Sorry, you lost out. But the boys at the prison still love your tight sphincter! Hear that the boys laugh when your dick comes out all brown and gooey and they make YOU lick it all, off like a dog! Keep packin' it in Steve... you're good at that!

> Tell her I'll be around for another 3 quid's worth, just about the time
you
> turn around the first corner on your way out Monday!!, make sure she's had
a
> bath this month!!. 8-)

3 Quid? Is that what you pay your prison johns to service you? I'd think you'd be a little less tight with your money, if not your sphincter! Don't let the pain, blood, and sticky white stools, afterwards, stop you... you're good at what you do and make your johns soooo happy!

Jared

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1398. Re: CT60 NEWS !

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 16:43:59 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4c04ad$1_1@corp.newsgroups.com>
Source record: 33058

Congratulations on your progress, Rodolphe! Were that I had a Falcon030
these days, I'd gladly buy one from you! By the way, you planning on giving
the guys over at Atari Coldfire Project a hand? Not 060-based work, but
they can probably use a hand with designing/laying out the motherboard.
Seems that's a specialty of yours.

Just a thought.

Jared

Rodolphe Czuba <rczuba@free.fr> wrote in message
news:3d4c056b$0$10537$626a54ce@news.free.fr...
> Hello,
>
> Last thursday, I finally get the 149 CT60 cards from the assembler, with
the
> corrected mistakes.
> I also get the first pack Heatsink + Fan.
> They are a bit more big than what was planned and the fan cannot be placed
> on the heatsink IF you use an atari falcon case with the keyboard !
> I'm sorry, but we have to deal with that now...
> So, there will be 2 sorts of CT60 users :
> - Tower : no problem for a fan fixed on the heatsink.
> - Atari case : you have to choose a other way to use the fan (in fact the
> better choice is opening the plastic top case by a nice square and stick
the
> fan under the top case !)
>
> For those who ordered me a CT60 WITH 060, the heatsink will be already
stuck
> on the 060 ! For the others, they will need to follow some recommendations
> about how to fix the furnished heatsink to not 'heat' the area zone of the
> Expand card (PCI card by example !).
>
> I appreciate a long WE of 4 days and so take time to finish the
development
> of the Bus Arbiter and I think I will be able very nextly to ship the CT60
> to Xavier and Didier to let them check the DSP and SDRAM accesses...
> At this time, you will receive the first benchs done from the TOS
desktop...
>
>
>
> Rodolphe CZUBA

> 4, All&#65533;e du Laurier
> F-60290 AUVILLERS
> FRANCE
> email : rczuba@free.fr
> WEB : www.czuba-tech.com
>
>
>
>
>

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1399. need help with falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 17:08:00 UTC
From: smeghead <smeg@head587.freeserve.co.uk>
Message-ID: <aih2lc$b5i$1@news8.svr.pol.co.uk>
Source record: 33059

I have a new problem thats cropped up, actually I have two, and I dont know if theyre related.

I was trying all night to get my CD drive to work, eventually I did, but during this time the falcon started giving me black screen on boot (no sync to monitor either). If I turn the power off then back on quickly then the falcon boots fine. Also, I noticed that none of my hard disk recording packages work properly anymore. I can plug the CD drive output into the mic socket (its line level now) and if I run musicom2 dig-it-al then I can hear the CD out from the headphone socket, but I cant record any of it. I tried audio master and audio tracker demo and I have similar problems. Even if I load up cubase audio all the VU meter bars are jumping around all over the place, nothing will monitor or record. Also, if I try to play a sample (.snd .aif whatever) then I just hear a click then nothing. I know the audio amp is still working cos I can hear keyboard clicks (which IIRC come from the PSG) and also the CD music will route thru to the headphone socket.

It sounds to me like the CODEC has died, but this wouldnt give the computer a problem booting would it? Are the two problems related or is it just a coincidence?

Anyone?

Rodolphe?

1400. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 17:44:24 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <PAxZ7$E4ZBT9Ewkp@atari.org.uk>
Source record: 33060

In article <aicj8rcvb3@reader2.panix.com>, Jim DeClercq
<jimd@panix1.panix.com> writes
>Hi, Steve
>
>Not right now, but I might. What do you have in mind?

I thought it about time i had another hobby besides computers and that I ought to go for my amateur licence jobby.

I the distant past i've been asked about software for the Atari's, i've seen the Wefax demo. I looked into the software ages ago, before i bought lapd's library, and came across 1 disk that has some useful stuff. Cant remember the name of it off hand. But it had a wicked morse tutor.

I replied to someone's posting about a pofo add on (serial thingy), and maybe the humble pofo could be very handy. Nice to have a pcket pocsag decoder, for them lazzzzzzy nosy days on the beech:)

It would be nice if I can get a collection of radio aware bits put together for us Atari users, who knows it might get me back into programming again (which will be a good thing atm).

Things on my other side are getting there slowly again, tested no less than 300 games this week, still got hundreds to go. Dont things pile up!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1401. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 17:47:49 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <kQOTPAGFdBT9EwhO@atari.org.uk>
Source record: 33061
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Damn i was looking forward to reading about the winer, i mean winner:P

In article
<Pine.LNX.4.33.0208012323410.22546-100000@shell1.aracnet.com>, Bravo
Sierra Computers <atari@aracnet.com> writes
>http://www.aracnet.com/~atari/whybuyben.htm Well, the contest is nearly
>half-over! Times getting short. So submit your entry, while you have time!
>
>http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!
>
>Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New
>Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm
>announcing a Contest! Whoever can write the best Submission for the "Why
>you should buy Atari from Bravo Sierra Contest!" My Customers are living
>examples of why to buy from Bravo Sierra! More satisfied Customers & the
>number keeps growing! Submissions judged on persuasiveness. Originality
>would be nice but not required. Personal testimonials preferred! Please
>include your real name (No aliases without your real name!) and where your
>from. Please submit your entry by Thursday, August 15th. Contest will last
>6 weeks, but could last longer should I deem necessary. Prize for the most
>persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can
>come from any Country! All entries become the property of Bravo Sierra
>Computers! Please E-Mail all entries to atari@aracnet.com plus results
>will be shown at the HotLink Below!
>
>Please Direct all Replies Through E-Mail to: atari@benjamin.net or
>atari@aracnet.com. If you can't reach me at benjamin.net see my
>E-Mail/Web/Phone info in my Signature at the Bottom!
>
>Bravo Sierra Computers has moved to a new Internet Provider
>atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software,
>Hardware/Accessories & References/
>Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
>SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
>Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please
>Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>(503)256-9974!!!
>

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *

Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1402. Re: CDR question.

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 18:10:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200208032010.a39820@su2.maus.de>
Source record: 32996

Hi Jerry,

JM>That means the order of drives (from computer out) is Zip, Plasmon,
JM>Matshita. Their SCSI IDs are 6, 4, 3 respectively. Do the IDs have to
JM>be in ascending order?
not at all. You may order the devices by any order you like. And you
may give them any ID you like with the restriction the computer
getting ID 7 (maybe not necessary).

And of course, a device with one SCSI jack only (I call those one-way-
devices) must occur at the very end of the chain.

JM>Just this audio-extraction doesn't seem to work for either the Plasmon
JM>or the Matshita. Any ideas? This is a real puzzle!
I think audio extraction is a hardware feature only. CD TOOLS by
Hard&Soft displays wether an attended drive is capable to extract
audio tracks or not.

Anyway, METADOS should show you the audio tracks on your CD and any
fast copier (e.g. KOBOLD) should be able to put them on your hard
drive...

Und TTschï¿½
ps

1403. Amiga zealot (me) needs advice from you ST gurus!

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 19:03:15 UTC
From: Christer <x@x.x>
Message-ID: <MPG.17b647623454c924989684@nntpserver.swip.net>
Source record: 33062

Hi!

I'm an old amiga owner that couldn't resist buing an old 520 STFM,
and now I have some question for you ST-gurus!

The first thing that happended was that the 3,5" drive died
because the bronze-cylinder (or what it is) that holds the diskdrive
was loose and caused a short circuit to the drive! Is that a common
problem or was the previous user just a moron? :-)

I replaced it with an amiga drive and to my surprise it worked
(but I had to reverse the datacable :-)

Anyway, now i want to see some cool ST stuff, so how about it guys?
Please give me some suggestion of cool things I should download, demos,
games, programs etc..

/Christer

1404. FA:ATARI ST Parts and Equipment

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 21:36:06 UTC
From: Don <atari@qnet.com>
Message-ID: <3D4C4CC6.BD15A4F4@qnet.com>
Source record: 33065

I have the following up for auction check it out at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=atari%40qnet.com&include=0&since=-1&sort=3&rows=25

Thanks,

Don

1405. Re: need help with falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-03 22:23:41 UTC
From: smeghead <smeg@head587.freeserve.co.uk>
Message-ID: <aihlds$im7$1@news5.svr.pol.co.uk>
Source record: 33063

Fixed.

Turns out the 50mhz clock on the DSP went bad. Need a new oscillator...

smeghead <smeg@head587.freeserve.co.uk> wrote in message
news:aih2lc$b5i$1@news8.svr.pol.co.uk...
> I have a new problem thats cropped up, actually I have two, and I dont
know
> if theyre related.
>
> I was trying all night to get my CD drive to work, eventually I did, but
> during this time the falcon started giving me black screen on boot (no
sync
> to monitor either). If I turn the power off then back on quickly then the
> falcon boots fine. Also, I noticed that none of my hard disk recording
> packages work properly anymore. I can plug the CD drive output into the
mic
> socket (its line level now) and if I run musicom2 dig-it-al then I can
hear
> the CD out from the headphone socket, but I cant record any of it. I tried
> audio master and audio tracker demo and I have similar problems. Even if I
> load up cubase audio all the VU meter bars are jumping around all over the
> place, nothing will monitor or record. Also, if I try to play a sample
(.snd
> .aif whatever) then I just hear a click then nothing. I know the audio amp
> is still working cos I can hear keyboard clicks (which IIRC come from the
> PSG) and also the CD music will route thru to the headphone socket.
>
> It sounds to me like the CODEC has died, but this wouldnt give the
computer
> a problem booting would it? Are the two problems related or is it just a
> coincidence?
>
> Anyone?
>
> Rodolphe?
>
>

1406. Re: Amiga zealot (me) needs advice from you ST gurus!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 02:06:51 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-C1CA7E.22065003082002@nr-ott01.bellnexxia.net>
Source record: 33064

In article <MPG.17b647623454c924989684@nntpserver.swip.net>,
Christer <x@x.x> wrote:

> Anyway, now i want to see some cool ST stuff, so how about it guys?
> Please give me some suggestion of cool things I should download, demos,
> games, programs etc..

two things that come to mind regarding games: Llamatron 2112 (from
Jeff Minter) and Starball, an amazing pinball simulation. Both were
shareware.

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
http://www.mp3.com/dan_dreibelbis

1407. Re: Atari ST software dilemma

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 02:56:52 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B971E747.23EA7%nameerf@flash.net>
Source record: 33066

>> Geneva Is this still used ?? I have Neodesk 4
> Someone else will be able to answer this question

It hasn't been updated in a *long* time, but I still use it from time to time. It can be used by itself, or with Mint (with some minor issues here and there). I personally use it mainly as an AES for when I need to use Mint, as being in the United States, it is impossible to get NAES (at least new from a distributor), and I have this (admittedly) wierd aversion to ordering things from overseas, and XaAES isn't quite complete yet. I've heard that many people have trouble getting Geneva to run well under Mint, but I have all the bugs I can worked out, and for most software I run, it is very stable.

>> Magic6 I dont speak German do they have an english version. ?
> This question too ;-)
> Magic may be a better choice than MiNT on your 4MB ST. (I'm not sure about
> that)

Yes, there is an English version. I use Magic as my main OS now, although I had some stability problems in the beginning, and I still don't like the 6-accessory limitation, no matter what reasons people give for having it. But it's fast, and simple. I think it's a great choice in your case, although I do think you can keep Mint fairly small on your system with just the Kernal (MINTNP.PRG) and an AES. Either one should work well, it's just a matter of preference, cost, and usage more than anything else.

Mike Freeman
nameerf@flash.net

1408. Re: Amiga zealot (me) needs advice from you ST gurus!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 03:45:26 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028432708.910344@pikachu.atari-source.com>
Source record: 33068

Christer wrote:

> Hi!
>
> I'm an old amiga owner that couldn't resist buing an old 520 STFM,
> and now I have some question for you ST-gurus!
>
> The first thing that happended was that the 3,5" drive died
> because the bronze-cylinder (or what it is) that holds the diskdrive
> was loose and caused a short circuit to the drive! Is that a common
> problem or was the previous user just a moron? :-)
>
> I replaced it with an amiga drive and to my surprise it worked
> (but I had to reverse the datacable :-)
>
> Anyway, now i want to see some cool ST stuff, so how about it guys?
> Please give me some suggestion of cool things I should download, demos,
> games, programs etc..
>
> /Christer

http://www.dhs.nu and http://pikachu.atari-source.com/~storage/atari/mirrors
should keep you busy for a while ;-)

Mark

1409. Re: need help with falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 03:47:15 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028432817.775650@pikachu.atari-source.com>
Source record: 33067

smeghead wrote:

> Fixed.
>
> Turns out the 50mhz clock on the DSP went bad. Need a new oscillator...
>
> smeghead <smeg@head587.freeserve.co.uk> wrote in message
> news:aih2lc$b5i$1@news8.svr.pol.co.uk...
>> I have a new problem thats cropped up, actually I have two, and I dont
> know
>> if theyre related.
>>
>> I was trying all night to get my CD drive to work, eventually I did, but
>> during this time the falcon started giving me black screen on boot (no
> sync
>> to monitor either). If I turn the power off then back on quickly then the
>> falcon boots fine. Also, I noticed that none of my hard disk recording
>> packages work properly anymore. I can plug the CD drive output into the
> mic
>> socket (its line level now) and if I run musicom2 dig-it-al then I can
> hear
>> the CD out from the headphone socket, but I cant record any of it. I
>> tried audio master and audio tracker demo and I have similar problems.
>> Even if I load up cubase audio all the VU meter bars are jumping around
>> all over the place, nothing will monitor or record. Also, if I try to
>> play a sample
> (.snd
>> .aif whatever) then I just hear a click then nothing. I know the audio
>> amp is still working cos I can hear keyboard clicks (which IIRC come from
>> the PSG) and also the CD music will route thru to the headphone socket.
>>
>> It sounds to me like the CODEC has died, but this wouldnt give the
> computer
>> a problem booting would it? Are the two problems related or is it just a
>> coincidence?
>>
>> Anyone?
>>
>> Rodolphe?
>>
>>

I was going to say, that *really* sounded like a blown DSP.

Mark

1410. Re: Atari web-site FAQ!!!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 03:49:48 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028432970.412610@pikachu.atari-source.com>
Source record: 33069

carey,

Atari-source.com and atari-users.net aren't there

also the aicq site is http://aicq.atari-users.net not /

Thanks
Mark
http://atari-source.com

carey christenson wrote:

> Everyone,
> A few days ago I asked you for some web-sites that
> you visit quite frequently that you would like to have
> added to a FAQ for our comp.sys.atari.st newsgroup.
> Here is a list of everything that I have and some of
> what people have given me in my e-mail. Thanks to all
> who have sent me there favorite web-sites!!! This is
> meant as a good resource for people to find a web-
> sites related to Atari computers. This list is by NO
> means complete and can always be added to or deleted
> from if found that a site is no longer operational.
> Please direct all comments to me at firest@williams-
> net.com. Please if you have any web-sites to add to
> this list by all means send them to me and I will add
> them in. If you find a web-site that NO longer works
> let me know and I will check it out. I will do my
> best to update this list at least once a month and
> post in this newsgroup. We as Atarians must band
> together to help to ensure the survival of our
> platform!!
>
> Thanks,
> Carey Christenson
>
>
> Atari Vendors
>
> Video 61 and Atari Sales (Sells Atari 8-bit and 16 bit
> hardware and
> software)
> http://www.angelfire.com/mn/video61/
>
> Cortex Design (Seller of Eclipse Graphics Card)
> http://www.cortex-design.co.uk/

>
> Woller Systems (Sells Atari Hardware and Software)
> http://www.woller.com/
>
> Merlancia Industries (Was planning on making a PPC
> Atari compatible
> computer needed 2000 pre-orders though)
> http://www.merlancia.com/
>
>
>
>
> Atari Downloads
>
> University of Michigan Archives
> http://www.umich.edu/~archive/atari/
>
>
>
>
> Atari Hardware
>
> Atari Eiffel Interface PS/2
> http://perso.wanadoo.fr/laurent.favard/eiffel_e.html
>
> Atari-launchpad: Hardware projects and information
> http://www.geocities.com/SiliconValley/Bay/8745/pages/h
> ardware.html
>
> Eclipse User's Support Page
> http://www.vianet.ca/~joshua/
>
> Czuba Tech (Designer of the upcoming CT60)
> http://www.czuba-tech.com/accueil/english/welcome.htm
>
> Ethernet Adapter Details (From Elmar Hilgart)
> http://www.asamnet.de/~hilgarte/ether_e.htm
>
> Passage (Atari Info web-site)
> http://hem.passagen.se/atari/
>
> Mario Becroft's Atari Hardware Page
> http://gem.win.co.nz/mb/atarihw/
>
> Atari Coldfire Project
> http://acp.atari.org
>
> Frontier Systems (Hardware developer of the DEESSE
> card and XTOS
> Computer)

> http://www.frontier-systems.de/indexen.htm
>
> Atari Ethernet Adapter (Lyndon Amsdon adapter)
> http://hardware.atari.org/
>
>
>
>
> Atari Sites
>
> The Atari ST Quick FAQ (A very good resource for Atari
> ST, Mega ST,
> Mega STe,Falcon 030 and TT030
> http://www.megacom.net/~q-funk/ST/
>
> Another Atari FAQ devoted for the TT030
> http://members.tripod.com/~TT030/
>
> Anthill industries
> http://www.netset.com/~baldrick
>
> A-One Magazine
> http://www.atarinews.org/
>
> The Definitive Atari Resource ATARI.ORG
> http://www.atari.org
>
> Magic Online
> http://www.magical-sides.de/
>
> The Milan Computer Company
> http://www.milan-computer.de/
>
> My Atari - The monthly on-line magazine devoted to
> Atari
> http://www.myatari.net/
>
> Atari-Home site
> http://www.atari-home.de/
>
> Site of the Future XTOS computer!!!
> http://www.xtos.de/
>
>
>
>
> Atari Software
>
> Anodyne Software Home Page
> http://www.anodynesoftware.com/

>
> Aniplayer Support (There are 2 web-sites for this
> piece of software)
> http://jf.omnis.ch/aniplayer.shtml
> or
> http://aniplayer.atari.org
>
> Dursoft Development
> http://home.sunrise.ch/dursoft/progs_e.html
>
> Escape
> http://www.inf.tu-dresden.de/~nf2/
>
> Falcamp Homepage
> http://deunstg.free.fr/sct1/falcamp/
>
> Five to Five
> http://www.optik.uni-
> erlangen.de/osmin/haeusler/people/hs/525e.html
>
> FVDI (For use with Eclipse Graphics Card)
> http://rand.thn.htu.se/~johan/fvdi.html
>
> GokMasE's Atari Page - Atari ICQ
> http://aicq/atari-users.net/
>
> Heinisoft Homepage
> http://heinisoft.atari-users.net/
>
> Highwire Development Project (New Browser for the
> Atari)
> http://highwire.atari-users.net/
>
> PlaymyCD
> http://www.chez.com/lrd/
>
> Invers Software (I believe this is the Calamus web-
> site)
> http://www.calamus.net/us/index.html
>
> Patricks Homepage
> http://members.tripod.de/funmedia/
>
> Pixart's Homepage
> http://www.pixart.de/
>
> Quincy shareware
> http://gbarges.free.fr/quincy_e.html
>
> Sector One Homepage - What's New!!!

> http://deunstg.free.fr/sct1/index.html
>
> ST-CAD's Homepage
> http://home.t-online.de/home/MKrutz/
>
> Atari IRC Homepage
> http://q1.net/~atari/
>
> Tim's Atari Midi World
> http://tamw.atari-users.net/timidi.htm
>
> Vassilis Hompage (Developer of STing)
> http://users.otenet.gr/~papval/
>
> VISION's Homepage
> http://www.multimania.com/jlusetti/visione.htm
>
> Wildfire
> http://wildfire.atari.org
>
>
>
> Thanks,
> Carey Christenson
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> Coming CT60 with a 68060 running at 72 mhz.
> Eclipse with 4 meg ATI Graphic Card
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.3 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 8x4x20x Smart and Friendly CD-Burner
> 56K CNET modem
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
> 5.1 Surround Sound System
>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 210 meg Quantum Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM

> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor

1411. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 04:48:54 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208032048.6271d884@posting.google.com>
Source record: 33070
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1026568378.97788.5@iapetus.uk.clara.net>...
> Hi "Bravo Sierra Computers"
>
> > Hi, I'm Ben Smith of Bravo Sierra Computers.
>
> You are an asshole that wont get the message, your spam is unwelcome.

Whoa....The only spam that is, is comming from your arse...

BTW: Yo ma ma wears army boots!

>
>
> Regards, Steve S.
>
>
> ---
> Outgoing mail has been scanned by AVG and is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.375 / Virus Database: 210 - Release Date: 10/07/2002

1412. Octopus BBS News!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 05:01:47 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028437284.476922@pikachu.atari-source.com>
Source record: 33071

Hello everyone,

I've been in communication with the original author of the Octopus BBS software package. I have the source and have done several modifications no it. Octopus BBS is now FREEWARE! That's right, the most comprehensive and advanced BBS package for every Atari and Atari clone is now free, and being regularly maintained. I noticed there have been prior posts regarding BBS packages, I would highly suggest checking this one out. If all goes well with negotiations, I will be hosting the new official Octopus homepage which will be the central source for Octopus stuff and a place to submit request for future features. Whatever you want, within reason, you can get.

I requested to release the source for Octopus BBS as an open source program but the author denied this request. Reasonably enough, it is the work of 2 years of his life. Octopus BBS now has support for Internet telnet, initial multinode support, runs perfectly under MiNT vconsoles, gem, tos, (has gem and tos mode), works with gluestik and sting in telnet mode and can use any HSModem listed serial port at any rate!

A lot of people have no idea what Octopus is and don't know just how GREAT it is. I chose Octopus BBS for my project to add internet support to a BBS program because after a comparison of ALL of them available, I've foudn Octopus IS the best.

But to those looking for another ST bbs package. Foresight bbs was *very* cool. And had a lot of nifty features you might want to check out.

In the end though, Octopus wins as a great all around ST bbs package. With future updates and bug fixes and a new release coming around, all of you looking for a good bbs package should sit tight. I hope you will be impressed with Octopus, both original version and new changes. And best of all, this shareware bbs package is now free.

Thanks
Mark
http://atari-source.com

1413. Re: Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 05:03:40 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028437396.504267@pikachu.atari-source.com>
Source record: 33072

Barrie at Keychange wrote:

> Hello.
> "Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message
> news:1028134591.603166@pikachu.atari-source.com...
>> Looking for copies of Cubase software, specifically cubase score or the
> best
>> sequencer they've released. Name your price.
>
> I've said it before and no doubt I'll say it again, if you want to buy or
> sell something here may I suggest you give an indication of where in the
> world you are.
>
> Oh, yes, I have Cubase Score, v3 and Notator in stock.
>
> Barrie at Keychange. www.keychange.co.uk

Barrie and paul,

Paul thanks for the list! And Barrie, I am located in the USA, Philadelphia Pennsylvania.

Thanks
Mark
http://atari-source.com

PS: I don't know if I want to give up using magic on the mega ste. I'll find another sequencer.

1414. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 05:05:00 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028437476.123717@pikachu.atari-source.com>
Source record: 33074

Steve Stupple wrote:

> Hi
>
> Just curious if many people have an interest in radio, shortwave
> listening, decoding, amateur radio with Atari's?
>
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

Steve,

I've always had an interest in amateur radio and satellite but never really
got into it due to a lack of exposure from peers.

Mark

1415. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 05:06:06 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208032106.5f30732d@posting.google.com>
Source record: 33073

James Alexander <james-m-alexander@rogers.com> wrote in message news:<3D4894A7.DA9FA5E@rogers.com>...
> Sinplop. You're brain dead. You're a liar. Everyone knows it so get over it and get lost. If sporks did physical damage
> you'd be in a body cast. But then theres nobody more deserving of severe damage.

Sounds like you have a bad case of hemmroids or having a very bad day!

What's the matter, chunks would not allow you to play Doctor on him?

1416. Re: Amiga zealot (me) needs advice from you ST gurus!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 05:16:22 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4cb504_4@corp.newsgroups.com>
Source record: 33075

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:dreibel-C1CA7E.22065003082002@nr-ott01.bellnexxia.net...
> In article <MPG.17b647623454c924989684@nntpserver.swip.net>,
> Christer <x@x.x> wrote:
>
> > Anyway, now i want to see some cool ST stuff, so how about it guys?
> > Please give me some suggestion of cool things I should download, demos,
> > games, programs etc..
>
> two things that come to mind regarding games: Llamatron 2112 (from
> Jeff Minter) and Starball, an amazing pinball simulation. Both were
> shareware.

Is Llamatron 2112 the same as the original Llamatron for the ST? I think
there was also a version written specifically for the Falcon030, wasn't
there? What's Jeff Minter up to these days, assuming anyone knows?

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1417. ST and VGA monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 08:37:44 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d4ce7e45144c0@go2.pl>
Source record: 33076

Hello,

Can I connect a VGA monitor (Atari PTC1426, the one from TT) to 1040ST?
I need ST-High resolution only. I heard it is possible with SVGA monitors,
but what about this old VGA one?

--
Grzegorz Pawlik
http://marijuana.atari.org/

1418. Re: Amiga zealot (me) needs advice from you ST gurus!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 08:57:30 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <j2639.23042$t4.16362@nntpserver.swip.net>
Source record: 33078

Hi,

Ray of TSCC is working on a port of Wolfenstein3D. I think a preview of the engine is available for download at www.dhs.nu.

Regards

/Peter

1419. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 09:01:14 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <x0639.23041$t4.16496@nntpserver.swip.net>
Source record: 33077
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Robert Schaffner <rs.mac@t-online.de> wrote:
> ...
> "Christmas in August" what a kiddy bullshit
> ...

I have seen many complaints about Bravo Sierra Computers, but no explanation on what is wrong with this company. What is the reason for all these complaints?

Anders

1420. Re: Atari ST software dilemma

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 10:04:20 UTC
From: <>
Message-ID: <1028533002-89525AEicMi@ntlworld.com>
Source record: 33028

From: fried@achilles.net (Mark)

>> Magic6 I dont speak German do they have an english version. ?

>Magic does come in English. NVDI will allow you to use all kinds of
>fonts plus it speeds up the screen redraws.

Versions of MagiC above 6.01 are German only, but DDP Translations have all
the resource files and related text files to make an English version.

In time I hope to have a solution for the remaining German texts in the
magic.ram file also.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1421. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 10:07:18 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028460374.95904.0@iris.uk.clara.net>
Source record: 33084

Why its Jared

> Personal Example: When I come across a PC motherboardboard

Ooer!, too much detail!! crossposted to alt.wank.hardware

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1422. Re: Amiga zealot (me) needs advice from you ST gurus!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 10:25:06 UTC
From: Christer <x@x.x>
Message-ID: <MPG.17b71f7077adf583989685@nntpserver.swip.net>
Source record: 33079

In article <j2639.23042$t4.16362@nntpserver.swip.net>,
pepNOSPAM@mbox306.swipnet.se says...

> Ray of TSCC is working on a port of Wolfenstein3D. I think a preview of the
> engine is available for download at www.dhs.nu.

Cool! I'll check it out!

1423. Re: Searching for hotel game with voice sounds

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 10:43:22 UTC
From: Dominik Roettsches <d-r@roettsches.de>
Message-ID: <Xns9260818935BB9drroettschesde@62.153.159.134>
Source record: 33080

Hi Simon,

> It was a French game called Le Manoir De Mortevielle, by Lankhor.
> IIRC, it was released in English version (Mortville Manor ?), and also
> in German...

Thanks a lot! I'm so glad I finally found it...

CU

Dominik

1424. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 10:45:53 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <rC3wbWKhXQT9Ewwb@atari.org.uk>
Source record: 33081
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <x0639.23041$t4.16496@nntpserver.swip.net>, Anders Skelander
<ansk@hotmail.com> writes
>I have seen many complaints about Bravo Sierra Computers, but no explanation
>on what is wrong with this company. What is the reason for all these
>complaints?
>
>Anders

Hi

I've dealt with Ben in the past with no problems at all:)

The problem is the postings are the same over and over and over again,
then there's his opinions on various stuff on his web site which isnt
very nice.

I dont mind the posting once a week bit, i used to do it, it's the
posting of the same post with different subject etc.. so you have to
waffle through the same stuff ALL the time.

Ben has been posting for years, but i have noticed more adverts with the
same content as of late, and i've really been off the atari scene for a
while:((((

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1425. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 11:08:41 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <YW739.72623$eG2.2083822@bin6.nnrp.aus1.giganews.com>
Source record: 33082
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

My complaint is pages like this one:

http://www.aracnet.com/~atari/auctions.htm

which slander auction sellers to boost his own business.

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:x0639.23041$t4.16496@nntpserver.swip.net...
>
> Robert Schaffner <rs.mac@t-online.de> wrote:
> > ...
> > "Christmas in August" what a kiddy bullshit
> > ...
>
> I have seen many complaints about Bravo Sierra Computers, but no
explanation
> on what is wrong with this company. What is the reason for all these
> complaints?
>
> Anders
>
>
>

1426. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 11:19:16 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <053qku4rkgi14tnpdnk26sf3dvngn5i5i7@4ax.com>
Source record: 33083
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Sat, 3 Aug 2002 06:32:11 -0700, "Don Schmidt"
<dschmidt@pacifier.com> wrote:

>Geech,
>
>What you don't understand is every time Ben offers Atari gear, there are a
>few effeminate responders who experience a PMS attack. I suspect those who
>go into a fit rage have cross dresser tendencies.<G>
>
>I hope I didn't offend anyone. I don't want to get my eyes scratched out.
>ROTFL!
>
Don,

You seem to have a bit of a homophobic streak there or do you
protesteth too much sweety ;-)

Sorry, but it always makes me laugh when US youngsters (?) instantly
start calling people fags and gay...Very school yard.. :-)

--
Paul

I hate the smell of fear......

1427. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 11:32:01 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <he3qku8uv52p1n0vgf1s6u7i0spt5guq3j@4ax.com>
Source record: 33085
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Sun, 4 Aug 2002 11:01:14 +0200, "Anders Skelander"
<ansk@hotmail.com> wrote:

>I have seen many complaints about Bravo Sierra Computers, but no explanation
>on what is wrong with this company. What is the reason for all these
>complaints?
>
>Anders
>
I doubt there's a thing wrong with Ben's company, I've never seen a
single bad trader post ever so all power to him and may he continue to
support the Atari community for many years to come

But

What people may not like is the unintentional spamming, ie 2 or 3
posts in one day saying pretty much the same thing and the
crossposting. If Ben slapped COMM: or ADV: as per Net standards then
people could happily kill file the adverts but keep other posts from
Ben intact.

The only other thing some inc me have queried with Ben is the wording
of the adverts, being ex retail (in the Atari field) I suggested that
having a mild go at Ebay users might offend the odd one or two
potential customers as many people do use Ebay for their retro fixes
but Ben thought otherwise which is his privilege.

Unless I missed something over the years I am sure there's no attack
on Ben as a company and had I still been able to hold onto my hardware
then I would have no problems about buying from him.
--
Paul

I hate the smell of fear......

1428. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 11:32:14 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028485013.35372.0@iris.uk.clara.net>
Source record: 33001
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi Anders

> > "Christmas in August" what a kiddy bullshit
> > ...
>
> I have seen many complaints about Bravo Sierra Computers, but no explanation
> on what is wrong with this company. What is the reason for all these
> complaints?

This is a news base and is supposed to be spam free, no commercial advertising is allowed. If he were to post a one liner with a link no one would bother him but he continually posts reams of trash that people have to pay to read.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1429. Re: WTB: Atari 8/16/32 bit hardware

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 11:34:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028485014.35372.1@iris.uk.clara.net>
Source record: 33000

Hi David

> > > I promised my wife I would get rid of some of my stuff that I don't
> > > need :)
> >
> > Sell the wife!!!.
> >
> >
>
> Tried that, but she was returned as faulty .....

Why did you accept delivery, or did you need a clean shirt or summat?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1430. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 11:37:09 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028485015.35372.2@iris.uk.clara.net>
Source record: 33003

Hi James

> > > Just curious if many people have an interest in radio, shortwave
> > > listening, decoding, amateur radio with Atari's?
> >
> > Whilst i don't partake in this dubious pleasure i attach a URL I've
stumbled
> > on in the past, relevant to this subject.
>
> Steve,
> Whats dubious bout packet radio? Is Jared now using it too?

8-) I'll just line up a fresh keyboard in anticipation of that wankers new
tirade.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1431. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 11:39:23 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028485016.35372.3@iris.uk.clara.net>
Source record: 33002

Why its Jared, that's a novelty

> > > > Just curious if many people have an interest in radio, shortwave
> > > > listening, decoding, amateur radio with Atari's?
> > >
> > > Whilst i don't partake in this dubious pleasure i attach a URL I've
> > > stumbled on in the past, relevant to this subject.

> > Steve,
> > Whats dubious bout packet radio? Is Jared now using it too?
>
> You'd like that, wouldn't you? However, I am proud to announce I know
> *ABSOLUTELY NOTHING*

Which you have successfully proved in here on numerous occasions.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1432. Re: Amiga zealot (me) needs advice from you

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 12:49:59 UTC
From: edbaizjr@attbi.com
Message-ID: <Xp939.756018$352.165837@sccrnsc02>
Source record: 33086

On 3 Aug 2002 21:03:15 +, Christer wrote:
>Hi!
>
>I'm an old amiga owner that couldn't resist buing an old 520 STFM,
>and now I have some question for you ST-gurus!
>
>The first thing that happended was that the 3,5" drive died
>because the bronze-cylinder (or what it is) that holds the diskdrive
>was loose and caused a short circuit to the drive! Is that a common
>problem or was the previous user just a moron? :-)
>
>I replaced it with an amiga drive and to my surprise it worked
>(but I had to reverse the datacable :-)
>
>Anyway, now i want to see some cool ST stuff, so how about it guys?
>Please give me some suggestion of cool things I should download, demos,
>games, programs etc..

Hello,

Try these sites:

http://www.spythis.com/cca/index.html
http://www.funet.fi/pub/atari/
http://www.multimania.com/falkweb/utsi.htm
http://www.umich.edu/~archive/
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1433. Re: ST and VGA monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 12:50:00 UTC
From: edbaizjr@attbi.com
Message-ID: <Yp939.756019$352.165627@sccrnsc02>
Source record: 33087

On 4 Aug 2002 09:37:44 +, "Grzegorz Pawlik" wrote:
>Hello,
>
>Can I connect a VGA monitor (Atari PTC1426, the one from TT) to 1040ST?
>I need ST-High resolution only. I heard it is possible with SVGA monitors,
>but what about this old VGA one?
>
>--
>Grzegorz Pawlik
>http://marijuana.atari.org/

Hello,

I have heard there was a special cable for this, but I did it by using an old piece of ST hardware called a Video Key and a video converter. The Video Key has a cable that inserts in the ST's regular monitor connection. On the other end it has RCA outs that go into the Video converter. It looks fine to me. Others were impressed when they saw it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1434. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 13:05:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1028475950-35675AEicMi@gmx.net>
Source record: 33092

From: "Martin \"Nightowl\" Byttebier"
Date: Sat, 03 Aug 2002 10:17:16 +0200 (CET DST)

>You should blame the programmers of these apps instead of saying MiNT
>interferes with these programs. I'm almost sure lots of these apps
>you've mentioned doesn't work under any Multitasking system.

That's rubbish !!
Programmers don't have a crystal ball and know what the future holds...
Minimum three of the mentioned programs (Calamus, Word Perfect, Laser C)
run under MagiC and Geneva, why they don't run under MiNT which is the so
called "most compatible" one, is something I don't even want to know, the
fact remains that these programs only have trouble running under MiNT, so
IMO the programmers back then did a pretty nice job... except for MiNT
these programs run on every official TOS version and on two multitasking
OS's, so instead of blaming the programmers, congratulations seem to be
more appropriate IMO.

>Must I trow away my Hades because these old, badly programmed stuff
>refuse to work on it? No I don't, I trow away Word Perfect and use a
>modern texteditor instead. This way I support the few Atari programmers
>left and make benifit of the power of the Hades.

James works under singleTOS on a real Atari, the mentioned apps run rock
steady, so there isn't any need to throw them out and spend a lot of money
on new ones and on top of that have to go through the tiresome learning
curve of getting to know the new apps inside out...
Word Perfect is a text processor not an text editor, the only available
text processor (Papyrus) these days is so damn slow and garbles up memory
that James would probably trash it in a matter of weeks and return to his
trusty Word Perfect. As for replacing Calamus 1.09 and Pagestream, have
you any suggestions? AFAIK the last three versions of Calamus don't even
run on his setup...

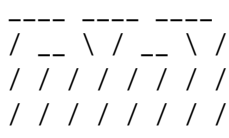
>I think it's about time you drop these old apps and switch over to more
>up-to-date applications. There are tons of then somewhere on the Net.

I think not, unless James considers bying a new computer also, and if he
does, then he can choose between installing two multitasking OS's... at
least three of his favourite programs run fine under MagiC, so he'll be
saving least a couple of bucks... :-)

BTW: why is it that everytime someone mentions a program that doesn't run
properly under MiNT it's called a dirty program or dirty hack?

Cheers from Belgium
Dennis

--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1435. Re: CDR question.

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 13:07:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1028475946-35075AEicMi@gmx.net>
Source record: 33091

From: "Jerry Martin" <jtmartin@gofree.indigo.ie>
Date: Sat, 3 Aug 2002 00:51:24 -0400

Hi Jerry,

>The problem is that when I try to extract audio from either the Plasmon or
>the Matisha, it refuses to do so:
>Under the "Devices" menu option I can detect supported features.

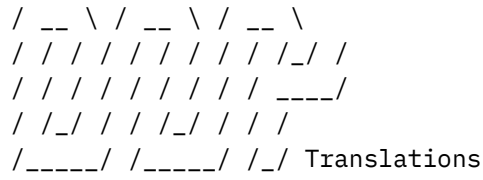
The Matisha CD-R is probably from a manufacturer that isn't supported by CD-
LAB. In principle all fairly recent CD-R's should work with the application
but older drives like the one you've got may use a different standard or even
a propriate standard....

The solution is in your mailbox now ;-), if the Matisha can extract audio then
CD-COPY will extract it....

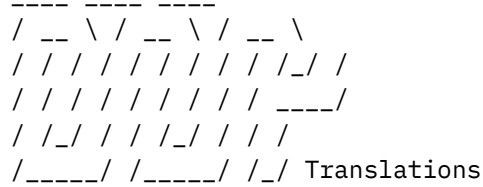
>and the Plasmon RF4100 reports 'not available' with a read
>speed of 6x.

The Plasmon RF4100 is a really old piece of work, it was one of the first
bunch of CD-writers ever made, the chances that it can extract digital audio
are minimal.... try to find the specs on internet of the Philips CD 551 which
is indentical to the Plasmon.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm
--



derryck@cix.co.uk

dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1436. Re: CDR question.

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 13:31:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1028475942-34259AEicMi@gmx.net>
Source record: 33090

From: Frank_Szymanski@du3.ohse.de (Frank Szymanski)
Date: Mon, 29 Jul 2002 09:12:00 -0000

Hi Frank,

>DV>Recorder Pro 3.2, it's the most versatile one around and it's the only
>DV>package which can burn CD's that are compliant with yellow and red
>DV>book standard...
>DV>http://www.soundpool.de
>
>I recommend ExtenDOS Gold/CD Writer Plus because this package is the only cd
>writer software available on an ATARI that handles long filenames.

Jerry Martin made it quite clear that his main interest lies in recording
and/or extracting audio CD's... the SoundPool package is extremely well
suited for this. There's nothing out there and certainly not CD Writer Plus
which offers the same features that musicians need, if you want to talk about
being versatile, this is it....
One doesn't need the long file name feature to produce outstanding Audio CD's
that comply to the red book standard. The yellow standard allows one to burn
multimedia CD's, and I'm not even going to explain about the extra and mixed
modes, the generic format copy option or the very handy copybit function to make
backups... etc here. The SoundPool package can even produce an 100% compatible
master CD, ready to be pressed...IMO except for the long file name feature,
compared to what Anodyne offers the SoundPool package is superior in every
respect.

>SoundPool^s CD recorder isn't supported any longer.

I know, and neither is CD-Lab... so what? When it comes down to burning audio
CD's they both beat the sh*t out of the Anodyne package. Anodyne has been
playing catch up the last five years and it's still miles off...
CD-Lab and the SoundPool package can work with *all* MMC-3 compatible writers,
there isn't one writer for sale that doesn't comply to that standard these
days so there's no need for updates. Since I bought the SoundPool package back
in 1996, nothing major was added to the program except for compatibility with
new writers, the application itself is basically still the same thing... it
was superior in 1996 and six years later it remains the *only* package capable
of producing full blown red book compliant audio CD's on the Atari platform.

As for CD-Lab.... this package isn't ment to write data, it can only copy CD's
and extract samples from Audio CD's, so the argument that it can't handle long
file names isn't important. CD Lab can copy CD's from samplers which are in a
non-standard format, it can also copy Mac CD's and can even handle PSX if you
like... it's the only application that can burn in DAO, TAO *and* RAW mode. It
doesn't need MetaDos or ExtenDos drivers to do it's thing either, all it needs

is a version of HD Driver 7.7 or newer.

Furthermore, SoundPool offers a demo version to try out the package, and CD-Lab being shareware can be tested out straight away. Anodyne offers nothing at all. One has to buy the ExtenDOS and CD Writer package first, before knowing how suitable it is...

Last argument.... the images made with the Anodyne package are nearly 100Mb bigger then the ones created with CD-Lab and/or SoundPool, unfortunately Jerry doesn't have room on his hard disk to write an image of a full CD created with the CD Writer package, the ones created by CD Lab and SoundPool will just fit. Creating an image with CD Writer takes at least twice as much time aswell then it does with CD-Lab or SoundPool...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1437. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 13:40:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1028475952-36371AEicMi@gmx.net>
Source record: 33093

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Fri, 2 Aug 2002 10:43:07 +0200

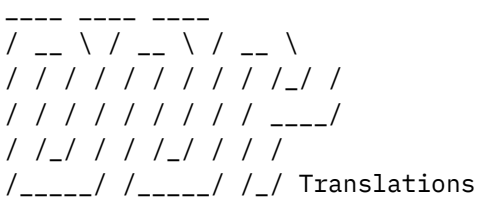
Hi Martin,

>FreeMiNT is the most advanced and powerfull OS for our platform, and I use
>it almost all the time.

Is it really?
Could you tell me exactly what is so advanced about it? looking at the list of features I don't see anything remarkable... well, nothing that grants it the title of "most advanced" OS anyway.... and as for being powerfull, that depends entirely on the setup one uses IMO.

Off topic:
Some time ago you posted here with a problem regarding the Papillon 3.04 translation, get in touch with me via personal mail and I'll send you the relevant files. I couldn't help you out sooner since your email address is a spam blocker

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1438. Re: Amiga zealot (me) needs advice from you ST gurus!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 14:04:09 UTC
From: Christer <x@x.x>
Message-ID: <MPG.17b752c8652ec7d2989686@nntpserver.swip.net>
Source record: 33088

On Sat, 03 Aug 2002 22:06:51 -0400, Daniel Dreibelbis wrote:
> two things that come to mind regarding games: Llamatron 2112 (from
> Jeff Minter) and Starball, an amazing pinball simulation. Both were
> shareware.

Thanks for the tip! I'm downloading them now.

1439. Large Selection of Atari and Video Game Magazines For Sale

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 14:28:03 UTC
From: fmhcom@operamail.com
Message-ID: <TRa39.1379$Qo1.233081@newsfeed.slurp.net>
Source record: 33089

Hello,

I decided to sell my computer and video game magazine collection. The majority of it consists of Atari related magazines but there are quite a bit of other 8-bits covered also. Please E-mail me for the latest listing at fmh@netzero.net

1440. Re: Atari ST software dilemma

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 15:18:55 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <bsgqku0j9hh2f3d55nh622d6t665iop1u3@4ax.com>
Source record: 33094

Hi thanks to everyone for the wealth of information.
Do you know if NVDI5 works with magic6 and or Geneva. ?
Thanks to everyone who posted. There has been many
changes since I got mine in 86. ;) It's kind of hard to catch
up on them all without all of your help. I was the president
of my users group back in the day. Hehe

Bud aka atarikid

On Sun, 04 Aug 2002 02:56:52 GMT, Michael and Nicole Freeman
<nameerf@flash.net> wrote:

>>> Geneva Is this still used ?? I have Neodesk 4
>> Someone else will be able to answer this question
>
>It hasn't been updated in a *long* time, but I still use it from time to
>time. It can be used by itself, or with Mint (with some minor issues here
>and there). I personally use it mainly as an AES for when I need to use
>Mint, as being in the United States, it is impossible to get NAES (at least
>new from a distributor), and I have this (admittedly) wierd aversion to
>ordering things from overseas, and XaAES isn't quite complete yet. I've
>heard that many people have trouble getting Geneva to run well under Mint,
>but I have all the bugs I can worked out, and for most software I run, it is
>very stable.
>
>>> Magic6 I dont speak German do they have an english version. ?
>> This question too ;-)
>> Magic may be a better choice than MiNT on your 4MB ST. (I'm not sure about
>> that)
>
>Yes, there is an English version. I use Magic as my main OS now, although I
>had some stability problems in the beginning, and I still don't like the
>6-accessory limitation, no matter what reasons people give for having it.
>But it's fast, and simple. I think it's a great choice in your case,
>although I do think you can keep Mint fairly small on your system with just
>the Kernal (MINTNP.PRG) and an AES. Either one should work well, it's just a
>matter of preference, cost, and usage more than anything else.
>
> Mike Freeman
> nameerf@flash.net

1441. Re: German Solitaire Game Patience

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 15:20:31 UTC
From: t1hopper@yahoo.com
Message-ID: <61776a04.0208040720.2ec5bd9@posting.google.com>
Source record: 33095

donotusethisaddress@pandora.be.invalid (Martin "Nightowl" Byttebier) wrote in message news:<1fgatgb.gjckpl1wduxruN%donotusethisaddress@pandora.be.invalid>...
> To reply on my own answer, uou can find it on this address:
> <URL:http://www.haretuerk.de/atari/spiele/spiele2.html>

Thank you! That download worked great, and there was plenty of other good software on the site, as well.

Regards,

Tom

1442. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 16:35:55 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <aijlm3$14g4$1@news.vol.cz>
Source record: 32998

```
> >You should blame the programmers of these apps instead of saying MiNT
> >interferes with these programs. I'm almost sure lots of these apps
> >you've mentioned doesn't work under any Multitasking system.
>
> That's rubbish !!
```

No, that's perfectly correct.

```
> Programmers don't have a crystal ball and know what the future holds...
```

They don't want any crystall ball. All they need is to use OS API instead of dirty hacks. Then all their programs will run perfectly under any TOS OS on any existing or future TOS machine.

```
> Minimum three of the mentioned programs (Calamus, Word Perfect, Laser C)
```

Calamus works well under Mint, AFAIK. I don't konow the other two programs, but anyway if they will run under Magic, then they will run most probably also under Mint (at least without a memory protection). I see no reason why they shouldn't.

```
> BTW: why is it that everytime someone mentions a program that doesn't run
> properly under MiNT it's called a dirty program or dirty hack?
```

Because it's dirty hack ;)

```
Ctirad
```

1443. Re: STe emulation

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 16:41:11 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4d558a_2@corp.newsgroups.com>
Source record: 32997

Steve Sweet <stevesweet@freeuk.com> wrote in message
news:1028460374.95904.0@iris.uk.clara.net...
> Why its Jared
>
>
> > Personal Example: When I come across a PC motherboardboard
>
> Ooer!, too much detail!! crossposted to alt.wank.hardware

Shoulda figured you'd crumble quickly enough. As Elvis once sang:

"You ain' nuthing but a loser, crying all the time!"

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1444. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 16:45:47 UTC
From: brooke@shadowgard.com
Message-ID: <4fmqkuosindrl3qdvun3jqs9oq2b1mpk06@4ax.com>
Source record: 33007
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Sun, 04 Aug 2002 12:19:16 +0100, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>On Sat, 3 Aug 2002 06:32:11 -0700, "Don Schmidt"
><dschmidt@pacifier.com> wrote:
>
>>Geech,
>>
>>What you don't understand is every time Ben offers Atari gear, there are a
>>few effeminate responders who experience a PMS attack. I suspect those who
>>go into a fit rage have cross dresser tendencies.<G>
>>
>>I hope I didn't offend anyone. I don't want to get my eyes scratched out.
>>ROTFL!
>>
>Don,
>
>You seem to have a bit of a homophobic streak there or do you
>protesteth too much sweety ;-)
>
>Sorry, but it always makes me laugh when US youngsters (?) instantly
>start calling people fags and gay...Very school yard.. :-)

Keep in mind that most cross dressers are *straight*, dear.

--
Brooke kal-el@krypton.rain.com
brooke@shadowgard.com
Girls will be boys, and boys will be girls
It's a mixed up, muddled up, shook up world
"Lola", the Kinks

1445. ICD FA-ST Tape Backup Unit Help

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 17:30:28 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <Uwd39.3866$qf5.1163@nwrddc01.gnilink.net>
Source record: 32999

I have a ICD FA-ST tape unit that I'm trying to figure out how to use.

Have some backup's on tape that I'm trying to get the contents of to CD.

What ICD software is used to operate the FA-ST tape unit?

I noticed the DMA connections and the SCSI connection on the back of the
unit.
Is this an either or type of connection? Meaning I could use the DMA or the
SCSI?

I'm going to run this on a TT030.

Thanks in advance for any help.

Glenn Bruner
glenn.bruner@verizon.net

1446. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 18:15:16 UTC
From: lp <gfa@basic.net>
Message-ID: <B972E774.8270%gfa@basic.net>
Source record: 33004
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article YW739.72623$eG2.2083822@bin6.nnrp.aus1.giganews.com, Paul Gifford
at paul.gifford@comcast.excise-this.net wrote on 8/4/02 7:08 AM:

> My complaint is pages like this one:
>
> http://www.aracnet.com/~atari/auctions.htm
>
> which slander auction sellers to boost his own business.

I've had good success with Ben, however after reading his auction page
you do have a valid point. I think he's completely off base.
I've seen a few auctions get out of hand price-wise, but it's not the
sellers fault, it's the end users doing the over bidding.

A more valid reason to turn to auctions as far as I'm concerned are
certain other Atari dealers, who's prices are not based in reality.
They bank on the idea that the end user is ill informed and the item
appears hard to find and they take you for all it's worth. A keyboard
costs well over $100, that is just crazy, you can get an entire used
TT for about $120. An ordinary floppy mech for over $35, what a joke.

Lonny Pursell

1447. Re: Atari ST software dilemma

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 19:42:39 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aik03f$7h$1@thorium.cix.co.uk>
Source record: 33005

In message <B971E747.23EA7%nameerf@flash.net>, nameerf@flash.net said:

>Yes, there is an English version. I use Magic as my main OS now, although I
>had some stability problems in the beginning, and I still don't like the
>6-accessory limitation, no matter what reasons people give for having it.

Hi Mike!

What limitation? With MagiC you can unload most accessories by
holding down Shift+Control while clicking on their menu entries at
any time, allowing you to install others with a double-click, even
if they have an ACX extension (as you can launch PRXs). It works
with most ACCs, though some that hook depply into the OS - like
Harlekin - cause a crash soon after removing them (presumably when
memory areas they used are accessed). Apart from that, I very
seldom have stability problems - and if I do, it's usually the
application's fault (or finger-trouble?).

Regards, /Peter/

1448. Re: ST and VGA monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 19:42:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aik03g$7i$1@thorium.cix.co.uk>
Source record: 33006

In message <3d4ce7e45144c0@go2.pl>, atarirulez@go2.pl said:

>Can I connect a VGA monitor (Atari PTC1426, the one from TT) to 1040ST?
>I need ST-High resolution only. I heard it is possible with SVGA monitors,
>but what about this old VGA one?

Hi Grzegorz!

Certainly on a Falcon an old IBM PS/2 VGA monitor works fine up to
640*480, including ST-High's 600*400. It will also do the lower ST
resolutions - in my case in greyscale, as it's a mono monitor. I
see no reason why it shouldn't do the same on an ST, providing you
get or make the required adaptor.

This is assuming that the PTC1426 uses a 'normal' RGB or composite
monitor input. I know that the 19" large-screen monitor for the TT
did *not* - that had TTL inputs which only worked with the TT's
second monitor socket.

Regards, /Peter/

1449. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 19:50:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028567758.38547.2@iris.uk.clara.net>
Source record: 33042

Hi Jared

> I ran Michtron BBS on my 1040ST, using an Atari SX212 modem (later a
> Patriot 2400bps, because the SX212 had a problem that a user kept exploiting
> to hang my BBS...

SO its not a recent thing for you, being hated and despised?.

>what was that problem, Mr. Know-It-All? I know, do you?),

Dial in with an Amiga?.

> hence why I never KNEW of that 9600bps limitation nor of the 1999 date
> limit, since Michtron BBS (and my Atari ST using days) was long since dead
> and forgotten by then.

Like you brain, fudge packer.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1450. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 19:52:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028567760.38547.3@iris.uk.clara.net>
Source record: 33043

Surprise, its Jared

> So, in the face of finding that AmigaOne will be released soon and a
> new ATARI (not clone) computer won't be, I decide to ruffle a few feathers,
> just for the fun of it.

Otherwise known as masturbation!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1451. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 20:30:59 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4d8b5f$1_3@corp.newsgroups.com>
Source record: 33008

Steve Sweet <stevesweet@freeuk.com> wrote in message
news:1028485016.35372.3@iris.uk.clara.net...
> Why its Jared, that's a novelty
>
>
> > > > > Just curious if many people have an interest in radio, shortwave
> > > > > listening, decoding, amateur radio with Atari's?
> > > > >
> > > > > Whilst i don't partake in this dubious pleasure i attach a URL I've
> > > > > stumbled on in the past, relevant to this subject.
> >
> >
> > > > Steve,
> > > > Whats dubious bout packet radio? Is Jared now using it too?
> > >
> > > You'd like that, wouldn't you? However, I am proud to announce I know
> > > *ABSOLUTELY NOTHING*
> >
> Which you have successfully proved in here on numerous occasions.

As proven by that very reply, you take things OUT of context (cutting the rest of what I said), to serve your own ends. What further proof have we that you are a self-serving fart-knocker that doesn't know how to argue/discuss on an impartial level, but must resort to fragmenting sentences to make a point, which is utterly rediculous to begin with.

I challenge you to actually keep a sentence of mine intact and STILL be able to prove a case against me on a point by point level. I doubt you can or would.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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1452. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 20:36:26 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4d8caa$1_2@corp.newsgroups.com>
Source record: 33009

Steve Sweet <stevesweet@freeuk.com> wrote in message
news:1028485015.35372.2@iris.uk.clara.net...
> Hi James
>
> > > > Just curious if many people have an interest in radio, shortwave
> > > > listening, decoding, amateur radio with Atari's?
> > >
> > > Whilst i don't partake in this dubious pleasure i attach a URL I've
> stumbled
> > > on in the past, relevant to this subject.
> >
> > Steve,
> > Whats dubious bout packet radio? Is Jared now using it too?
>
> 8-) I'll just line up a fresh keyboard in anticipation of that wankers
new
> tirade.

What tirade? About packet radio? I don't even have an interest concerning any of that radio stuff, so why should I care? Oh, sure... I think I know what the words AM (Amplitude Modulation) and FM (Frequency Modulation) stand for and that one of them goes to a higher frequency range than the other, but that's about it.

Tirade? Nope, not from me. If you drop this topic, you'll see I will too.

Jared

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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1453. Re: Anyone use their Atari's for radio

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 21:14:08 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3d4d991e$0$255$4c56ba96@master.news.zetnet.net>
Source record: 33010

On 1 Aug 2002 23:45:51 +, "Steve Sweet" wrote:
>Hi Steve
>
>> Just curious if many people have an interest in radio, shortwave
>> listening, decoding, amateur radio with Atari's?
>
>Whilst i don't partake in this dubious pleasure i attach a URL I've stumbled
>on in the past, relevant to this subject.
>
>http://www.home.zonnet.nl/cb1ram/index2.htm

Hi All,

Amateur Radio is platform independent, though PCs have the upper hand.
I have used several TOS-only progs on Atari, but settled for "Freeze-
Dried Terminal" (from USA) after "Amterm" (from N.Ireland) failed to
measure up on multitasking OS. Any Terminal, even Harlekin, can be used,
but....

If anyone wishes to inquire further, go to <http://www.rsgb.co.uk>,
the site of the Radio Society of Great Britain (now the only British
Society since the demise of the younger UKRS). It has much info and
links, eg to every other country's AR site.

Regards,
Charles, callsign GM1MCN, but no longer active.

1454. Re: Anyone use their Atari's for radio

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 21:26:20 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4d9858$1_2@corp.newsgroups.com>
Source record: 33011

Charles Stanley <cstanley@zetnet.co.uk> wrote in message
news:3d4d991e$0$255$4c56ba96@master.news.zetnet.net...
> Amateur Radio is platform independent, though PCs have the upper hand.
> I have used several TOS-only progs on Atari, but settled for "Freeze-
> Dried Terminal" (from USA) after "Amterm" (from N.Ireland) failed to
> measure up on multitasking OS. Any Terminal, even Harlekin, can be used,
> but....

Ah, FzDT (Freeze Dried Terminal)... that was my favorite ST program to log onto BBS's with. Ah, the memories.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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1455. Driver to "see" a PC mouse connected into an Atari ST through a9-25 pins adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 21:31:33 UTC
From: Daniele Donati <infoline@REMOVEintersoluzioneME.com>
Message-ID: <V2h39.36518$n04.1037169@twister2.libero.it>
Source record: 33012

Hi there.

I've read it is possible to connect a PC mouse to an Atari through a 9-25
pins adaptor.

Well, I've the PC mouse and the adaptor, but I don't know where to
find/download the driver needed for this to work.

Any helps would be appreciated.

(sorry for my bad English language ....)

Daniele

1456. Atari Online News, Etc.

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 22:14:44 UTC
From: danap8@aol.com
Message-ID: <20020804181444.12843.00001584@mb-fz.aol.com>
Source record: 33014

```
A-ONE #0431 08/02/02

~ Napster's Future Bleak ~ People Are Talking! ~ Papyrus 9.2 Released!
~ STart and CC On Web! ~ Huge Web Scam Busts! ~ Is .NET Dead, Yet?
~ AOL Releases 8.0 Beta! ~ spare/TIME, spare/CALC ~ Free E-Tax Filing?
~ Software Makers Blasted ~ iVillage Dumps Pop-Ups ~ Reissue of Sonic!

-* HP Unveils New Photo Printers *-
-* Microsoft Shifts Its Licensing Plan *-
-* Gateway Unveils Budget-Minded P4 Notebooks *-

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\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1457. Re: Amiga zealot (me) needs advice from

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 22:19:10 UTC
From: vdjole@EUnet.yu
Message-ID: <aik98r$7em$1@news.eunet.yu>
Source record: 33017

>>Christer wrote:
>>
>> I'm an old amiga owner that couldn't resist buing an old 520 STFM,
>> and now I have some question for you ST-gurus!
>>
>>[...]
>> Anyway, now i want to see some cool ST stuff, so how about it guys?
>> Please give me some suggestion of cool things I should download, demos,
>> games, programs etc..

Maybe it should be mentioned that a 520STFM is practically at the lowest
end of Atari range of computers- i.e. it has just 512kB RAM (as opposed to
a maximum of 4MB on the ST-series and much more on the Falcon, TT and clones),
so that some of the best applications and OS extensions would not be able to
run on that machine. I.e. in my opinion a 520STFM is not a representative of
a "typical" Atari computer- that role would probably go to a machine with 1MB
RAM (or maybe even more).

Btw. -some- versions of 520STFM have the same motherboard as the 1040 STFM;
the upper 512KB bank is not installed, but there are places on the board
for the additional DRAMs. If one finds the compatible DRAM chips, a machine
like that can be easily transformed (with some soldering) into a much more
useful 1040STFM.

Bbtw. if you are going to use the machine in the colour mode, avoid using
the RF output + TV if possible; a much better picture is obtained when a RGB
monitor or a TV with a (complete) SCART input is used.

cu;

1458. Re: Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 22:19:14 UTC
From: vdjole@EUnet.yu
Message-ID: <aik98v$7em$2@news.eunet.yu>
Source record: 33015

On 4 Aug 2002 01:03:40 -, Mark Duckworth wrote:

>PS: I don't know if I want to give up using magic on the mega ste. I'll
>find another sequencer.

I am afraid that you will find that real-time applications (and all music-producing software are real-time applications in a sense) do not agree well with multitasking- unless they run on a -very- good operating system specifically designed for real-time use. AFAIK all music applications on the Atari run best on (older versions of) plain TOS, without any OS extensions or substitutes. Maybe someone with more experience in this field may post more information on this matter- which principal music applications run on which versions of operating systems on the Atari.

Btw. the term "real-time" is rather stretchable. I.e. it can be found in the literature that Windows NT can be used to run real-time applications, but I was once shown a notice in the NT documentation that says this means that timing is reliable to approximately +/- 0.25 seconds- not exactly the timing one would want for music (this was at the time of 133MHz P5 processors; the value has probably improved since then, with the appearance of faster CPUs).

cu;

1459. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 22:19:24 UTC
From: vdjole@EUnet.yu
Message-ID: <aik993$7em$3@news.eunet.yu>
Source record: 33016

From: "Martin \"Nightowl\" Byttebier"
>You should blame the programmers of these apps instead of saying MiNT
>interferes with these programs. I'm almost sure lots of these apps
>you've mentioned doesn't work under any Multitasking system.
>[...]
>Must I trow away my Hades because these old, badly programmed stuff
>refuse to work on it? No I don't, I trow away Word Perfect and use a
>modern texteditor instead. This way I support the few Atari programmers
>left and make benifit of the power of the Hades.
>[...]
>I think it's about time you drop these old apps and switch over to more
>up-to-date applications. There are tons of then somewhere on the Net.

And I think that it is not fair to suggest to James to completely change the set of applications he uses, and to change his computer as well (he would have to, if he wanted to run Mint comfortably), just because there is a wonderful Mint out there. James simply stated that Mint is not suitable for him, and I find that quite easy to believe, because I, too, have some important (to me) applications which do not run well under Mint (I was informed that in fact it was not a matter of Mint kernel itself but of AES- but that is a small consolation because, knowing that, the applications still do not run). I do not say that Mint is not a good OS, but in some cases its advanced features are completely irelevant. The purpose of an OS is not to admire the skill of programmers who succeded in implementing some advanced features within the constraints of the platform. The purpose of the OS is to enable a reliable and comfortable background on which some files can be manipulated and some applications can be launched.

As everybody else, I first used the ROM-based TOS on my MegaST4, then moved on to a more advanced TOS version (2.06), and some time later started considering which variant of multitasking I should use. I believe I had an open mind and was ready to impartially consider the pros and contras of available options. OK, maybe I was a little biased -in favor- of Mint, because it seemed to be a natural extension to TOS, and I have heard reports of Magic not being friendly to some programs. So I tried Mint, Magic and Geneva. To my surprise, it happened that I had more problems with Mint than I expected, and less problems with Magic than I feared, and Geneva fared better than both of the others. I found out that some programs that I use do not work in Mint, and some others run so slowly as to be completely unusable- if they can be launched at all in the limited memory left after installing Mint, replacement AES and all the rest. Magic proved to be about as fast as TOS, and much more friendly to some single-tasking applications- probably because its AES can launch an application in "single" mode. When I used the ugly but more-less functional Magixdesk desktop a considerable amount of memory was left free for applications (with Jinnee

demo it was much worse). As for Geneva (used with Teradesk), it proved to work fastest of the three, very compatible with old programs, and left most free memory. I quite liked its feature of setting a number of flags defining the mode of running of each particular program. The down side was that it seemed to lack some features of other AESes (possibly because I tried an older version?) and there were two (IIRC) applications, not very important to me, which did not run properly.

Well, my conclusion was that, fine as it might be, Mint was definitely -NOT- a solution for the ST-range of computers, limited to 4MB memory and 8MHz CPU. (Well, it -can- be run, but not used comfortably. Perhaps if one goes back to Mint 1.12 or so, it gets slightly more usable- and more incompatible with recent developments). As for Magic and Geneva- Magic is definitely more advanced, but Geneva takes somewhat less memory and seems to work a little faster, so I guess it is a matter of personal liking.

Btw. we may like it or not, but we are running "legacy" computers with legacy software. There are thousands of legacy applications, and, while some new, very good ones are created, it is -very unlikely- that their number and areas of use will ever approach the number of old ones. Any new OS development must respect the existence of those old applications and go a a bit aside from its way in order to to be friendly to them- there is no point in making a very advanced OS for Atari if, finally, it can run only converted Unix applications and a small set of new GEM applications. There are much nicer and faster machines out there to run Unices on.

From: Martin Tarenskeen
>FreeMiNT [...] it's NOT suitable for everyone and everything. Even "Easymint"
>is not really easy, and some of my software runs only under Single Tos (older
>programs, like most MIDI software).

I agree. For those who have machines powerful enough and need applications which run on Mint, it is undoubtedly very fine. For others it is not of much use.

>And is it stable? Yes it is, but let's be realistic: My MiNT system crashes
>from time to time, just like any other OS.

This is not something that we should accept lightly- although it is quite common for operating systems on home computers. A good OS should never crash, or at least a crash should be so rare as to be an event to remeber- and, if repeated and reported, promptly provoke a patch or upgrade of the operating system. E.g. I worked on a (multiuser) Vax/VMS system which ran for 12 hours every day and IIRC crashed only about ten times in as many years- and each time it turned out to be some hardware fault on the slowly aging Vax. Also last year we installed a curent version of VMS on an Alpha; it came out that network could crash the system in some circumstances- and a patch for the OS appeared several months later.

>IMO plain TOS in ROM is the most stable OS I have in my computer

I agree with this, too.

```
cu;
```

1460. Re: Driver to "see" a PC mouse connected into an Atari ST through a9-25 pins adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-08-04 23:03:26 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d4db2da53dfc0@go2.pl>
Source record: 33013

> Hi there.
>
> I've read it is possible to connect a PC mouse to an Atari through a 9-25
> pins adaptor.
>
> Well, I've the PC mouse and the adaptor, but I don't know where to
> find/download the driver needed for this to work.

If you're using TOS, you need GENMOUSE. It can be found on all Atari
ftp servers, including the "classic" umich.edu/~archive/atari one ;-)
Or you may download it directly from here:
http://gregory.atari.pl/pliki/mysz-pc.zip
First you have to start GENMOUSE.APP and enter the correct parameters
(the port you have your mouse connected to, on plain ST it is "Modem 1",
on Falcon - "Modem 2", on TT it might be any of the four available...)
Click on "Speichern" to save the actual driver. Put it in your AUTO folder.
Experiment with various parameters of GENMOUSE (options "Beschleunigung",
"Dynamik", "Glatten" to get the smooth movement of the mouse cursor.

If you're using MagiC (and if you're not, why not? ;-)) you should get
MWheel. It supports PC serial *wheel* mouse, so not only you may
use the PC mouse, but also you may scroll the window contents with
the wheel. This one works only with MagiC, though (at least on my
TT it does *not* work with TOS 3.06, and with MiNT/XaAES it works
partially, the wheel scrolling does not work). MWheel is to be found at
ftp://chapelie.rma.ac.be/atari/utilities/mwheel.zip

--
Grzegorz Pawlik
http://marijuana.atari.org/

1461. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 01:32:46 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10208042023080.26542-100000@coazter.myip.org>
Source record: 33018

On Sun, 4 Aug 2002, Dennis Vermeire wrote:

> From: "Martin \"Nightowl\" Byttebier"
> Date: Sat, 03 Aug 2002 10:17:16 +0200 (CET DST)
>
> >You should blame the programmers of these apps instead of saying MiNT
> >interferes with these programs. I'm almost sure lots of these apps
> >you've mentioned doesn't work under any Multitasking system.
>
> That's rubbish !!
> Programmers don't have a crystal ball and know what the future holds...
> Minimum three of the mentioned programs (Calamus, Word Perfect, Laser C)
> run under MagiC and Geneva, why they don't run under MiNT which is the so
> called "most compatible" one, is something I don't even want to know, the
> fact remains that these programs only have trouble running under MiNT, so
> IMO the programmers back then did a pretty nice job... except for MiNT
> these programs run on every official TOS version and on two multitasking
> OS's, so instead of blaming the programmers, congratulations seem to be
> more appropriate IMO.

They don't need a crystal ball.
Atari released enough information about the API, all about what to use
what NOT to use.
Programmers have very often decided to skip those recommendation to get
some extra speed, or customise their own app with their own GUI.
Well, year later, it shows that they should have followed what Atari
recommended.
Kinda like putting "Ether" in your motorcycle.
For a run, you'll do awesome, it will be extremely fast, but then you
might understand why Yamaha, Harley etc don't recommend it.
Who's to blame?

Question:
why use laser C?
why use word perfect? when Atari works, runs very well.
Why use Calamus & Pagestream, a little redundant, probably shows that
those 2 app are not that good. Might want to consider something a little
better.
Unless it is not that important for the user, which seems to be the case
anyway, as if he was really into DTP, he'll have something a little better
than an ST with old software when things have evolved.

>
> BTW: why is it that everytime someone mentions a program that doesn't run
> properly under MiNT it's called a dirty program or dirty hack?

I call a cat a cat.
If the coder used a dirty hack, that's just what it is.

1462. Re: Driver to "see" a PC mouse connected into an Atari ST through a9-25 pins adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 02:41:40 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028515161.846472@pikachu.atari-source.com>
Source record: 33019

Daniele Donati wrote:

> Hi there.
>
> I've read it is possible to connect a PC mouse to an Atari through a 9-25
> pins adaptor.
>
> Well, I've the PC mouse and the adaptor, but I don't know where to
> find/download the driver needed for this to work.
>
> Any helps would be appreciated.
>
> (sorry for my bad English language ....)
>
> Daniele

Daniele,

http://pikachu.atari-source.com/~storage/mirrors/atari/chapelie.rma.ac.be/atari/utilities/genmouse.lzh

This is a serial mouse driver. Will work fine as long as the pc mouse
is ms protocol or logitech (probably is).

Thanks
Mark
http://atari-source.com

1463. Re: Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 02:43:36 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028515277.522877@pikachu.atari-source.com>
Source record: 33020

Djordje Vukovic wrote:

> On 4 Aug 2002 01:03:40 -, Mark Duckworth wrote:
>
>>PS: I don't know if I want to give up using magic on the mega ste. I'll
>>find another sequencer.
>
>
> I am afraid that you will find that real-time applications (and all
> music-producing software are real-time applications in a sense) do not
> agree well with multitasking- unless they run on a -very- good operating
> system specifically designed for real-time use. AFAIK all music
> applications on the Atari run best on (older versions of) plain TOS,
> without any OS extensions or substitutes. Maybe someone with more
> experience in this field may post more information on this matter- which
> principal music applications run on which versions of operating systems on
> the Atari.
>
> Btw. the term "real-time" is rather stretchable. I.e. it can be found in
> the literature that Windows NT can be used to run real-time applications,
> but I was once shown a notice in the NT documentation that says this means
> that timing is reliable to approximately +/- 0.25 seconds- not exactly the
> timing one would want for music (this was at the time of 133MHz P5
> processors; the value has probably improved since then, with the
> appearance of faster CPUs).
>
> cu;

Still I would imagine with strong timing controls, one can achieve good
timing, as trackers (same principle) work great under Multitasking systems
and there are few good linux midi sequencers as well. Maybe I'm just
strange and should use TOS ;-)

Mark

1464. Blast from the past

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 02:52:52 UTC
From: M_Olin@yahoo.com
Message-ID: <6a511e27.0208041852.2e3d7c0d@posting.google.com>
Source record: 33021
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hello!

This is yet another of my occasional visits to CSAS.
Anybody here remember the '80s and '90s? :)

I see UMich is still hosting Atari Archive. I still
haven't figured out why they'll maintain that part
of history, but wouldn't let anyone take it over and
keep it contemporary. Nor do I understand why they'd
never let a volunteer provide HTML coding support to
pretty up the site.

Owell. I just wanted to say HI! Long live Terminator!

--
Michael Olin, aka MOlin
M_Olin@yahoo.com

1465. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 03:16:28 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028517243.409898@pikachu.atari-source.com>
Source record: 33022

Dennis Vermeire wrote:

> From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
> Date: Sun, 28 Jul 2002 14:44:48 -0400
>
>>OS: MagiC is at a standstill pretty much (even though it is still unstable
>>at times),
>
> Would you please refrain from posting any more nonsense about MagiC and
> put a sock in it? Since you clearly don't have a clue at all about it,
> it's better not to comment at all...
> The development of MagiC *IS NOT* at a standstill and would you please try
> to explain us in detail how unstable MagiC is at certain times? IIRC I've
> asked you this before after you made the same silly remarks some time ago
> but you choose to keep your trap shut....
>
>>MiNT is in development, check out http://www.freemint.de for details on
>>how
>>to help, source, etc. MiNT is our best prospect!
>
> *Our* best prospect ??
> Please don't generalise... it may be *your* best prospect, but it
> certainly isn't mine !!
> You forgot to comment on the stableness of MiNT.... do I have to presume
> that it is stable under all conditions or did you choose not to comment
> on it at all for safety sake ? <grin>
>
> Cheers from Belgium
> Dennis

Dennis,

If you don't mind me saying so, you are nothing but a prick jack*** that really shouldn't be welcome here. You are just the thing I ***** about in my latest article in Chosneck magazine, one of the reasons Atari is falling apart. Now. I've been using Atari computers and all the available OS's from TOS, Geneva, MiNT, MagiC, MagiCMac, MagiCPC, etc since I was 12 years old. I'm now 21. Atari's were my first computer and now I am a well paid sysadmin. I think I know something! I would really appreciate if someone would give me some ****ing credibility for once!

Now, MagiC is unstable. It's been proven many times. The fact is that MagiC will crash randomly under seemingly ideal conditions. That which MagiC can run stable under for months can also crash randomly. Some people might even be led to believe they have hardware problems. Now MiNT is a

bit different because MiNT by no stretch of the imagination is uncrashable. It's pretty easy actually. But unlike MagiC, under MiNT under ideal situations, the system will NEVER crash. Running unix ports, alongside XaAES and AtarIRC and purec and everything else. Even testing my buggy software, MiNT will NOT crash. MiNT offers one thing that MagiC doesn't, consistency.

The fact is that now that I have MiNT installed PROPERLY on my Falcon and TT I can't help but to observe that it is ROCK SOLID. As much so as Linux, even without memory protection. Perhaps it is a system that was programmed better, who knows. I'm the first one to tell you I used to be a real MagiC zealot.

MagiCMac and MagiCPC are a bit more stable imho then MagiC atari, but I have seen them crash tons of times too. All of the available operating systems for the Atari need work. None of them have the stability of Linux or even Win2k and that's a fact. MiNT however under a much wider variety of conditions is more stable then MagiC under a wide variety of conditions. In MagiC's defense, it's prettier, has a better desktop and AES, is written in pure ASM, is much faster (and before anyone else can start arguing me, AES and DISPLAY is faster, and contrary to popular belief, that's what REALLY MATTERS!, who cares if MiNT will multitask 12 programs better if I can't load one with MiNT on my STe? ;) I'll care when my CT60 arrives some year.) People swear at Magx on their Falcons, but on mine I can seriously get it to run stable as can be for weeks on end. But there are times when I can just NOT keep the system running, and you know what. I switch to MiNT then and my nerves are calmed.

The TT however crashes maybe once in every 2 months with MagiC. Of course I don't DO anything on the TT and when I DO it crashes ;-).

The fact is, that for ST series limited to 4 megs of RAM, MagiC is the only solution as MiNT is useless and slow. Even on my Falcon I tend to stick to console stuff under MiNT because AES stuff is just sluggish. Regardless, MiNT doesn't use an absurd amount of ram to get a full *nix system running. It's just that we are absurdly limited because of our 4 meg limit. How many PC's do you know of that can run Windows 95 on 4 megs of RAM. A full MiNT system is probably a bit better then early versions of Windows 95 when setup with everything.

Now, I would appreciate if you would retreat to your cubby hole and shut YOUR trap. Why? I run an Atari news portal, it may not be great or heavily trafficked, but I also write articles, am getting involved in several programming projects and unlike you am NOT in denial and understand that MiNT is our BEST prospect. Why? Because I don't think a computer should be forced to stay at 4 megs of ram when we live in TODAY's world.

And lastly. What have you done for Atari lately? Hosted DDP? Great. I don't see you don't ANYTHING except pitching your poor attitude and opinions and slandering other welcome members of the Atari community, nothing. What have you done? I can't find a single project, software, hardware, article, anything. NOTHING to support the community you "hope"

for so much. So if you are going to pitch a rediculous fit, at least be respectful to those who DO want to change the Atari for the better!

Mark
http://atari-source.com

Current owner of an Atari Falcon, TT, 3 Mega STe's, 2 Jaguars, and a 1040ST
Previous owner of 3 520ST's and a Mega ST4

PS: This article has been censored for violence, foul language, nudity (rear end), and moderately harsh American finger gestures for the sake of children and soft spoken Atarians everywhere.

1466. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 03:25:56 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028517808.385927@pikachu.atari-source.com>
Source record: 33023

Martin "Nightowl" Byttebier wrote:

> on Fri 02-08-2002 22:42 James Alexander wrote:
>
>>Hi Martin,
>>
>>Martin \"Nightowl\" Byttebier wrote:
>
>>> Now I wonder which regular ST/TT applications doesn't work under MiNT.
>>> I'm using MiNT/N_AES since late 1995. So far I only came across a few
>>> (very old ones) apps which didn't run under MiNT.
>>Hi Martin,
>>
>>Those applications are good but still a small sample of whats out there
>>for the ST
>>line. Heres a list of software I use regularly that does not run under
>>FreeMiNT Calamus 1.09N (very old and a very dirty hack)
>>Patestream 2.2
>>Laser C
>>Vip Professional
>>Wordperfect (the last revision released in 1993)
>>Tentrax
>>Hyperlink
>>and an odd assortment of shareware and PD programs.
>>
>>Mint doesnt handle these well at best. And those programs although many
>>are old are
>>ones that run rock solid under regular Tos/Gem. I do like the idea behind
>>Mint but
>>until it is suitable for the software that *I need* then I wont use it.
>>Saying "MiNT is much more fun and the most important still maintained." is
>>good in theory but mint
>>(Freemint being the one I'd tried most recently) failed to meet my needs.
>>Do you
>>really think I'm gonna throw out all of my software so I can use Mint? of
>>course not.
>>As long as mint interferes with my software that I use regularly, I will
>>not use
>>mint, PERIOD. End of story.
>
> Sorry but it's not the fault of MiNT these old apps doesn't work.
> You should blame the programmers of these apps instead of saying MiNT
> interferes with these programs. I'm almost sure lots of these apps
> you've mentioned doesn't work under any Multitasking system.

> Wordperfect doesn't even work under plainTOS on the Hades. Should I blame
> the Hades maker then? Must I trow away my Hades because these old, badly
> programmed stuff refuse to work on it? No I don't, I trow away Word
> Perfect and use a modern texteditor instead. This way I support the few
> Atari programmers left and make benifit of the power of the Hades.
> I think it's about time you drop these old apps and switch over to more
> up-to-date applications. There are tons of then somewhere on the Net.
>
> CU
> Martin

Cheers Martin,

Most intelligent post in this thread!

Mark
http://atari-source.com

1467. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 03:58:03 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4DF7DE.F3C1AEAC@rogers.com>
Source record: 33024

sinclap@yahoo.com wrote:

> James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D4894A7.DA9FA5E@rogers.com>...
> > Sinplop. You're brain dead. You're a liar. Everyone knows it so get over it and get
lost. If sporks did physical damage
> > you'd be in a body cast. But then theres nobody more deserving of severe damage.
>
> Sounds like you have a bad case of hemmroids or having a very bad day!
>
> What's the matter, chunks would not allow you to play Doctor on him?

Sinclap,
You are a case of hemmroids. Its nasty but theres no other accurate way to describe you but
as a hemmroid on the ass of
humanity.

1468. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 04:58:19 UTC
From: lp <gfa@basic.net>
Message-ID: <B9737E2B.8291%gfa@basic.net>
Source record: 33025

in article 1028517243.409898@pikachu.atari-source.com, Mark Duckworth at mduckworth@anti-spam.atari-source.com wrote on 8/4/02 11:16 PM:

> The fact is, that for ST series limited to 4 megs of RAM, MagiC is the only
> solution as MiNT is useless and slow. Even on my Falcon I tend to stick to
> console stuff under MiNT because AES stuff is just sluggish. Regardless,
> MiNT doesn't use an absurd amount of ram to get a full *nix system running.
> It's just that we are absurdly limited because of our 4 meg limit. How
> many PC's do you know of that can run Windows 95 on 4 megs of RAM. A full
> MiNT system is probably a bit better then early versions of Windows 95 when
> setup with everything.

Perhaps we need a new group:
comp.sys.atari.st.has.4mb.and.i.refuse.to.move.forward

Some people expect to much from these low memory machines. Granted
you can do amazing things in 4mb, but at some point one has to
draw the line. Everybody wants cool apps, cool OS, do stuff like
the big boys, but it just ain't gonna happen in 4mb.

If I had my way, all machines under an 030 and 14mb would be unsupported.

Lonny Pursell

1469. Question

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 06:19:08 UTC
From: Starlord <starlord@in>
Message-ID: <uMo39.1002$Fy6.82819096@news.inreach.com>
Source record: 33026

Someday, when I can get my TT030 back working,(needs keyboard) and I want to hook up a modem again, I know it has more than just one ser. port, I have HS Modem on it, would or could I do something to HS Modem to look for a port that I could use something like a 56kb modem on? or is that asking to much?

No big rush, just killing time.

I just got my 1040ST (TOS1.0) reset up and working again.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com

1470. Needing assistance with software for my Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 06:42:35 UTC
From: Todd Gill <thgill@adelphia.net>
Message-ID: <v7p39.17911$gU1.4060219@news1.news.adelphia.net>
Source record: 33027

Ok, here's the scoop.

I picked up a second hand Falcon about a week ago and the owner provided no disks with it. It is pretty much a bog standard Falcon except it has a 200 meg Seagate hard disk.

It is loaded with some misc. software (i.e garbage i have no interest in) and I would like to blank the hard disk and start over fresh. I understand that the OS is in roms (mine has 4.04 i believe), but I have no idea where to start.

Where can I obtain the disks that originally came with the Falcon? I am sure it must have came with some type of utilities or hard disk install disks.

Basically I want to start over fresh to learn the machine and no screw myself after formating the hard disk.

Can anyone help a brotha out?

Thanx!
Todd

1471. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 08:00:18 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028534418.341632@pikachu.atari-source.com>
Source record: 33029

lp wrote:

> in article 1028517243.409898@pikachu.atari-source.com, Mark Duckworth at
> mduckworth@anti-spam.atari-source.com wrote on 8/4/02 11:16 PM:
>
>> The fact is, that for ST series limited to 4 megs of RAM, MagiC is the
>> only
>> solution as MiNT is useless and slow. Even on my Falcon I tend to stick
>> to
>> console stuff under MiNT because AES stuff is just sluggish. Regardless,
>> MiNT doesn't use an absurd amount of ram to get a full *nix system
>> running.
>> It's just that we are absurdly limited because of our 4 meg limit. How
>> many PC's do you know of that can run Windows 95 on 4 megs of RAM. A
>> full MiNT system is probably a bit better then early versions of Windows
>> 95 when setup with everything.
>
> Perhaps we need a new group:
> comp.sys.atari.st.has.4mb.and.i.refuse.to.move.forward
>
> Some people expect to much from these low memory machines. Granted
> you can do amazing things in 4mb, but at some point one has to
> draw the line. Everybody wants cool apps, cool OS, do stuff like
> the big boys, but it just ain't gonna happen in 4mb.
>
> If I had my way, all machines under an 030 and 14mb would be unsupported.
>
> -------------
> Lonny Pursell

Lonny,

Realistically what are you going to do? Writing a lot of software like MiNT and Magx for the ST is like beating a dead horse. The machine has gone as far as it will go for most things because you cannot expand that RAM. What else are you going to do that hasn't been done. You already have Calamus, you already have this and that. But what we don't have is good multitasking and pretty stuff for new machines. That's why we must move forward and the people who refuse to move past a 520ST shouldn't bitch that their archaic hack software doesn't work ;-) That's just the way it is. Funny AtarIRC works fine under MiNT ;-P Bah Humbug... Future .. we don't need no stinkin' future.

Mark
http://atari-source.com

1472. Re: Question

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 08:09:19 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028534959.424714@pikachu.atari-source.com>
Source record: 33030

Hello,

My TT will reliably do 115200 on Modem2, serial1 and serial2. Modem1 is probably the old ST style port. 56kbps modem transfers at 5.3KB/sec. 115200 is 11.5KB/sec (approximately), so your TT should be able to link with the modem at a speed high enough to use the full abilities of a 56K modem, 57600 or 115200bps.

Enjoy :)

Mark
http://atari-source.com

Starlord wrote:

> Someday, when I can get my TT030 back working,(needs keyboard) and I want
> to hook up a modem again, I know it has more than just one ser. port, I
> have HS Modem on it, would or could I do something to HS Modem to look for
> a port that I could use something like a 56kb modem on? or is that asking
> to much?
>
> No big rush, just killing time.
>
> I just got my 1040ST (TOS1.0) reset up and working again.
>
>
> --
> The Babylon project was our last best hope for peace, it failed.
> But in the year of the Shadow War it became our last best hope
> for Victory. They year is 2260, the place is Babylon 5
>
>
> SIAR
> www.starlords.org
> Akumaizer Cattery
> http://akumaizer.united.net.kg
> Global Japanese Bobtail Club
> http://cathobbyist.com/gjbtc/
> Telescope Buyers FAQ
> http://home.inreach.com/starlord
> High Mojave Desert Iris
> http://desert-iris.netfirms.com/
> Starlords-ATM Page
> http://starlords-atm.netfirms.com

1473. MyMail 1.57 released

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 08:31:20 UTC
From: epkerha@epk.ericsson.se
Message-ID: <aild4okpi1@newstoo.ericsson.se>
Source record: 33031

Hi all !

MyMail 1.57 is released now.

The program can be downloaded from this place:
http://212.214.15.116/~erikhall/programs/mymail.html

MyMail WWWBoard can be found here:
http://212.214.15.116/~erikhall/mymailboard/wwwboard.html

/Erik Hall

erikhall@tripnet.se
http://212.214.15.116/~erikhall/

1474. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 09:49:08 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <ailj4v$3gc$1@news.comnet.co.nz>
Source record: 33032

"Frederic Fouche" <g213778@coazter.myip.org> wrote ...
> On Sun, 4 Aug 2002, Dennis Vermeire wrote:
> > From: "Martin \"Nightowl\" Byttebier"
> > Date: Sat, 03 Aug 2002 10:17:16 +0200 (CET DST)
> >
> > >You should blame the programmers of these apps instead of saying
MiNT
> > >interferes with these programs. I'm almost sure lots of these
apps
> > >you've mentioned doesn't work under any Multitasking system.
> >
> > That's rubbish !!
> > Programmers don't have a crystal ball and know what the future
holds...
> > Minimum three of the mentioned programs (Calamus, Word Perfect,
Laser C)
> > run under MagiC and Geneva, why they don't run under MiNT which is
the so
> > called "most compatible" one, is something I don't even want to
know, the
> > fact remains that these programs only have trouble running under
MiNT, so
> > IMO the programmers back then did a pretty nice job... except for
MiNT
> > these programs run on every official TOS version and on two
multitasking
> > OS's, so instead of blaming the programmers, congratulations seem
to be
> > more appropriate IMO.
>
> They don't need a crystal ball.
> Atari released enough information about the API, all about what to
use
> what NOT to use.
> Programmers have very often decided to skip those recommendation to
get
> some extra speed, or customise their own app with their own GUI.
> Well, year later, it shows that they should have followed what Atari
> recommended.
> Kinda like putting "Ether" in your motorcycle.
> For a run, you'll do awesome, it will be extremely fast, but then
you
> might understand why Yamaha, Harley etc don't recommend it.
> Who's to blame?

>
> Question:
> why use laser C?

(Pardon me for butting in, and for perhaps veering into something that might be better understood/debated in comp.sys.atari.programmer)

I found that Megamax's Laser C worked about 10x faster than Megamax C in 1990-ish, when running on my then-current setup - a "stack of pizza boxes" Mega 4 (TOS 1.2, or later "disc-loaded RainbowTOS 1.4") connected to a Megafile 60.

It gave me an "all-in-one" environment, and generated reasonable code for the time (no "32k of initialised data accessed relative to address register 4" and "32k of uninitialised data accessed relative to address register 5" limits of Megamax C - all static and global data was accessed using 32-bit absolute addressing, like the Lattice "far" code/data options)

It allowed me to embed 68k assembly language instructions via an "asm { ... }" block, rather than using Lattice C to tediously embed multiple "emit(x)" to add a stream of opcodes/data into the apps instruction stream. (The need to have a separate assembler to generate the code, and then read the disassembled listing to get the opcode, and then embed those into the Latttice code was, and still is, quite a nuisance - especially if your reference book giving the bit layout of 68k opcodes is not close-to-hand)

And it gave me a source-code debugger (something neither Lattice C 5.06 or 5.60 had - Lattice's debugger [Devpac] only allows you to step through assembly language code instruction-by-instruction while watching C source in another "window")

However Laser C failed to run on the TT I bought second-hand in mid-1992. (I tried everything I could think of - I disabled the CPU cache, ran in ST High or ST Medium rez etc - it didn't have any TT ram at the time, so that wasn't an issue)

So I had to do all my writing/coding on the Mega and test the programs on the TT.

And Lattice 5.0 was about 5 times slower than Laser C, so I lost the immediacy of feedback that Laser C gave me.

But Lattice C was an ANSI-standard compiler, whereas Laser was still an older K&R compiler.

(Sorry for the diatribe. We now return you to your "We hate MINT" discussion now in progress)

> why use word perfect? when Atari works, runs very well.
> Why use Calamus & Pagestream, a little redundant, probably shows that
> those 2 app are not that good. Might want to consider something a

little
> better.
> Unless it is not that important for the user, which seems to be the
case
> anyway, as if he was really into DTP, he'll have something a little
better
> than an ST with old software when things have evolved.
>
> >
> > BTW: why is it that everytime someone mentions a program that
doesn't run
> > properly under MiNT it's called a dirty program or dirty hack?
>
> I call a cat a cat.
> If the coder used a dirty hack, that's just what it is.

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"There's going to be a bus fight in the terminal tonight"
(A security guard I spoke to recently)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

1475. Re: Calamus & SLM 804 printer problem

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 10:04:17 UTC
From: Oracle <Someone@home.com>
Message-ID: <JZr39.53676$Hj3.160079@newsfeeds.bigpond.com>
Source record: 33033

what do you mean double image?

is it ghosting down the page?? A lighter replication of the start of the page further down the page?

If so, its the wiper blade in the drum kit gone yellow/floppy. If this is the case, and you wish to keep the printer, you will need a new wiper blade fabricated as they're not available anymore, ALthough i think i may be able to get third party ones....

"Ric Easton" <biodistributors@microtech.com.au> wrote in message news:3d4df888_1@news.iprimus.com.au...
> Has anyone come across the stiuation when trying to print from Calamus
> (1.09N) with the HDD connected to the "box" and you get a sort of double
> image. The only way I can get a good print is to disconnect the HDD and work
> off floppy.
>
> Any help would be appreciated.
>
> Thanks
> Ric Easton
>
>
>

1476. Re: Calamus & SLM 804 printer problem

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 10:11:03 UTC
From: Oracle <Someone@home.com>
Message-ID: <34s39.53680$Hj3.159816@newsfeeds.bigpond.com>
Source record: 33034

alternativly i have a barley used SLM 605, printer only, which will work with that controller box for sale, if you arent on the other side of the plannet....

IT requires a paper tray, which is the same as that from an Epson EPL 6000..... Drum kits and toner is the same aswell, basicly the same machine...

I wonder if the little board in the SLM 605 that replaces the formatter would fit into other epson printers..... interesting...

"Ric Easton" <biodistributors@microtech.com.au> wrote in message news:3d4df888_1@news.iprimus.com.au...
> Has anyone come across the stiuation when trying to print from Calamus
> (1.09N) with the HDD connected to the "box" and you get a sort of double
> image. The only way I can get a good print is to disconnect the HDD and work
> off floppy.
>
> Any help would be appreciated.
>
> Thanks
> Ric Easton
>
>
>

1477. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 10:14:57 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <ailklc$4ct$1@news.comnet.co.nz>
Source record: 33035

"James Alexander" <james-m-alexander@rogers.com> wrote ...
> sinclap@yahoo.com wrote:
> > James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D4894A7.DA9FA5E@rogers.com>...
> > > Sinplop. You're brain dead. You're a liar. Everyone knows it
so get over it and get lost. If sporks did physical damage
> > > you'd be in a body cast. But then theres nobody more deserving
of severe damage.
> >
> > Sounds like you have a bad case of hemmroids or having a very bad
day!
> >
> > What's the matter, chunks would not allow you to play Doctor on
him?
>
> Sinclap,
> You are a case of hemmroids. Its nasty but theres no other accurate
way to describe you but as a hemmroid on the ass of
> humanity.

Given that this thread has already devolved into an advocacy-level of
name-calling and temper-tantums, I have some advice to the combatants
:

"Remember, the insult applies more to the originator than to the
target"

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"There's going to be a bus fight in the terminal tonight"
(A security guard I spoke to recently)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

1478. Re: MyMail 1.57 released

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 10:59:57 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0208051253000.98-100000@easymint>
Source record: 33036

On 5 Aug 2002, Erik Hall wrote:

> Hi all !
>
>
> MyMail 1.57 is released now.
>
> The program can be downloaded from this place:
> http://212.214.15.116/~erikhall/programs/mymail.html
>
> MyMail WWWBoard can be found here:
> http://212.214.15.116/~erikhall/mymailboard/wwwboard.html
>

The html documentation from this new version has been modified using my little tool that can still be downloaded from http://www.home.zonnet.nl/m.tarenskeen/helpplus-for-mymail.zip

Since the modification is not needed anymore with Erik's new docs, I will remove the tool from my website soon. Please download the new doc's for MyMail from Erik's website when updating to MyMail 1.57.

Martin Tarenskeen

1479. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 11:42:25 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <oa7rkusifgv6r022aufrpd30l3epkee492@4ax.com>
Source record: 33037
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Sun, 04 Aug 2002 09:45:47 -0700, brooke@shadowgard.com wrote:

>On Sun, 04 Aug 2002 12:19:16 +0100, Paul Irvine
><mclane.dellos@btinternet.com> wrote:
>
>>On Sat, 3 Aug 2002 06:32:11 -0700, "Don Schmidt"
>><dschmidt@pacifier.com> wrote:
>>
>>>Geech,
>>>
>>>What you don't understand is every time Ben offers Atari gear, there are a
>>>few effeminate responders who experience a PMS attack. I suspect those who
>>>go into a fit rage have cross dresser tendencies.<G>
>>>
>>>I hope I didn't offend anyone. I don't want to get my eyes scratched out.
>>>ROTFL!
>>>
>>Don,
>>
>>You seem to have a bit of a homophobic streak there or do you
>>protesteth too much sweety ;-)
>>
>>Sorry, but it always makes me laugh when US youngsters (?) instantly
>>start calling people fags and gay...Very school yard.. :-)
>
>Keep in mind that most cross dressers are *straight*, dear.

I always did wonder about Clinton ;-)
--
Paul

I hate the smell of fear......

1480. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 13:54:07 UTC
From: lp <gfa@basic.net>
Message-ID: <B973FBBF.82A8%gfa@basic.net>
Source record: 33038

in article 1028534418.341632@pikachu.atari-source.com, Mark Duckworth at mduckworth@anti-spam.atari-source.com wrote on 8/5/02 4:00 AM:

> Realistically what are you going to do? Writing a lot of software like MiNT
> and Magx for the ST is like beating a dead horse. The machine has gone as
> far as it will go for most things because you cannot expand that RAM. What
> else are you going to do that hasn't been done. You already have Calamus,
> you already have this and that. But what we don't have is good
> multitasking and pretty stuff for new machines. That's why we must move
> forward and the people who refuse to move past a 520ST shouldn't bitch that
> their archaic hack software doesn't work ;-) That's just the way it is.
> Funny AtarIRC works fine under MiNT ;-P Bah Humbug... Future .. we don't
> need no stinkin' future.

Someday, when I manage to interface GFA with proper sockets AtarIRC
will go MiNT-Net. No OVL's, or modules... the legacy users can just live
with old versions. That's life. ;-)

Lonny Pursell

1481. Gamers on ST

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 14:23:21 UTC
From: Sintech <sintech@online.de>
Message-ID: <aim05h$4ij$4@news.online.de>
Source record: 33039

The ST is really no Games machine... but here you can still get some of the
Golden Oldies:

http://www.sintech-shop.de

Thomas
--
SINTECH-Shop
Your computer shop for retro and
modern day computers and consoles.
http://www.sintech-shop.de

1482. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 14:30:50 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D4E8CC6.C4F356BF@ataritimes.com>
Source record: 33040
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Steve Sweet wrote:

> This is a news base and is supposed to be spam free, no commercial advertising
> is allowed. If he were to post a one liner with a link no one would bother him
> but he continually posts reams of trash that people have to pay to read.

I fail to understand why people jump all over Bravo Sierra who sells
stuff that might actually be of interest to the group yet TRUE spammers
(ie BECOME A MILLIONARE and other stuff) barely gets noticed?

If you don't like it, you do have options. I personally don't see
anything wrong with it.

--
Gregory D. George

=-=-=-

1483. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 16:13:15 UTC
From: Dan <baldrick@youshouldknow.netset.com>
Message-ID: <3d4ea3c2$0$1423$6d5eecc5@news.eurekanet.com>
Source record: 33041

lp <gfa@basic.net> wrote in message news:B973FBBF.82A8%gfa@basic.net...
> in article 1028534418.341632@pikachu.atari-source.com, Mark Duckworth at
> mduckworth@anti-spam.atari-source.com wrote on 8/5/02 4:00 AM:
>
> > Realistically what are you going to do? Writing a lot of software like
MiNT
> > and Magx for the ST is like beating a dead horse. The machine has gone
as
> > far as it will go for most things because you cannot expand that RAM.
What
> > else are you going to do that hasn't been done. You already have
Calamus,
> > you already have this and that. But what we don't have is good
> > multitasking and pretty stuff for new machines. That's why we must move
> > forward and the people who refuse to move past a 520ST shouldn't bitch
that
> > their archaic hack software doesn't work ;-) That's just the way it is.
> > Funny AtarIRC works fine under MiNT ;-P Bah Humbug... Future .. we
don't
> > need no stinkin' future.
>
> Someday, when I manage to interface GFA with proper sockets AtarIRC
> will go MiNT-Net. No OVL's, or modules... the legacy users can just live
> with old versions. That's life. ;-)

I've been using an old version for years. Ever since you broke the fonts I
liked to use :)

All in all I have to say that personally I think this thread is one of the
stupidest things to come along in awhile. In general software that works
under Magic works under MiNT as well. There are times where something works
in one and not the other, but hey that's life.

So lets see the general score from the argument so far.

Is magic perfect? No.

Is Mint perfect? No.

Are many atarians willing to spend rediculous amounts of time arguing over
which batch of programmers complaining about dirty hacks is more correct?

Unfortunately Yes.

I believe the question was what was going on in the software development
arena on the platform, not who has the biggest dick.

Dan
aka baldrick

1484. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 18:05:35 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028582835.51973.2@doris.uk.clara.net>
Source record: 32951

Hi Lonny

> Some people expect to much from these low memory machines. Granted
> you can do amazing things in 4mb, but at some point one has to
> draw the line. Everybody wants cool apps, cool OS, do stuff like
> the big boys, but it just ain't gonna happen in 4mb.
>
> If I had my way, all machines under an 030 and 14mb would be unsupported.

That would be 97% of the current Atari league without support!!, you may not sell much.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1485. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 18:18:27 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028582837.51973.3@doris.uk.clara.net>
Source record: 32950

Hi Jared, welcome to CJD club, my name is Steve and I'm a psychopathic alcohol abusing sheep smile restorer.

> I challenge you

You'd soon find out all about hospital food and modern surgery techniques i assure you.

> to actually keep a sentence of mine

OK, I'll have this one.

>intact

Yes thank you, unlike yourself.

>and STILL

Well my fingers are moving, but apart from that yes.

>be able to prove a case against me on a point by point level.

You stand accused of being a child molesting, shit stabbing arsehole faced CJD suffering moron!, how do you plead.

> I doubt you can or would.

Being the judge I've just dismissed the case on the grounds that you are mentally unfit to be tried and herby commit you to years of pink pill popping at the local funny farm.

You will be released on the 5th anniversary of your death or on the day of the successful resurrection of Atari Corp whichever comes last.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1486. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 18:22:55 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028582839.51973.4@doris.uk.clara.net>
Source record: 32952

Why look, Jared is back

> > 8-) I'll just line up a fresh keyboard in anticipation of that wankers
> new tirade.
>
> What tirade?

This one oh spongiform encephalitis sufferering one.

>About packet radio? I don't even have an interest concerning
> any of that radio stuff, so why should I care? Oh, sure... I think I know
> what the words AM (Amplitude Modulation) and FM (Frequency Modulation) stand

In your case its Arse Munching and Fudge Munching.

> for and that one of them goes to a higher frequency range than the other,
> but that's about it.

Well you've just proved your a complete no-know on this subject as well, any
frequency can be AM'd or FM'd

> Tirade? Nope, not from me. If you drop this topic, you'll see I will too.

We've found elsewhere that that statement is worth as much as your technical
qualifications.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

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Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1487. Re: Blast from the past

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 18:24:58 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028582845.51973.5@doris.uk.clara.net>
Source record: 32955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi "M. Olin"

> This is yet another of my occasional visits to CSAS.
> Anybody here remember the '80s and '90s? :)

I don't remember the 80's, i was in a bit of an alcoholic stupor and the 90's was a bit of a hangover for me.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1488. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 18:30:11 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028582847.51973.6@doris.uk.clara.net>
Source record: 32953
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi Gregory

> > This is a news base and is supposed to be spam free, no commercial
advertising
> > is allowed. If he were to post a one liner with a link no one would bother
him
> > but he continually posts reams of trash that people have to pay to read.
>
> I fail to understand why people jump all over Bravo Sierra who sells
> stuff that might actually be of interest to the group yet TRUE spammers
> (ie BECOME A MILLIONARE and other stuff) barely gets noticed?

Most of those spammers are remote bots that expect to die after they've spewed
but i also refer then to the abuse@ address.

> If you don't like it, you do have options. I personally don't see
> anything wrong with it.

That's not the point, there are rules against it. What other rules for this
echo would you not mind breaking?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

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Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1489. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 18:30:42 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4ec0ac$1_3@corp.newsgroups.com>
Source record: 33044

Steve Sweet <stevesweet@freeuk.com> wrote in message
news:1028567760.38547.3@iris.uk.clara.net...
> Surprise, its Jared
>
>
> > So, in the face of finding that AmigaOne will be released soon and a
> > new ATARI (not clone) computer won't be, I decide to ruffle a few
feathers,
> > just for the fun of it.
>
> Otherwise known as masturbation!.

Hey, I probably got in a LOT more "HJing" in my ST years, back in the 80's/90's than I'm doing right now with my intererst in Amiga. You just weren't there to know about it. But, then again, you probably weren't even born (or were you hatched? Haven't quite figured that out yet) then yet, either... :-)

I was around when the Atari 2600VCS was a brand new, 6-switch model. Were you? I saw all the different versions. I saw all the different 8-bit Ataris come and go. I saw the transition from Warner Atari to Tramiel Atari. And I saw when Atari was litterly *killed* from the inside out, due to bad business practices and choices made. I saw it all. I have a *REASON* to want Atari back so badly. Do you?

But now, Amiga returns. And Atari is still dead. Go to the following web site and tell me if there are *even* 1,031 Atari users (worldwide, even) that would have paid $50 towards the purchase of a new Atari computer, if Atari was coming back as a hardware company! Somehow, I doubt it...

http://www.amiga-anywhere.com/main.php?PS=1

Says something about the Amiga community, doesn't it? The Amiga spirit never, truely, died. But, then again, neither did Amiga, really.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1490. Re: Anyone use their Atari's for radio

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 18:31:42 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028582849.51973.7@doris.uk.clara.net>
Source record: 32954

Hi Charles

> Charles, callsign GM1MCN, but no longer active.

What made you go off air?.
I thought Ham's died at the mike, not laid it down to get dusty!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1491. Atari ST Mags. and Disks

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 18:44:12 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <H0Dw0K.Hsp@freenet.buffalo.edu>
Source record: 32947

Hi! Anyone interested in some British Atari St User magzines and disks, plus some other British ST magazines? I also have tons of Atari PD 3 1/2 disks, anyone interested in them. email me for a listing of the magazines and disks? Thanks!

Dane Stegman
email address: dane@buffnet.net

1492. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 18:50:20 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4ec548$1_2@corp.newsgroups.com>
Source record: 33045

Steve Sweet <stevesweet@freeuk.com> wrote in message
news:1028567758.38547.2@iris.uk.clara.net...
> Hi Jared
>
>
> > I ran Michtron BBS on my 1040ST, using an Atari SX212 modem (later a
> > Patriot 2400bps, because the SX212 had a problem that a user kept
exploiting
> > to hang my BBS...
>
> SO its not a recent thing for you, being hated and despised?.

It was one user, I believe, that did that. I knew him personally. He did it just because he could. He liked to tick me off. I still kinda like him, even if he hates me. He's just that kinda guy that I can like even if he thinks I'm "a waste of flesh", as he called it. Oh, and just because no one else here has told me what that glitch in the Atari SX212 modem was that caused Michtron BBS to hang, I will now:

+++

Yes, three simple pluses would cause the Atari SX212 to go into command mode (I think that was it) and render it completely "hung" because it (or Michtron BBS) wouldn't ignore that command and/or return the SX212 to answer mode automatically after a set amount of time. The Patriot 2400bps modem I bought afterwards never exhibited this "problem". Besides, it was twice as fast! :-)

> >what was that problem, Mr. Know-It-All? I know, do you?),
>
> Dial in with an Amiga?.

Nope, don't have an external modem to plug into the A1200 and, since DSL is all I have going out to my workshop out in the backyard, I'd need a PCMCIA NIC card to do that and don't currently know which models are supported yet.

> > hence why I never KNEW of that 9600bps limitation nor of the 1999 date
> > limit, since Michtron BBS (and my Atari ST using days) was long since
dead
> > and forgotten by then.
>
> Like you brain, fudge packer.

You truely have been all too easily beaten down by my superior communicative abilities and argumentative skills and thusly reduced to offering up such a childish reply. And, to think I thought you were an intelligent species...

what species, I still don't know, but I at least I thought you had some intelligence. Guess I can't be right all the time... *sigh*.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1493. Re: Needing assistance with software for my Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 19:23:20 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0208051123.b626dd6@posting.google.com>
Source record: 32946

"Todd Gill" <thgill@adelphia.net> wrote in message
news:<v7p39.17911$gU1.4060219@news1.news.adelphia.net>...
> Ok, here's the scoop.
>
> I picked up a second hand Falcon about a week ago and the owner provided no
> disks with it. It is pretty much a bog standard Falcon except it has a 200
> meg Seagate hard disk.
>
> It is loaded with some misc. software (i.e garbage i have no interest in)
> and I would like to blank the hard disk and start over fresh. I understand
> that the OS is in roms (mine has 4.04 i believe), but I have no idea where
> to start.
>
> Where can I obtain the disks that originally came with the Falcon? I am sure
> it must have came with some type of utilities or hard disk install disks.
>
> Basically I want to start over fresh to learn the machine and no screw
> myself after formating the hard disk.
>
> Can anyone help a brotha out?
>
> Thanx!
> Todd

What kind of software are you looking for? MIDI software? Graphic
Tools?

As far as starting fresh, all you need do is delete what is there, but
be careful. You don't want to delete the booting programs.!! basically
everything in the Auto-folder you might want to keep.

For FAQ's on Atari stuff, feel free to visit my faq page:

http://tamw.atari-users.net/download.htm

The Atari Quick Faq is a good one. Hallvards pages are good too.

For some of the best MIDI software, most of which works on a Falcon,
visit my main site:

http://tamw.atari-users.net

Tim Conrardy

1494. SOS Atari forum.

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 20:36:23 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <MkB39.14263$U44.804360@newsfep2-gui>
Source record: 32948

Hello.

Just to remind you about the excellent Atari Forum at www.sospubs.co.uk

Barrie at Keychange.

1495. Atari Times Update - 8-5-2002

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 21:03:15 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D4EE8BF.F51536F8@ataritimes.com>
Source record: 32949
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Hey all,

Lots of stuff over at TAT since the last update! You do you check the
site every few days, right?

There's just way too much new stuff that has been posted since July to
list! But here are some hightlights:

* Quake 3: Adventure! (A new Quake 3 map based on the 2600 game!)
* Bunches of 2600 reviews!)
* JagFest 2K2 Report
* Batman Incarnations by Atari
* Star writer Ethan C. Nobles Profile Atarian!

Did you miss out on a copy of the 2001 Year End Issue? Make sure you get
a copy of the 2002 Issue when it becomes available!

http://www.ataritimes.com

--
Gregory D. George

=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE 2002 Year-End Issue! HYPAT? -
= MATH Coming soon to a mailbox near you! =
- -
= http://www.ataritimes.com/store/ =
-=-

1496. Re: Needing assistance with software for my Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 21:29:02 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <56C39.1645$J47.21834@newsfep3-gui.server.ntli.net>
Source record: 32956

Hello.

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:ce22d101.0208051123.b626dd6@posting.google.com...
> "Todd Gill" <thgill@adelphia.net> wrote in message
news:<v7p39.17911$gU1.4060219@news1.news.adelphia.net>...
>
> As far as starting fresh, all you need do is delete what is there, but
> be careful. You don't want to delete the booting programs.!! basically
> everything in the Auto-folder you might want to keep.

Oops on that one Tim.

You should look for and KEEP a file ending in .SYS, e.g. HDDRIVER.SYS or
AHDI.SYS or ICDBOOT.SYS, which should be in the ROOT of drive C, not the
AUTO folder.

The DESKTOP.INF or NEWDESK.INF should be kept until you know how to install
devices, too.

Barrie at Keychange. www.keychange.co.uk.

>
> For FAQ's on Atari stuff, feel free to visit my faq page:
>
> http://tamw.atari-users.net/download.htm
>
> The Atari Quick Faq is a good one. Hallvards pages are good too.
>
> For some of the best MIDI software, most of which works on a Falcon,
> visit my main site:
>
> http://tamw.atari-users.net
>
>
> Tim Conrardy

1497. FS: Winnipeg Atari ST User Group fundraiser still going! Reduced more!

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 22:18:02 UTC
From: trevor@tecnopolis.ca
Message-ID: <uQC39.104892$f05.5337241@news1.calgary.shaw.ca>
Source record: 32957

THINK IT SHOULD BE CHEAPER? MAKE AN OFFER!

1040STe computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 64
cord

1040STf computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 50
cord

1040STf computer bare, needs repair: slight wobble in picture output and $ 23
internal floppy drive is dead, everything else appears fine; fix or use for
parts; add $5 for a mouse, $1 for manual, $1 for power cord

1040STfm computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 57
cord

520ST computer (no DD or PS), bombs & won't boot $ 11

520STf computer no floppy disk drive; incl power supply; add $5 for a $ 13
mouse

520STf computer with DS external disk drive, add $5 for a mouse $ 27

520STfm computer dead internal power supply (looks like it melted down); $ 15
probably repairable or certainly usable for parts; this is the model with
internal DSDD floppy drive and TV output

520STfm computer with internal power supply & DSDD floppy drive and TV $ 15
output; dead floppy drive

BK GFA Basic Michtron manual (only), version unknown, in little 3 ring $ 1
binder, appears to be full but only has pages 316 to 645 + compiler
information (65 pages)

BK INTERMEDIATE and Advanced Atari ST Subjects by Ralph Turner, Turner's $ 1
books are great guides for ST'ers to learn more

BK MANUAL 1040ST original either 86 or 87, good condition $ 2

BK MANUAL TT/ST RAM Expansion Board Manual - install instructions $ 2

BK MANUAL TT030 manual near mint condition original TT manuals $ 4

BK MICHTRON BBS v3.0 manual-only (no disks) $ 1

BK SPACEQUEST 3 Hint book $ 1

BK THIRD Book of Atari ST Topics by Ralph Turner, the series continues $ 1

CABLE 25PIN Modem/serial/printer cable 25 male to 25 female Dsub approx $ 3
8'

CD-ROM SCSI 1X Chinon CDS-435 was working fine but now just ejects disks when inserted, has recent ROM upgrade $ 4

FLOPPY 3.5" Atari external floppy drive, working $ 18

FLOPPY 3.5" Atari external floppy drive; flakey - reads ok sometimes but most of the time doesn't; perhaps fixable; sold as-is, incl working power supply and floppy port cable $ 9

FLOPPY 3.5" Oceanic America Master-3S external floppy drive, incl floppy cable and power supply $ 27

FLOPPY DISKS quantity 10 DSDD namebrand 720k disks pre-used, no guarantee but should work fine $ 1

FLOPPY DISKS quantity 20 DSDD noname 720k disks pre-used, no guarantee but should work fine $ 1

FLOPPY DISKS quantity 7 DSHD noname 1.44M disks pre-used, no guarantee but should work fine $ 1

JAGUAR/STUG T-SHIRTS (ONLY 1 LEFT!!) gorgeous black XLG Fruit-of-the-Loom T-shirts with our Atari club's logo on the front and on the back "Jaguar" in huge red lettering (like on the Jag box) with eerie yellow eyes above it and "64-bit interactive multimedia system" written below, Brand new never worn leftovers from a show we attended $ 7

JOYSTICK Epyx 500XJ joystick - minorly broken, probably fixable or usable for parts $ 1

JOYSTICK Epyx hand conformed joystick $ 3

JOYSTICK sold as set: 2 Wico hand-formed joysticks, 1 in perfect condition, 1 sticks a little $ 1

MAGAZINES great deal! 53 USA Atari mags, 1 Atari disk all together in one super cheap set! email for titles, shipping not included $ 3

MODEM EXTERNAL 1200 baud Atari classic, AC adapter, great starter modem for older computers, incl phone cable, serial cable add $5 $ 3

MODEM EXTERNAL 1200 baud CapeTronic w/builtin AC adapter & volume control, great starter modem for older computers, incl phone cable, serial cable add $5 $ 3

MODEM EXTERNAL 1200 baud Packard Bell, AC adapter, great starter modem for older computers, incl phone cable, serial cable add $5 $ 3

MODEM EXTERNAL 2400 baud GVC, AC adapter, great starter modem for older computers, incl phone cable, serial cable add $5 $ 10

MONITOR Master switch between color & mono with a flick of a button! $ 3

MONITOR color Atari SC1224 minor problem: the power button switch won't stay pushed in unless you hold it; fix or replace with a switch from Radio Shack; otherwise works perfect with great picture $ 13

MONITOR color Atari various models working $ 26

MONITOR mono Atari 1991 model small, grey made by Quadrant, flakey, $ 17
picture won't sync (wobbly,distorted), maybe fixable

MONITOR mono Atari various models dead $ 8

MONITOR mono Atari various models working $ 24

MOUSE original Atari mouse guaranteed working $ 9

POWER SUPPLY external for 520 ST's $ 13

PRINTER SUPPORT STAND 2 plastic legs to hold printer above paper, best $ 1
with larger dot matrix printers, sturdy smokey-clear plastic

PRINTER SWITCHBOX 25-pin for modems or printers, broken or miswired: does $ 3
strange things

ROLAND D-50 Synthesizer, great condition classic synth, includes MIDI $470
cables

SPECTRE GCR the premiere Macintosh emulator - complete and upgraded with $ 15
ROMS (disk/docs/cable)

ST/IME internal clock/calendar from Zubair Interfaces Inc, sets your $ 10
clock automatically every time you boot. Incl box, software and hardware.
Suggested retail was $57.95. Brand new. No guarentee on lithium battery
(estimated 10 year lifespan)

SW BALANCE Of Power strategy game; manual needed (disk) $ 1

SW BATMAN game based on 1st movie by Ocean - fun! (disk/docs/box/sticker) $ 2

SW BENTLEY BEAR Magical Math II, educational, published by Atari (disk) $ 1

SW CRACK'ED game published by Atari (disk) $ 1

SW DAC Easy Accounting software 2disk (disk) $ 1

SW DIAMOND BACK 2 great backup program to most any media (disk) $ 1

SW DR.T's Roland D-50 Editor/Librarian, synth also available see below $ 19
(disk/docs)

SW EKG Teaching By mad scientist software educational, EKG parts/ rhythms $ 1
and pathology recognition (disk)

SW EZCALC good spreadsheet (disk/docs) $ 1

SW GDOS original Atari version 2 disks (disk) $ 1

SW GRAMSLAM grammar and style checker, checks for 1200 errors, can run as $ 1
an ACC or PRG, works with all word processors (disk/docs)

SW IMAGE CAT complete graphics cataloging system for all Atari ST $ 1
computers (disk/docs)

SW INTERLINK ST packaging/box only (no disk, no docs), beautfiul black $ 1
plastic videotape style box with the company logo all over; slides into a
white Interlink box

SW LEISURE SUIT LARRY 2(?) Looking for Love, classic sleazy fun $ 2
w/pixelated nudity by Sierra (disk/docs/box)

SW LEMMINGS Oh No! More Lemmings - great puzzle game by Psygnosis (disk) $ 1

SW LIVRE Du Graphisme (disk) $ 1

SW MACRO Mouse by Antic, record mouse actions (disk) $ 1

SW MEGATRAVELLER missing disk A it seems, disk B only (disk/docs) $ 1

SW MIGRAPH drawing utilities set includes TouchUp, MergeIt and Scan&Save, $ 1
manual for Mergeit only (disk)

SW NEODESK2 v2.0 the famous desktop replacement, might be upgradable $ 1
(disk)

SW NIGHTSHIFT 2 disks game by lucasfilm, so you know it's good! may need $ 1
a manual for copy protection (disk)

SW OMEGA strategy game by Origi (disk) $ 1

SW PIPE DREAM game by lucasfilm, so you know it's good! may need a manual $ 1
for copy protection (disk)

SW QUICKST v3 screen accelerator for ST/STe/TT (disk/docs) $ 3

SW RED STORM RISING submarine simulation 2disks one of the best realtime $ 1
strategy sim games for the Atari! amazing sim of realtime submarine combat
(disk)

SW SIMCITY the city simulator, great game! (disk) $ 1

SW SIMCITY very addictive simulation game, may need manual for copy $ 1
protection (disk)

SW STALKER 2 older version probably upgradable (disk/docs) $ 1

SW STALKER3 v3 best telecomm modem software (disk/docs/box) $ 11

SW STENO 1 older version probably upgradable (disk/docs) $ 1

SW STENO2 v2 best text editor works great with STalker (disk/docs) $ 3

SW SWIFTCALC ST by Timeworks great spreadsheet with graphing 2disks $ 1
(disk)

SW TEST DRIVE 2 the duel, European challenge addon, the supercars addon, $ 1
great car racing game with 2 bonus packs of cars! 4 disks, probably needs
manual for copy protection (disk)

SW TEST DRIVE by accolade (disk/docs) $ 2

SW UIS Universal item selector v1.0 the best file selector replacement $ 1
(disk)

SW UVK Ultimate Virus Killer (disk) $ 2

SW WARP9 speed up the graphics on all TOS machines lots! (disk/docs) $ 6

SW WORD For Word crossword puzzle creator (disk/docs) $ 1

SW WORDFLAIR v 1.1 the integrated document processor (disk/docs) $ 3

SW Z-RAM Diagnostics v1.1 for use with Z-Ram RAM upgrades (disk) $ 1

SYQUEST 44MB removeable hard drive w/1 cartridge in 2-bay (1 bay free) $ 48
"shoe box" style external case incl host adapter so you can hook this drive
directly up to any ST without an expensive ICD Link. The case has a DMA thru
connector so you can still hookup your SLM or another drive. Incl DMA cable
and software. Everything you need to get going!

SYQUEST CART 44MB each in quantity of 3, no bad secs $ 6

SYQUEST CART 44MB no bad secs $ 16

GOLF VIDEO VHS Improve Your Golf Game w/Richard Zokol, new shrinkwrapped $ 1

DAISYWHEEL PRINTER DaisyWriter 1500/2000 wide carriage, includes good $ 12
ribbon, has weird interface connector but I have the cable that appears to
convert it into standard parallel (or SCSI?), seems to work but sold as-is

FLOPPY DRIVE 5.25" probably dead $ 1

FLOPPY DRIVE 5.25" tested, working $ 2

MODEM EXTERNAL USRobotics Sportster 14.4 w/AC adapter, includes manual; $ 25
serial cable $4 extra

PRINTER Brother HJ-400 ink jet, uses easy to find Canon BC-02 cartridges, $ 55
PC or Mac, includes Mac cable, works great

PRINTER CABLE 24' standard DB25M to Centronics $ 4

PRINTER CABLE 9' standard DB25M to Centronics $ 3

PRINTER Epson FX-85 dot matrix, working, includes ribbon $ 48

PRINTER Epson MX100III wide carriage dot matrix, includes ribbon, 1 side $ 48
of tractor feed is loose/missing spring

PRINTER Nissho NP-2410 wide carriage dot matrix, working, includes ribbon $ 48

PRINTER Panasonic KX-P1091 dot matrix, includes ribbon $ 27

PRINTER Raven PR-9101 dot matrix, includes ribbon, w/manual, missing top $ 33
plastic cover

PRINTER SWITCHBOX CABLE or serial, 6' Belkin standard DB25M to DB25M $ 3

PRINTER SWITCHBOX CABLE or serial, 8' standard DB25M to DB25M $ 3

PRINTER SWITCHBOX auto & manual switch for 2 computers to 1 printer, $ 11
brand new in box, cables extra, MicroMice model AS-201

PRINTER SWITCHBOX manual A-B switch, cables extra $ 9

PRINTER Star NX-1000II dot matrix, includes ribbon, plastic cover a bit $ 27
broken

SIMM RAM 1MB 30pin, quantity 4 sold together (more qty available) $ 3

SIMM RAM 4MB 30pin, price is per 1, 11 available, Goldstar $ 10
GM71C4100BJ70(7), AZen A43000-70(2), or GB-200 Hyundai(2)

SIMM RAM 4MB 30pin, quantity 4 sold together $ 43

--
THINK IT SHOULD BE CHEAPER? MAKE AN OFFER!

E-Mail: trevor@tecnopolis.ca

All prices in US$. Prices do not include shipping unless otherwise stated.
Will ship anywhere in the world. Terms are usually payment up front. Items
are always shipped within 24 hours of receipt of payment except for checks.
Hundreds of trade references are available upon request. I've been buying
and selling on the net since 1992!

Check out my other forsale lists at http://www.tecnopolis.ca/forsale

1498. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 22:48:32 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4efd1d$1_4@corp.newsgroups.com>
Source record: 32958

Steve Sweet <stevesweet@freeuk.com> wrote in message
news:1028582839.51973.4@doris.uk.clara.net...
> Why look, Jared is back
>
>
> > > 8-) I'll just line up a fresh keyboard in anticipation of that
wankers
> > new tirade.
> >
> > What tirade?
>
> This one oh spongiform encephalitis sufferering one.

Um , in novice-speak, what is that disease? Elephantitis or something?

> >About packet radio? I don't even have an interest concerning
> > any of that radio stuff, so why should I care? Oh, sure... I think I
know
> > what the words AM (Amplitude Modulation) and FM (Frequency Modulation)
stand
>
> In your case its Arse Munching and Fudge Munching.

Yes, I do bite my wife's butt every now and then as a sign of affection. I
also chew on her heels and feet, as well as my son's. Not to mention
burying my muzzle in that OH, SO SWEET AND YUMMY CENTER BETWEEN HER LEGS...
DELICIOUS! We wolves tend to be very mouthy creatures. Chocolate isn't
good for canids, but I sometimes break the rules... fudge is a tasty
treat... well worth the tummy-ache later.

>
> > for and that one of them goes to a higher frequency range than the
other,
> > but that's about it.
>
> Well you've just proved your a complete no-know on this subject as well,
any
> frequency can be AM'd or FM'd

Ok... now did I say I knew *EVERYTHING* about AM/FM or frequencies
therewith? No. I stated what little I know. It may also not be
completely accurate or fully detailed, but it's something more than nothing.

> > Tirade? Nope, not from me. If you drop this topic, you'll see I will
too.
>

> We've found elsewhere that that statement is worth as much as your
technical
> qualifications.

We've found, EVERYWHERE, that you're, well... just plain worthless. If you'll remember, I am A+ Certified, not a radio technician or automotive mechanic or doctor of psychology or whatever else. That means I specialize and am qualified to work on computers, nothing more, nothing less. Though my general (*NOT* all-encompassing, mind you) knowledge of PC's, Macs, Ataris, and Amigas does help...

If you would be so willing to actually challenge me to SHOW you this proof of my certification, I will do so and shut you up for good on that one issue. Not to say I won't find a lot more to argue about with you, but...

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1499. FS: $250 CDN Falcon 14mb Wizz no hd no mouse no monitor

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 22:56:16 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <9fD39.876$2x5.408421@news20.bellglobal.com>
Source record: 32959

Toronto pickup

res@sympatico.ca

1500. Re: Anyone use their Atari's for radio or short wave listening etc

Newsgroup: comp.sys.atari.st
Date: 2002-08-05 23:05:22 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d4f010f_1@corp.newsgroups.com>
Source record: 32960

Steve Sweet <stevesweet@freeuk.com> wrote in message
news:1028582837.51973.3@doris.uk.clara.net...
> Hi Jared, welcome to CJD club, my name is Steve and I'm a psychopathic
alcohol
> abusing sheep smile restorer.

Excuse me while I pass out from laughter and fall out of my chair... WHOMP!

> > I challenge you
>
> You'd soon find out all about hospital food and modern surgery techniques
i
> assure you.

Breaking my sentences up again... is that due to a severe lack of
concentration or just a REALLY short term memory?

> > to actually keep a sentence of mine
>
> OK, I'll have this one.

No, you can't have it. It's MINE! I'm an Indian giver!

> >intact
>
> Yes thank you, unlike yourself.

Wha... huh? I still have BOTH my testicles! I didn't have a vasectomy! My
wife is the one who got sterilized! (I can just predict where Steve
Sweetcheeks is gonna take this... let's see if I'm right...)

> >and STILL
>
> Well my fingers are moving, but apart from that yes.

Yup, those fingers just keep on a twitchin', cause of that epileptic
retardation you suffer from... you're stuck in a wheelchair, too, right?

> >be able to prove a case against me on a point by point level.
>
> You stand accused of being a child molesting, shit stabbing arsehole
faced
> CJD suffering moron!, how do you plead.

Accusations stand not, when no PROOF is offered up. Your lies and
accusations only prove how desparately stupid you really are, butt-munchkin!

> > I doubt you can or would.
>
> Being the judge I've just dismissed the case on the grounds that you are
> mentally unfit to be tried and herby commit you to years of pink pill
popping
> at the local funny farm.

Who died and made YOU judge? Good thing you're not my executioner. You'd never be able to hold an ax without dropping it on your foot or holding a needle without sticking it in yourself! You'd have killed yourself long before even touching me...

> You will be released on the 5th anniversary of your death or on the day of
the
> successful resurrection of Atari Corp whichever comes last.

Um, that made almost no sense... but neither do you, so that shouldn't surprise me, right? :-)

Jared
"This is the part where you fall down." (Johnny Cage from Mortal Kombat)

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1501. Re: New floopy drive for ST

Newsgroup: comp.sys.atari.st
Date: 2002-08-06 00:29:20 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <ALE39.12716$sp1.37924@news-server.bigpond.net.au>
Source record: 32961

Give me a call hurfy;-)....

Mark

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3d4f02fc$1@news.alphalink.com.au...
> this should be an easy one..I need to change the floopy drive in an
ST..only
> have access to PC drives..how can I do it?
>
> cheers
>
> Graham Hurford
>
> --
>
>
>

1502. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-06 01:37:46 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D4F2918.BDC26682@ataritimes.com>
Source record: 32962
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Steve Sweet wrote:

> That's not the point, there are rules against it. What other rules for this
> echo would you not mind breaking?.

Then perhaps you should take it up with the newsgroup owner instead of
airing your grievances with the entire group? You might actually get
something accomplished. Crying to us about it won't do anything.

--
Gregory D. George

=-=-=-

1503. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-06 01:45:01 UTC
From: Digital Data Factory <digitaldatafactory@centurytel.net>
Message-ID: <ain9ba$7f0$1@feed.centurytel.net>
Source record: 32963
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

hummmm well I for one agree that auctions ARE a scam..... for the most part
that is.
Ed
"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:YW739.72623$eG2.2083822@bin6.nnrp.aus1.giganews.com...
> My complaint is pages like this one:
>
> http://www.aracnet.com/~atari/auctions.htm
>
> which slander auction sellers to boost his own business.
>
>
> "Anders Skelander" <ansk@hotmail.com> wrote in message
> news:x0639.23041$t4.16496@nntpserver.swip.net...
> >
> > Robert Schaffner <rs.mac@t-online.de> wrote:
> > > ...
> > > "Christmas in August" what a kiddy bullshit
> > > ...
> >
> > I have seen many complaints about Bravo Sierra Computers, but no
> explanation
> > on what is wrong with this company. What is the reason for all these
> > complaints?
> >
> > Anders
> >
> >
> >
>
>

1504. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-06 02:45:22 UTC
From: lp <gfa@basic.net>
Message-ID: <B974B082.82CD%gfa@basic.net>
Source record: 32964

in article 3d4ea3c2$0$1423$6d5eecc5@news.eurekanet.com, Dan at
baldrick@youshouldknow.netset.com wrote on 8/5/02 12:13 PM:

>> Someday, when I manage to interface GFA with proper sockets AtarIRC
>> will go MiNT-Net. No OVL's, or modules... the legacy users can just live
>> with old versions. That's life. ;-)
>
> I've been using an old version for years. Ever since you broke the fonts I
> liked to use :)

That was a bug that I fixed. ;-)

Lonny Pursell

1505. Re: Gemulator/MagiC

Newsgroup: comp.sys.atari.st
Date: 2002-08-09 10:02:04 UTC
From: <>
Message-ID: <1028960542-69516AEicMi@ntlworld.com>
Source record: 32969

From: Fred Horvat <fmh@netzero.net>
Date: Thu, 08 Aug 2002 07:02:58 -0400

>The English Resources for MagiC are here.
>http://www.application-systems.de/download/magic/magxdesk.lzh

The files on my web site are always kept up-to-date in the light of problems
found as they are used.

I recommend using them over the ones from ASH.

Derryck

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1506. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-09 10:02:16 UTC
From: <>
Message-ID: <1028960542-69228AEicMi@ntlworld.com>
Source record: 32968

From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Date: Thu, 08 Aug 2002 04:09:20 -0400

>> all. And please leave the DDP translation crew out of this discussion....
>
>I wasn't involving DDP. I simply mentioned that you host for them.

A point of fact:

/I/ host DDP Translations web pages, as per the sig that appears in (most)
every message from Dennis, Peter and myself.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1507. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-09 10:05:42 UTC
From: <>
Message-ID: <1028960544-69788AEicMi@ntlworld.com>
Source record: 32970

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Thu, 8 Aug 2002 08:00:37 +0000 (UTC)

>I have had a chance to try Magic 6.20 on a 4MB MegaST (that is the machine
>with the Ricoh RP5C15 real-time clock). I could see no particular problems-
>but one: current time and date reported by the system and stamped upon
>any new files is completely wrong (some wrong time and a date in 2082,
>iirc).

I'm under the impression that Andreas released a patch for this problem, I
haven't had occasion to look for it on ASH's web site though.

>Btw. and slightly OT: the documentation for the 6.10->6.20 upgrade states
>that it should be performed on a partition enabled for long filenames- but
>it is not absolutely necessary: if one unpacks the update on a partition
>with only 8+3 filenames, the patch file will have some weird name instead

It also isn't really necessary to use the environment that's recommended to
unpack it apparently, but it's probably best to keep to the documented
method.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1508. Logic Audio

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 03:27:55 UTC
From: fried@achilles.net
Message-ID: <751b0ec4.0208091927.60634770@posting.google.com>
Source record: 32965

Hello there, does anyone actually use Logic Audio?
If so, what are the tricks to getting it set up and working?
I have Logic 2.5 and the Audio module, but I never got the manual,
which I hear are as rare as hen's teeth.
Thanks for any info.
Mark

1509. Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 03:34:39 UTC
From: nephelim@zetnet.co.uk
Message-ID: <3d5489cc$0$253$4c56ba96@master.news.zetnet.net>
Source record: 32966

Hi !

There was a posting a while back concerning the the amount of
hard drive that a Falcon could access. Alas I did not keep a record
for future reference. Silly me !

Now I am in begging mode, hoping that whoever it was that posted that
information would be kind enough to repeat it for me please.

I am currently using a I Gig IDE. By how much may I increase this ?
What is the upper limit, or is the upper limit defined by the Falcon
and not the drive capacity,ie. will the Falcon ignore capacities on a
HD beyond that which it can access ?

Regards,

Paul.

1510. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 06:11:02 UTC
From: rs.mac@t-online.de
Message-ID: <1fgovin.1pvhyah279jsqN%rs.mac@t-online.de>
Source record: 32967

Paul Hopkins <nephelim@zetnet.co.uk> wrote:

> I am currently using a I Gig IDE. By how much may I increase this ?
> What is the upper limit, or is the upper limit defined by the Falcon

Upper limit is defined by partition size handling of used os release.

TOS-Release Size / Grï¿½sse Comment / Kommentar
TOS 1.00 - 1.02 256 MByte
TOS 1.04 - 3.xx 512 Mbyte
TOS 4.0x 1024 MByte
MagiC 1024 MByte
BigDOS 1024 MByte
MagiC / BigDOS 2048 MByte (DOS-Kompatibel)
MagiC 6.1 -> FAT32 -> Terrabyte (nicht MagiC 6.01)
FreeMiNT 1.15 FAT 16 2048 MByte (DOS/TOS komp. Partitionierung)
FreeMiNT FAT 32 !> Terrabyte

> and not the drive capacity,ie. will the Falcon ignore capacities on a
> HD beyond that which it can access ?

128Gbyte are engouh for any atari ;)

Drive: Type: Size: Mech: Comments:
Hitachi DK222A-54 540 MB 2.5"
Hitachi DK212A-81 810 MB 2.5" Not for CT2
Turbo mode
Hitachi DK212A-10 1.0 GB 2.5"
Areal MD2085 80 MB 2.5"
Fujitsu M2637T 240 MB 2.5"
Fujitsu M2724TAM 1.6 GB 2.5" No multiple
read/write
Conner CFN250A 250 MB 2.5"
Conner CP2064 64 MB 2.5" No CT2
TurboMode!
Quantum Daytona 500 MB 2.5"
Seagate ST9077A 2.5" Sorry, no technical data
Quantum Europa 1.08 GB 2.5"
Toshiba MK1002MAV 1.08 GB 2.5"
Toshiba MK1924FCV 540 MB 2.5"
Toshiba MK2326FCH 330 MB 2.5"
Toshiba MK1403MAV 1.3 GB 2.5"
Toshiba MK2110MAT 2.1 GB 2.5" very silent
Toshiba MK2109MAT 2.1 GB 2.5" (2109 mbytes)

Beginning years ago that list on DOITF030 FAQ.

As N O B O D Y send his type of usesd IDE devices the list is short as it is. Iï¿½m not in the position to buy and test some IDE drives for people they are lazy two send two simple words.

Support not longer avaiable

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1511. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 06:34:24 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D54B3F0.4000404@seimet.de>
Source record: 32971

Paul Hopkins wrote:

> I am currently using a I Gig IDE. By how much may I increase this ?
> What is the upper limit, or is the upper limit defined by the Falcon
> and not the drive capacity,ie. will the Falcon ignore capacities on a
> HD beyond that which it can access ?

There is no upper limit. With HDDRIVER IDE drives up to 127 GByte have
been tested. Drives with 128 GByte and more are also supported by
HDDRIVER, but have not yet been tested. See also
http://www.seimet.de/hddriver_english.html
Note that the operating systems limits the partition size. For huge
drive MagiC or MiNT have to be used in order to have partitions of more
than 1 GByte.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1512. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 07:30:20 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1028964620.550049@pikachu.atari-source.com>
Source record: 32972

derryck@.NOT~THIS~cix.co.uk wrote:

> From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
> Date: Thu, 08 Aug 2002 04:09:20 -0400
>
>>> all. And please leave the DDP translation crew out of this
>>> discussion....
>>
>>I wasn't involving DDP. I simply mentioned that you host for them.
>
> A point of fact:
>
> /I/ host DDP Translations web pages, as per the sig that appears in (most)
> every message from Dennis, Peter and myself.
>
> Cheers
>
> Derryck
>

Derryck,

Yes I actually noticed this and realized my error but figured it wasn't
worth posting 4 messages in a day on this thread ;-). But I did notice.

Mark
http://atari-source.com

1513. CT2-compatible IDE drives

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 08:52:42 UTC
From: <>
Message-ID: <1029137958-216426AEicMi@ntlworld.com>
Source record: 32895

This is aimed at Robert/DoItF030:

HITACHI DK227A-41 2.5" 4GB works flawlessly with the CT2B

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1514. MINT and Ecplise

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 11:44:51 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1028979873.29217.0.nnrp-07.3e31118f@news.demon.co.uk>
Source record: 32973

I am having a real hard time getting MINT and my Eclipse card to work together - the screen is normally corrupt. Any ideas where to start?

I have downloaded 0.95 and my MINT install works fine on the Videl.

Elliot...

1515. Re: ST and VGA monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 12:05:09 UTC
From: vdjole@EUnet.yu
Message-ID: <aj2vhb$a8k$1@news.eunet.yu>
Source record: 32976

>> >Can I connect a VGA monitor (Atari PTC1426, the one from TT) to 1040ST?
>> >I need ST-High resolution only. I heard it is possible with SVGA monitors,
>> >but what about this old VGA one?
>>[...]
>I connected "mono out" signal to RGB input in VGA monitor, "H/V sync out"
>to "H/V sync in" but nothing was displayed :-(
>Do I *have* to get an additional device, or is it just a matter of
>correct connection?

In most cases is a matter of correct connection, see below a collection
of notes that I collected long ago on this subject (note- some other source
stated that in the highres-to-vga connection the three resistors should not
have the same value. This affects colour balance; IIRC using three equal
resistors results in a rather "bluish" monochrome picture):

quote:

Connecting a real ST(E) to different types of screen, the complete
instruction!

The ST series has the following video connector:

4 3 2 1

8 7 6 5

12 11 10 9

13

1=audio
2=csync, or when the ST has a TV modulator, then it is composite video
3=port A bit 6 of sound chip
4=monochrome sensor, low = SM124 monocrome monitor
5=audio input (no a/d!!!, only mixed to audio out.)
6=green
7=red
8=+12V (TV can detect if a video signal is present)
9=hsync
10=blue
11=monchrome video = SM124
12=vsync
13=ground

Scart (Euro AV is the following:

```
------
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
--21-
/
/
```

1=
2=audio right
3=
4=5=9=13=17=18=ground
6=audio left
7=blue
8=+12V video in detect
10=
11=green
15=red
16=vsync
19=
20=csync

VGA has the following pin out:

```
\ 1 2 3 4 5 /
\ 6 7 8 9 10 /
\ 11 12 13 14 15 /
```

1=red
2=green
3=blue
4=not connected
5=digital ground
6=analog ground for red
7=analog ground for green

8=analog ground for blue
9=not connected
10=digital ground
11=not connected
12=DCC data in/out
13=hsync
14=vsync
16=DDC clock

(DDC=Display Data Channel, so Windows 95 detects PnP monitors)

Print out this mail in courier font or any other monospaced font and connect simply the st connector to the scart or VGA connector with the same function following the above listed connectors. All connectors are viewed from the solde side. On the VGA you use digital ground to the ST ground. That 2 cables (ST to Scart, ST to VGA) will do color lowres and medres resolution. Note: The most actual VGA monitors can NOT show 15kHz horizontal sync as the ST does in low and medres, the most can only show 31kHz and above, please read your monitor documentation carefully to avoid damage to your VGA monitor!!! (My NEC Multisync (the very old with manual syncing) or the Multisync 3D can do this , but not the 2A!!! There was also a VGA monitor from Acorn for the Archimedes which was capable of doing this) (Do also not make a cable VGA to Scart, that will destroy your TV set or video monitor!!!)

All STs with a "M" in their model name like 520STFM, 1040 STFM, and all STE are having a Modulator, others like 260St or 1040STF or 520ST+ do not have!!!. Simply connect the inner pin of that TV connector to the inner pin of the antenna input of a TV set, connect the outside pin of both for grounding together. For this take a kind of coax cable. On channel 36 (?) of your TV set you receive the ST desktop. But the picture will not be so good as on a scart or VGA cable.

There are lowres monochrome monitors (used for example for black and white video camera monitor), they only can show one color from low to high, some of them are showing only green to black pictures, these one can be used for the ST low and medium resolution with the following two lines coax cable:

ST connector to Cinch. (This is not the same as ST to TV antenna input!!!)
red over 270 ohm resistor to the middle pin.
green over 120 ohm resistor also to the middle pin.
blue over 820 ohm resistor also to the middle pin
csync over 47 ohm also to the middle pin
ground to the cable shield and then to the outside.
There's no audio with these monitors.

Monochrome highres resolution on a VGA connector.

link ST hsync and ST vsync to the corresponding pins of the VGA connector
link ST monochrome video over 3 x 47 ohm resistors to red, green, blue, one resistor for one color!
link ST monochrome sensor to ST ground

link ST ground to VGA digital ground.

[...]

Addendum: Pin 6 of the SCART is audio left, I have forgotten that to write... :)

[...]

Anyway, I checked out the lead used to connect my 520STFM to a Philips CM8833 colour monitor, and it's wired as follows (pin designations as per Stefan Matthaus postings in the thread 'Searching for Atari's TOO :) Atari to different types of screen'):

```
ST Function SCART (Euroconnector)
-- -------- ---------------------
1 Audio 6
6 Green 11
7 Red 15
10 Blue 7
13 Ground 17
9 + 12 H-Sync/V-Sync 20
```

Note that the horizontal and vertical sync pins from the ST are connected to pin 20 of the SCART connector via 470 ohm resistors (one in each line, not both connected together through one resistor). According to the Philips monitor manual SCART pin 20 (normally composite video in) is also used for the syncronisation signal of a linear RGB input.

If you make up a lead, it may be worth connecting the audio out from the ST (pin 1) to both left (pin 6) and right (pin 2) audio inputs on the SCART connector, otherwise you'll only get sound out of one speaker if you have a stereo monitor or TV.

Regarding the connector to fit the ST video output, it's a 13-pin DIN plug.

[...]

unquote:

Regards;

1516. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 12:05:13 UTC
From: vdjole@EUnet.yu
Message-ID: <aj2vhm$a8k$2@news.eunet.yu>
Source record: 32975

On 9 Aug 2002 09:05:42 -, <derryck@.NOT~THIS~cix.co.uk> wrote:
>From: vdjole@EUnet.yu (Djordje Vukovic)
>Date: Thu, 8 Aug 2002 08:00:37 +0000 (UTC)
>
>>I have had a chance to try Magic 6.20 on a 4MB MegaST (that is the machine
>>with the Ricoh RP5C15 real-time clock). I could see no particular problems-
>>but one: current time and date reported by the system and stamped upon
>>any new files is completely wrong (some wrong time and a date in 2082,
>>iirc).
>
>I'm under the impression that Andreas released a patch for this problem, I
>haven't had occasion to look for it on ASH's web site though.

Hmmm, I looked there bout could not locate anyting that seemed to be
a patch like this. Can you perhaps recollect the name of the patch or
some alternate location?

Regards;

P.S.

>The files on my web site are always kept up-to-date in the light of problems
>found as they are used.
>I recommend using them over the ones from ASH.

I noticed that some texts in RSC of Magxdesk has slipped untranslated-
(something in Preferences, IIRC). When looking into the RSC with Interface
those texts have to be unhidden to be seen.

Regards again;

1517. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 12:05:16 UTC
From: vdjole@EUnet.yu
Message-ID: <aj2vhq$a8k$3@news.eunet.yu>
Source record: 32974

On 8 Aug 2002 20:20:01 +, "Steve Sweet" wrote:

>I had a problem with my MegaSTe clock, i emailed the magic author and received
>a curt reply that there were no such issues with MegaSTe's and that i must
>have an Auto\Acc conflict!!.

From the tone of your message I assume that you did -NOT- have an auto/acc
conflict. Neither do I. A simple substitution of magic.ram v6.20 with old
v6.10 cures the problem.

And any attempt to sety the time by any utility I could think of resulted
in magnificent crashes either of the utility or of the magic itself.

regards;

1518. Atari Online News, Etc. $04-32

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 12:49:46 UTC
From: danap8@aol.com
Message-ID: <20020810084946.27765.00002240@mb-mw.aol.com>
Source record: 32977

```
A-ONE #0432 08/09/02

~ US, MS Privacy Settled ~ People Are Talking! ~ Game Consoles Hot!
~ Striking Hackers Back! ~ Go For Song-Swappers?! ~ Sega Seeks Growth!
~ Game Boxes Shrinking?! ~ Web Royalties Appealed ~ Atari Web Sites FAQ!
~ CrippleMINT Installer! ~ ST Wolfenstein Preview ~ CMGI Field Re-Named!

-* U.S. Monitoring Web Attacks! *-
-* AtariForums.com Ready For Action! *-
-* Microsoft To Reveal Some More Windows Code *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
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\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1519. How to read Atari formatted harddisk on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 14:01:33 UTC
From: bo <not@online.no>
Message-ID: <3D551CBE.336E@online.no>
Source record: 32978

While waiting for a 2.5" harddisk for my atari 1040ste I have connected
a 3.5" harddisk and formatted it on the atari.

On my PC I have lots of downloaded material that I would like to move
to the atari harddisk.

Is it possible for my pc to read/write this format?

Or do I have to use floppies or serial transfer?

Regards,

Bent

1520. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 15:59:02 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208100759.32e2ddf4@posting.google.com>
Source record: 32979

Need to practise what you preach.. You and lover chunks' have been quiet...

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D505100.BEB133B7@rogers.com>...
> >
> >
> > Boy am I nasty poop.....Sheesh...Is this what you and Chunks' do
> > in your spare time?
> >
> > www.ratemypoo.com/
>
> I dont know what your imaginary friend does but the rest of us do a think called LIFE.
you should get one sometime loser.

1521. Re: MINT and Ecplise

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 16:55:04 UTC
From: rand@cd.chalmers.se
Message-ID: <aj3gh8fkp1@nyheter.chalmers.se>
Source record: 32980

In article <1028979873.29217.0.nnrp-07.3e31118f@news.demon.co.uk>,
Elliot <stuff@recycledsteel.co.uk> wrote:
>I am having a real hard time getting MINT and my Eclipse card to work
>together - the screen is normally corrupt. Any ideas where to start?

By emailing me. ;-)

MiNT is supposed to work fine with fVDI/Eclipse. I don't use it that
way much myself (since I have no debugger that works under MiNT), but
I have tested it, even with memory protection, on my AB040 Falcon.

What do you mean by screen corruption, by the way?
The only problem I've seen that I'd call 'corruption' would be what you
get if you try to use the normal 4 Mbyte RageII card with the setup
for the 2 Mbyte one I had at the beginning.
The only way to get that is to start fVDI/RageII without the PCI BIOS
running, and without a '4mb' switch on the driver configuration line.

So, make sure you have the PCI BIOS up and running.

I'd suggest keeping any further communication regarding this to email.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1522. Re: How to read Atari formatted harddisk on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 17:51:48 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D5552B4.50703@seimet.de>
Source record: 32981

bo wrote:

> On my PC I have lots of downloaded material that I would like to move
> to the atari harddisk.
>
> Is it possible for my pc to read/write this format?

Linux on the PC can access Atari compatible partitions. An alternative
is to partition the harddisk PC compatible and use MagiC or MiNT on the
Atari or to create a partition that is both Atari and PC compatible
using the tools included in the HDDRIVER distribution
(http://www.seimet.de/hddriver_english.html). In the latter case the
Atari and the PC can access the drive under Windows and TOS, resp.,
without any additional software.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1523. [PUB]: new on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 19:29:16 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d5577b879e3360@pandora.be>
Source record: 32982
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/archiver.zip
(28.652 bytes) To archive floppies without boot info

**game**
ftp://chapelie.rma.ac.be/atari/game/patience.zip
(50.416 bytes) Old German card game

ftp://chapelie.rma.ac.be/atari/game/zebuland.lzh
(72.234 bytes) Improved logical game which was original
created by Ke-Soft for 800XE. Works now on ST.

ftp://chapelie.rma.ac.be/atari/game/zebuedit.lzh
(42.683 bytes) Zebuland level editor. Can edit Zebuland and Sokoban style level.

**mint**
ftp://chapelie.rma.ac.be/atari/mint/net/cripple1.zip
(1.250.696 bytes) easy to use MiNT/MiNT-Net Installer that fits on a
floppy disk (without multitos)
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

1524. Emailertrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 20:07:46 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029013764-58224AEicMi@xs4all.nl>
Source record: 32983

Does anybody has any idea why I cannot collect
usergroupmessages and send emails when I am using
Emailer and Iconnect on modem2? If I switch back
to modem1 the problem is gone...I also use SCC..

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1525. Re: MINT and Ecplise

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 20:16:57 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <aj3sbp$885$1@tyfon.itea.ntnu.no>
Source record: 32984

Elliot <stuff@recycledsteel.co.uk> wrote:
> I am having a real hard time getting MINT and my Eclipse card to work
> together - the screen is normally corrupt. Any ideas where to start?

This can happen if you run fVDI before MiNT. I'm using (or used - it's now almost a year since I last powered up my Falcon...) fVDI and MiNT on my Falcon and there are no problems as long as fvdi is started after MiNT.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1526. FS: Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 20:56:42 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <aj3uma$980$1@tyfon.itea.ntnu.no>
Source record: 32985

I'm considering selling my Falcon, as I don't use it anymore since I got
my Milan060:

- Afterburner w. 32Mb fastram.
- Eclipse graphics card.
- Genius ethernet-card and ROM-port-adapter.

I can also sell it in bits and pieces. In fact, that would be easier as I
don't have the original case anymore...

I also have a Falcon Nova graphics cards and various other bits for the
Falcon and other Ataris. Send me a mail for more information.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1527. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 21:19:18 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.b67b13df.84d22ae2.chongdochongdo@ichongdo.com>
Source record: 32992

Hello, Robert!

Dans le message <1fgovin.1pvhyah279jsqN%rs.mac@t-online.de>
Robert Schaffner a ï¿½crit:
>Paul Hopkins <nephelim@zetnet.co.uk> wrote:

[A lot of interesting informations]

>Beginning years ago that list on DOITF030 FAQ.

>As N O B O D Y send his type of usesd IDE devices the list is short as
>it is. Iï¿½m not in the position to buy and test some IDE drives for
>people they are lazy two send two simple words.
Indeed... :-(
So, you can add these two models to your list (both are 2.5" IDE) :

IBM DTNA-22110 2.11 GB
IBM DJSAï¿½210 10.00 GB

Both tested on my Falcon

>Support not longer avaiable

Bye,

J.-Luc

--
****
*eC.cu*r* Les adresses en ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de
*c***L*f* spammeurs. Pour me rï¿½pondre, partir du centre vers
*c*J*-*.* l'extï¿½rieur parmi les ï¿½toiles ci-contre.
*o*ean*o*
*l*****o* The adresses in "From" and "Reply-To" are spammers'. If
i@wanad you wish to contact me, use the adress going from centre
********* to outside the stars on the left.

1528. Re: Papyrus 9.2

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 21:30:19 UTC
From: edbaizjr@attbi.com
Message-ID: <LBf59.67986$sA3.17280@rwcrnsc52.ops.asp.att.net>
Source record: 32986

On 9 Aug 2002 09:07:22 +, "Grzegorz Pawlik" wrote:

>Sadly, the 9.x is the last version for Atari, AFAIK there were some problems
>with the C++ compiler for Atari, they wanted to start using gnu C++ instead of
>PureC, but for some reasons they couldn't.
>
>But maybe someone could take over the development of Papyrus for Atari?

Yes, that is sad. I will upgrade to 9.2 with the hopes that someone else will
take it over.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1529. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 21:30:19 UTC
From: edbaizjr@attbi.com
Message-ID: <LBf59.78335$uj.41479@rwcrnsc51.ops.asp.att.net>
Source record: 32987

On 9 Aug 2002 05:41:54 G, M�gamodeste wrote:
>Hello All,
>
>�>Since I have 256meg of Ram in my Hades I elected to use a Ram disk as the
>�>cache for Cab. This speeds up the WWW surfing alittle. However, if I go to a
>�>site that has alot of picture on it and I try to download the image, Cab
>�>gives me an reading error and fails the download. Now if I switch the cache
>�>to a regular hard drive partition, downloading of images from a website is
>�>possible. Ideas as to what is happening?
>
>Which ramdisk do you use ? I work with a 4 Mo Mdisk.acc and it works all fine.
>Note that if you make a 4 Mo ramdisk you shouldn't set cab disk cache for 4 Mo
>because folders and cache list take some place.

Hello,

I use Flexdisk. I will check out Mdisk.acc and see if it makes any difference.

>
>A common cause of crash with pictures are 'progressive jpg' and some pictures
>with a proprietary format that cab try to d�code as regular picture. You can
>check this case by setting 'images : unvisible' then go on the site. If it works
>without picture and crash when you reset pictures to 'visible' here is the
>bug.

Hmmm??? I will have to remember that. Cab has crashed at times when loading
certain websites.

>�One thing that is happening is that when I use a ram disk for the cache, most
>�of the time things are not written into the folders (a-z) in the cache.
>
>Are you saying that datas are written in the root directory of your ramdisk ??
>That would be a bad cab.

Yes, the root direct of the ram disk. What is a bad cab???

>�I ran into another problem. When I downloaded a file and tried to save it to
>�my usual partition, Cab would give me an error. If I tried another partition,
>�it worked fine
>
>Maybe that long filenames polluted the gem strings. Try to go on another
>partition, then come back on the first one : does it work now ?

Yes, that did work. Infact, when I re-initialized the first partition that
did not work, everything worked fine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1530. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 21:30:20 UTC
From: edbaizjr@attbi.com
Message-ID: <MBf59.78336$uj.42329@rwcrnsc51.ops.asp.att.net>
Source record: 32988

On 9 Aug 2002 08:50:40 +, "Grzegorz Pawlik" wrote:

>Do you have long file names enabled for the ramdisk partition?
>Is everything OK with the cache size *and* the free space size set in CAB
>"Cache" window? Maybe the free space setting is too big?

Hello,

My free space is set big. I will decrease it and see what happens. Thanks for
the tip.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1531. Re: ST and VGA monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 21:30:20 UTC
From: edbaizjr@attbi.com
Message-ID: <MBf59.67988$sA3.16890@rwcrnsc52.ops.asp.att.net>
Source record: 32989

On 9 Aug 2002 15:22:10 +, "Grzegorz Pawlik" wrote:

>Aren't there any simpler way? I don't think it is easy to get such
>a Video Key device...
>I connected "mono out" signal to RGB input in VGA monitor, "H/V sync out"
>to "H/V sync in" but nothing was displayed :-(
>Do I *have* to get an additional device, or is it just a matter of
>correct connection?

Hello,

I heard Mario Becroft made such a cable for Atari computers, but it only
works in mono. Try the site below.

http://gem.win.co.nz

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1532. Re: How to read Atari formatted harddisk on

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 21:30:21 UTC
From: edbaizjr@attbi.com
Message-ID: <NBf59.78337$uj.42280@rwcrnsc51.ops.asp.att.net>
Source record: 32990

On 10 Aug 2002 14:01:33 , bo wrote:
>While waiting for a 2.5" harddisk for my atari 1040ste I have connected
>a 3.5" harddisk and formatted it on the atari.
>
>On my PC I have lots of downloaded material that I would like to move
>to the atari harddisk.
>
>Is it possible for my pc to read/write this format?
>
>Or do I have to use floppies or serial transfer?

I have the same 1040STe which I love. Just format a disk on the STe and put
it in the PC. The PC should be able to read it fine. Any Atari computer with
a TOS greater than 1.4, puts a PC-boot sector on a floppy when it is
formatted.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1533. Re: Emailertrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 21:30:21 UTC
From: edbaizjr@attbi.com
Message-ID: <NBf59.78338$uj.42342@rwcrnsc51.ops.asp.att.net>
Source record: 32991

On 10 Aug 2002 22:07:46 , Raoul Teulings wrote:
>Does anybody has any idea why I cannot collect
>usergroupmessages and send emails when I am using
>Emailer and Iconnect on modem2? If I switch back
>to modem1 the problem is gone...I also use SCC..

I used emailer, but could it be that it is not setup correctly to use the
Modem2 port? Maybe IConnect has the same problem. When you try to get the
user group messages under Modem2, what happens?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1534. Re: Papyrus 9.2

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 22:11:58 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fgq5fq.15joow01rr426cN%donotusethisaddress@pandora.be.invalid>
Source record: 32993

Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:

> On 9 Aug 2002 09:07:22 +, "Grzegorz Pawlik" wrote:
>
> >Sadly, the 9.x is the last version for Atari, AFAIK there were some
> >problems with the C++ compiler for Atari, they wanted to start using gnu
> >C++ instead of PureC, but for some reasons they couldn't.
> >
> >But maybe someone could take over the development of Papyrus for Atari?
>
> Yes, that is sad. I will upgrade to 9.2 with the hopes that someone else will
> take it over.

The point is that there will be very lickely no version 10. However they
will fix bugs.

TTFN,
Martin

1535. Re: Anyone use their Atari's for radio

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 22:14:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3d559027$0$251$4c56ba96@master.news.zetnet.net>
Source record: 32994

On 5 Aug 2002 19:31:42 +, "Steve Sweet" wrote:
>Hi Charles
>
>> Charles, callsign GM1MCN, but no longer active.
>
>What made you go off air?.

A couple or three strokes: makes speaking and remembering things rather
difficult.

>I thought Ham's died at the mike,

Hehe... Did that at first, too.

Regards,
Charles.

1536. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-10 22:39:10 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3d55a58c6d4e580@europe-shareware.org>
Source record: 32853

Hello,

in article <1fgovin.1pvhyah279jsqN%rs.mac@t-online.de> (comp.sys.atari.st)
Robert Schaffner wrote on Sat 10-08-2002 08:11 (+0200):

> As N O B O D Y send his type of usesd IDE devices the list is short as
> it is. Iï¿½m not in the position to buy and test some IDE drives for
> people they are lazy two send two simple words.

I have the following one running on my standard Falcon:

Fujitsu MPB3021AT 3"5 2.1 MBytes

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

1537. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 00:08:39 UTC
From: swampfax@atlantic.net
Message-ID: <bWh59.233$7U3.218487@news1.atlantic.net>
Source record: 32995

On 10 Aug 2002 21:30:20 , Edward S. Baiz Jr. wrote:
>On 9 Aug 2002 08:50:40 +, "Grzegorz Pawlik" wrote:
>
>>Do you have long file names enabled for the ramdisk partition?
>>Is everything OK with the cache size *and* the free space size set in CAB
>>"Cache" window? Maybe the free space setting is too big?
>
>Hello,
>
>My free space is set big. I will decrease it and see what happens. Thanks for
>the tip.
>
>Edward S. Baiz Jr.
> (Gamer)

Hi Ed,
Regarding saving long file names with CAB (in case the info is needed):
..this is on C-LAB Falcon, single TOS 4.04 and standard file selector.
In the file name field of the file selector which sometimes shows
blank, the "Backspace" key will shorten the invisible file name so it
can be saved. Clearing the field with ESC or the Back key does'nt work
(here).

John G.

1538. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 01:22:03 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D55BC3B.7080608@volcano.net>
Source record: 32846
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Gregory D. George wrote:

> The Maverick wrote:
>
>
>>>Then perhaps you should take it up with the newsgroup owner instead of
>>>airing your grievances with the entire group?
>>>
>>Nice suggestion. Who is the newsgroup owner again???
>
> Exactly my point.

That he should continue "airing his grievances with the entire group" as
there is no "newsgroup owner"?

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

1539. Re: MINT and Ecplise

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 01:27:56 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10208102027170.4267-100000@coazter.myip.org>
Source record: 32848

AFAIK, MiNT does not deal with the screen/video.
What AES, VDI extension do you have?

On Sat, 10 Aug 2002, Elliot wrote:

> I am having a real hard time getting MINT and my Eclipse card to work
> together - the screen is normally corrupt. Any ideas where to start?
>
> I have downloaded 0.95 and my MINT install works fine on the Videl.
>
> Elliot...
>
>
>
>

1540. Re: http://starlords-atm.netfirms.com

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 01:33:12 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0208101733.7de072a6@posting.google.com>
Source record: 32847
Body handling: HTML body converted to readable text

Starlord,

Your website is viewable by my Falcon with CAB 2.7 (though the graphics slow things down a bit). One thing I'd correct is your use of
.

You use:
Your text here

This is fine if your screen resolution matches mine, but under certain fonts in 640x480 a word or two in each line becomes its own line.

I'd use Your text here.

Note however that I use HTML 3.2 and am not familiar with CSS. It could be that you are correct and CAB is wrong.

Galen

1541. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 03:01:01 UTC
From: "Gregory D. George" <gregg@ataritimes.com>
Message-ID: <3D55D42C.4863C10A@ataritimes.com>
Source record: 32849
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

The Maverick wrote:

> > Exactly my point.
>
> That he should continue "airing his grievances with the entire group" as
> there is no "newsgroup owner"?

The point is: You can't do anything about it. So why complain and moan?

--
Gregory D. George

=-=-=-

1542. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 03:41:03 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D55DCEB.1F7227A8@rogers.com>
Source record: 32850

sinclap@yahoo.com wrote:

> Need to practise what you preach.. You and lover chunks' have been quiet...

Typical gay bashing claptrap from sinflop. Tell us, LOSER, why are you obsessed with Homosexuality? Do you need to be
outed? I mean besides being outed as the dell user that you are.

Btw, we all know that your imaginary friend "chunks" is not real. Nor is the imaginary macintosh you think is sitting on your
desk.

What you really need is to lay off the dill pickle flavoured chips and lard milkshakes. While your at it get out of your
mothers basement and get yourself a life.

1543. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 06:15:38 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D56010A.3040700@seimet.de>
Source record: 32851

Jean-Luc CECCOLI wrote:

> So, you can add these two models to your list (both are 2.5" IDE) :

Actually a list of drives that do *not* work makes more sense. There is no reason why modern IDE drives should not work, so a list that would have to list any IDE drive does not make much sense. Otherwise some users will think that only the drives in such a list can be used. Actually my experience is that even those drives that are said not to work usually do work. Bad cables, or with SCSI wrong termination, are almost always the reason for a drive not working.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1544. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 07:57:24 UTC
From: rs.mac@t-online.de
Message-ID: <1fgqwov.cpfcah1e0csoqN%rs.mac@t-online.de>
Source record: 32852

Jean-Luc CECCOLI <chongdochongdo@ichongdo.com> wrote:

> So, you can add these two models to your list (both are 2.5" IDE) :
>
> IBM DTNA-22110 2.11 GB
> IBM DJSA"210 10.00 GB

Thank you.
Add this devices to the list of tested drives for different
falcon configurations.

Regards, Robert

--
-= Home of DOIT-Archive =-

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Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1545. Re: MINT and Ecplise

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 10:44:53 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1029062675.15047.0.nnrp-14.3e31118f@news.demon.co.uk>
Source record: 32854

If this is right then that could be it. I will try.

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:aj3sbp$885$1@tyfon.itea.ntnu.no...
> Elliot <stuff@recycledsteel.co.uk> wrote:
> > I am having a real hard time getting MINT and my Eclipse card to work
> > together - the screen is normally corrupt. Any ideas where to start?
>
> This can happen if you run fVDI before MiNT. I'm using (or used - it's now
> almost a year since I last powered up my Falcon...) fVDI and MiNT on my
> Falcon and there are no problems as long as fvdi is started after MiNT.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

1546. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 11:50:27 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029072336.24754.5@iris.uk.clara.net>
Source record: 32859

Hi Djordje

> >I had a problem with my MegaSTe clock, I emailed the magic author and
received
> >a curt reply that there were no such issues with MegaSTe's and that I must
> >have an Auto\Acc conflict!!.

> From the tone of your message I assume that you did -NOT- have an auto/acc
> conflict. Neither do I. A simple substitution of magic.ram v6.20 with old
> v6.10 cures the problem.

Put it this way, all Auto/App's are tried, tested and trusted, there is no
crap on my system, so if there is a conflict then IMO 6.2 is the cause, as
going back to a min-spec setup with only 'official' TSR's also gives problems.

> And any attempt to sety the time by any utility I could think of resulted
> in magnificent crashes either of the utility or of the magic itself.

Same here.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1547. Re: How to set up NEWSie's killfile

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 11:59:00 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029072337.24754.6@iris.uk.clara.net>
Source record: 32858

Hi Gokmase

> Ok, these almost identical and often repeated commercials
> are starting to get very annoying.
>
> How do I setup NEWSie to filter these (and other annoying stuff) out?

This (attached) text file is sitting in the Newsie folder I found in my "The dark ages" partition. 8-)
Its titled "Killfile.txt"

You now just need to add, Ben Smith, Jared Falvo, Sinclap in the relevant places.

---------- Clipped from here ----------

```
#NEWSie
# This file should be placed in the "work" path.
# format is:
# find <tab> text <tab> action <tab> value <tab> comment
# find can be:
# subject - any text within Subject, uses pattern matching
# author - any part of originating Author Full name
# email - any part of orignating email address (user@domain)
# domain - any part of orignating email domain (i.e. aol.com)
# to - any part of destination email address (user@domain)
# replyto - any part of Reply_To: email address
#
# action can be:
# status - change status in mailbox
# 'D' for immediate delete, (you will never see it!)
# 'P' for Purge, you will see it marked with a 'D'
# transfer - transfer email to another mailbox (XYZ.MBX)
#
#Examples:
#subject $ status P purge all messages with '$' in the subject
#subject Test transfer test auto-route Test messages
#replyto zetnet-atarians transfer zetnet auto-route zetnet messages
#replyto stik-beta transfer stik auto-route stik-beta messages
#
#end
```

---------- End of Clip ----------

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1548. Re: Anyone use their Atari's for radio

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 12:07:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029072338.24754.7@iris.uk.clara.net>
Source record: 32860

Hi Charles

> >> Charles, callsign GM1MCN, but no longer active.
> >
> >What made you go off air?.
>
> A couple or three strokes: makes speaking and remembering things rather
> difficult.

That affliction doesn't seem to affect Jared, Sinclap and Ben Smith, I'm sure they've had a few strokes between them, in more ways than one1. 8~).

That's almost as bad as being a Harem manager and having had that removal op.

> >I thought Ham's died at the mike,
>
> Hehe... Did that at first, too.

Bugger dude, what do you have left?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1549. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 12:43:23 UTC
From: rs.mac@t-online.de
Message-ID: <1fgr97c.eq8sim1vlg3g8N%rs.mac@t-online.de>
Source record: 32856

Pascal Ricard <nospam@mydomain.thanx.invalid> wrote:

> Fujitsu MPB3021AT 3"5 2.1 MBytes

Thank you ;)

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1550. SLM804...

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 12:55:12 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029075904-134472AEicMi@xs4all.nl>
Source record: 32861

Does anyone still use the SLM804? I just got one
for free and it sems that everything's okay but
there' one thing happening. When I want to print
the paper gets 'spitted' out in front of the
paperholder. Does anyone know what this might be?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1551. Re: Where can I get a new DMA chip?

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 13:22:01 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3d5664f8$0$249$4c56ba96@master.news.zetnet.net>
Source record: 32857

Hi Chris!

On 8 Aug 2002 19:08:58 G, "exxos" wrote:
>Well I do have HD8.3 though that don't do over 1gig, don't really care on
>partition size though really. its getting the thing to format in the first
>place :)

If this is an IDE drive then you must _not_ format the drive! Partitioning
only is required.

Cheers!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derryck |
-------------------------------------------------------
```

1552. Re: Blast from the past

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 13:45:14 UTC
From: M_Olin@yahoo.com
Message-ID: <6a511e27.0208110545.31fad83c@posting.google.com>
Source record: 32862
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Dan" <baldrick@youshouldknow.netset.com> wrote in message
news:<3d4fe182$0$3570$6d5eecc5@news.eurekanet.com>...
> M. Olin <M_Olin@yahoo.com> wrote in message
> news:6a511e27.0208041852.2e3d7c0d@posting.google.com...
> > Hello!
> >
> > This is yet another of my occasional visits to CSAS.
> > Anybody here remember the '80s and '90s? :)
> >
> >
>
> Where's the Caramel Corn recipe? I've lost it.

Atari and Caramel Corn:
Something good from the '80s

At least a decade ago, a small company wrote and released a program that would eventually evolve into a popular desktop publishing package for the Atari ST platform. Originally released as Publishing Partner, the program later became known as PageStream.

The original program, or one of its early updates, included some sample documents which demonstrated the program's uses and features. One of those sample documents was a recipe for caramel corn (!) which was not only a supremely tasty treat, it was exceptionally easy to make (no thermometer! no dropping glops of sugary goo into water!) and it was "goof proof". I no longer have the program or the original document file, but to this day I still make the caramel corn treat every year at Christmas.

So that no one need go another Christmas season without this neato treat, I am posting it here for your pleasure.

Enjoy!

Atari Caramel Corn

Utensils:

Large saucepan, cup and spoon measures, long-handled wooden spoon, 2 cookie sheets or cake pans with at least 1" sides, paper grocery bag.

Ingredients:

6 quarts popcorn (1 cup unpopped corn)
1 cup butter
2 cups firmly packed light brown sugar
1/2 cup light corn syrup
1 teaspoon salt
1/2 teaspoon baking soda
1 teaspoon vanilla
spray cooking oil

Pop corn in advance, using as little oil as possible. If you have an air-popper, so much the better. Set aside.

In a large saucepan, stir in brown sugar, corn syrup, salt and butter. Bring to a good rolling boil, stirring constantly. Reduce heat to medium and continue boiling without stirring for 5 minutes.

While mixture is boiling, lightly treat the inside of a paper grocery bag with spray oil. Place popped corn in bag. Treat the two cooking sheets lightly with spray oil.

Remove candy mixture from heat, stir in baking soda and vanilla. (CAUTION: adding vanilla will likely cause some splattering, be very careful!) Make sure the mixture is completely stirred as the soda tends to avoid the lower edges of the pan. Pour mixture over popped corn and mix gently with a wooden spoon.

Roll the top of the paper bag and place in microwave oven, preferably on a microwave-safe surface, NOT on metal rack. Nuke for two minutes, and then stir the popcorn again. (WATCH FOR STEAM WHEN YOU OPEN BAG!) Repeat this procedure twice more, nuking for 1-minute intervals until corn is completely coated. Variant: you may add some redskin peanuts during the last stir, but DO NOT microwave peanuts as they can add an unsavory smokey flavor to the corn.

Pour candied corn equally onto cooking sheets. As the corn cools, continue to stir to prevent clumping. Variant: I've never done this, but you could probably form corn into popcorn balls.

That's it! You've just made yourself a batch of Atari Caramel Corn!

The original Publishing Partner recipe called for using a warm oven instead of a microwave to keep candy hot for stirring/coating the popcorn. It was convoluted and took approximately an hour. The microwave is much faster and easier and makes no noticeable difference in the final product. (You'd have to be a Windoze user to ruin this treat!)

This recipe is certified Y2K compliant!

> Dan Ackerman
> aka baldrick
> once known as baldrick@terminator.rs.itd.umich.edu
>
> That should be fun for the spam bots ;)

I should say so!

--
MOlin@terminator.rs.itd.umich.edu

1553. Re: Papyrus 9.2

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 13:56:25 UTC
From: edbaizjr@attbi.com
Message-ID: <d2u59.61517$nF5.14774@sccrnsc02>
Source record: 32864

On 10 Aug 2002 22:11:58 , Martin "Nightowl" Byttebier wrote:

> >> Yes, that is sad. I will upgrade to 9.2 with the hopes that someone else will
>> take it over.
>
>The point is that there will be very lickely no version 10. However they
>will fix bugs.
>

True, but maybe with the release of the new Coldfire, things will change. I know it's a long shot, but it is a possibility.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1554. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 13:56:26 UTC
From: edbaizjr@attbi.com
Message-ID: <e2u59.60796$UU1.10355@sccrnsc03>
Source record: 32863

On 10 Aug 2002 21:30:20 , Edward S. Baiz Jr. wrote:
>On 9 Aug 2002 08:50:40 +, "Grzegorz Pawlik" wrote:
>
>>Do you have long file names enabled for the ramdisk partition?
>>Is everything OK with the cache size *and* the free space size set in CAB
>>"Cache" window? Maybe the free space setting is too big?
>
>Hello,
>
>My free space is set big. I will decrease it and see what happens. Thanks for
>the tip.

Well I decreased my free space and it worked. I never would have thought of
adjusting that. That will make things alot easier in the future. Thanks Greg
for the tip.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1555. Re: Anyone use their Atari's for radio or short wave listening et

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 14:00:14 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <13824_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 32855

>> > > Just curious if many people have an interest in radio, shortwave
>> > > listening, decoding, amateur radio with Atari's?

If we speak about radio packet then there is the Atari version of NOS ka9q,
that now has a GEM interface, at my homepage. The development is freezed as
nobody is asking about it tought I still use it everyday.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

1556. Re: Emailertrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 14:17:32 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029081914-017414AEicMi@xs4all.nl>
Source record: 32868

Hi Ed,

Thanks for the answer.

>I used emailer, but could it be that it is not
>setup correctly to use the
>Modem2 port?

What do oyu mean? Is there any option in Emailer
i have to change? I did it in Iconnect but
somehow it does not work....

> When you try to get the
>user group messages under Modem2, what happens?

Nothing..Under modem1 no problem.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1557. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 14:21:46 UTC
From: edbaizjr@attbi.com
Message-ID: <_pu59.61718$nF5.14538@sccrnsc02>
Source record: 32865

On 11 Aug 2002 00:08:39 , John Garone wrote:

>Hi Ed,
> Regarding saving long file names with CAB (in case the info is needed):
>...this is on C-LAB Falcon, single TOS 4.04 and standard file selector.
> In the file name field of the file selector which sometimes shows
>blank, the "Backspace" key will shorten the invisible file name so it
>can be saved. Clearing the field with ESC or the Back key does'nt work
>(here).
>
>John G.

Hello John,

I use Boxkite with Cab on the Hades and it does a good job of saving long file names. It also allows me to save in regular length if I so choose.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1558. Okami

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 14:21:46 UTC
From: edbaizjr@attbi.com
Message-ID: <_pu59.64340$7n5.9629@sccrnsc01>
Source record: 32866

Hello all,

I am making the switch from Newsie to Okami. Newsie functions well, but since I made the switch from a dial-up ISP to a cable modem, it crashes more than it used to (ie using Newsie as my external viewer gives me a bus error). I plan to use Newswatch and Okami together. Newswatch will download the groups/messages and Okami will read them and get posts ready for Newswatch to send them.

I need to talk to someone (or some people) in the setting up of Okami. I have most of the setup done, but there are some things that I need clarification on (password file, sig file, compress program, decompress programs etc)

I have the latest version (3.0b-10). If anyone has some setup tips, I am all ears here or you can email me. Thanks....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1559. Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 14:21:46 UTC
From: edbaizjr@attbi.com
Message-ID: <_pu59.64341$7n5.10270@sccrnsc01>
Source record: 32867

Hello all,

I have been using Porthos for some time and even registered. I have always been able to download it even after I got my cable modem connection. However a few days ago, I saw that there was a new version (2.05) and clicked on the "download" button. The file is about 1.2 Meg. Things started in the usual fashion until I had gotten about 129k, then Cab stopped the download and acted like it was done and my file selector came up to allow me to save the file. The real funny thing is that the file name that was in my file selector was not the name of the Porthos file, but the name of the web page I was at.

I am thinking something was done on Ivers's end, but they say things are fine. I get the same thing every time. Now, when I use the MagicNet Cab ovl file, the downloading goes almost to the end, then stops. Has anyone else experienced this? I have not tried downloading the file under MintNet, but I am going to and see just what happens.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1560. Re: ST and VGA monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 14:52:50 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d567bd095f430@go2.pl>
Source record: 32893

> >> >Can I connect a VGA monitor (Atari PTC1426, the one from TT) to 1040ST?
> >> >I need ST-High resolution only. I heard it is possible with SVGA monitors,
> >> >but what about this old VGA one?
> >>[...]
> >I connected "mono out" signal to RGB input in VGA monitor, "H/V sync out"
> >to "H/V sync in" but nothing was displayed :-(
> >Do I *have* to get an additional device, or is it just a matter of
> >correct connection?
>
> In most cases is a matter of correct connection, see below a collection
> of notes that I collected long ago on this subject (note- some other source
> stated that in the highres-to-vga connection the three resistors should not
> have the same value. This affects colour balance; IIRC using three equal
> resistors results in a rather "bluish" monochrome picture):
>
>
> quote:
> ------
[...]
> unquote:
> --------

Thanx!! Now that's what I call a "detailed description" ;-)
I will try to do it the way you described.

--
Grzegorz Pawlik
http://marijuana.atari.org/

1561. Re: ST and VGA monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 14:58:50 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3d567bd095f431@go2.pl>
Source record: 32894

> On 9 Aug 2002 15:22:10 +, "Grzegorz Pawlik" wrote:
>
> >Aren't there any simpler way? I don't think it is easy to get such
> >a Video Key device...
> >I connected "mono out" signal to RGB input in VGA monitor, "H/V sync out"
> >to "H/V sync in" but nothing was displayed :-(
> >Do I *have* to get an additional device, or is it just a matter of
> >correct connection?
>
> Hello,
>
> I heard Mario Becroft made such a cable for Atari computers, but it only
> works in mono. Try the site below.
>
> http://gem.win.co.nz

I'm not that desperate, if I won't be able to make it myself, I won't
also order the cable from New Zeland... I think the shipping costs would
be so big that buying an original SM124 here would be cheaper ;-))

--
Grzegorz Pawlik
http://marijuana.atari.org/

1562. SLMtrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 15:26:24 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029083258-286216AEicMi@xs4all.nl>
Source record: 32869

As a folowup from my latest mail concerning the SLM printer: it seems to look if the transportation of the paper goes the other way around. The wheels seems to spin in the direction that establishes a 'throwout' of it...Does anyone have a solution for this?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1563. Re: Blast from the past

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 16:04:12 UTC
From: edbaizjr@attbi.com
Message-ID: <0Wv59.62892$nF5.14903@sccrnsc02>
Source record: 32870

On 11 Aug 2002 06:45:14 , M. Olin wrote:

>Atari and Caramel Corn:
>Something good from the '80s
>
>
>At least a decade ago, a small company wrote and released a
>program that would eventually evolve into a popular desktop
>publishing package for the Atari ST platform. Originally
>released as Publishing Partner, the program later became
>known as PageStream.
>
>The original program, or one of its early updates, included
>some sample documents which demonstrated the program's uses
>and features. One of those sample documents was a recipe for
>caramel corn (!) which was not only a supremely tasty treat,
>it was exceptionally easy to make (no thermometer! no
>dropping glops of sugary goo into water!) and it was "goof
>proof". I no longer have the program or the original
>document file, but to this day I still make the caramel corn
>treat every year at Christmas.
>
>So that no one need go another Christmas season without this
>neato treat, I am posting it here for your pleasure.
>
>Enjoy!

Thanks for the receipt. I will use it. I remember Publishing Partner. I have an old demo for it. PageStream resides on my STe hard drive. I used it for putting together my wedding invitations and a hyperal form used at the hospital I work at. For 4 years people were using this doc not knowing that is all done on an ST.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1564. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 16:04:13 UTC
From: edbaizjr@attbi.com
Message-ID: <1Wv59.65495$7n5.10127@sccrnsc01>
Source record: 32871

On 11 Aug 2002 14:21:46 , Edward S. Baiz Jr. wrote:
>Hello all,
>
>I have been using Porthos for some time and even registered. I have always
>been able to download it even after I got my cable modem connection. However
>a few days ago, I saw that there was a new version (2.05) and clicked on the
>"download" button. The file is about 1.2 Meg. Things started in the usual
>fashion until I had gotten about 129k, then Cab stopped the download and
>acted like it was done and my file selector came up to allow me to save the
>file. The real funny thing is that the file name that was in my file selector
> was not the name of the Porthos file, but the name of the web page I was at.
>
>I am thinking something was done on Ivers's end, but they say things are
>fine. I get the same thing every time. Now, when I use the MagicNet Cab ovl
>file, the downloading goes almost to the end, then stops. Has anyone else
>experienced this? I have not tried downloading the file under MintNet, but I
>am going to and see just what happens.

Well I tried it out under MintNet and got mixed results. Using the regular Cab.ovl file I got the same result. If I used the Mintnet ovl, I was able to get the whole file, but still had to change the name before I saved it. I was wrong about the name of the file coming up being the name of the web page I was at. Actually it is like this. The name of the webpage is porthos.php. The address where the file was coming from is dl.php?File=PorthosD.zip. The filename that comes up for me is dl.php.

This all led me to believe it was the ovl file, so I tried an older version of Dan Ackerman's ovl (1.3101) and I was able to get the whole file, but still had to change the filename. Invers can say what they want, but they changed something. In the end I was able to get the file and that is what really counts.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1565. Re: Anyone use their Atari's for radio

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 16:46:59 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d569153_3@corp.newsgroups.com>
Source record: 32872

Steve Sweet <stevesweet@freeuk.com> wrote in message
news:1029072338.24754.7@iris.uk.clara.net...
> Hi Charles
>
> > >> Charles, callsign GM1MCN, but no longer active.
> > >
> > >What made you go off air?.
> >
> > A couple or three strokes: makes speaking and remembering things rather
> > difficult.
>
> That affliction doesn't seem to affect Jared, Sinclap and Ben Smith, I'm
sure
> they've had a few strokes between them, in more ways than one1. 8~).

Joking about someone having a stroke is *NOT* funny... well, maybe to a
mental incompetant, like you, but not the rest of normal society.

Oh, Stevie Sweetcheeks...

I warned you in Email, if you responded in any derogatory fashion (here or
in Email), you wouldn't see the last of me... you and the rest were going so
well, too. I was just about ready to give up and unsubscribe from this
newsgroup. But you just COULDN'T keep your big blab mouth shut, could you?
Guess you actually WANT me here, to give your pathetic life some meaning...

I was also beginning to wonder where you went. You weren't here for a few
days. Guess my (and your) luck ran out, eh? You came back and, while you
were doing so well for a few days, you just HAD to slip up, didn't you.

Now I'm gonna have to hang around another week or two just so see if I can
be bored enough to leave... *sigh*

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1566. site updates

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 17:15:57 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <hZw59.232$7d.59441268@news2.randori.com>
Source record: 32873

Hi all,

I've tried very hard to keep my site as "going" as possible. I have started to build small ST add-on kits. Check them out in the projects and for sale pages on my site! I hope you will help us to help you!

Chris

--
---
www.cps-games.co.uk

1567. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 17:16:43 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D569BFB.7040308@volcano.net>
Source record: 32874
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Gregory D. George wrote:

> The Maverick wrote:
>
>>>Exactly my point.
>>>
>>That he should continue "airing his grievances with the entire group" as
>>there is no "newsgroup owner"?
>
> The point is: You can't do anything about it. So why complain and moan?

Because complaining IS what he can do about it...

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

1568. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 18:15:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aj69jb$1ek$1@thorium.cix.co.uk>
Source record: 32875

In message <1fgqwov.cpfcah1e0csoqN%rs.mac@t-online.de>, rs.mac@t-online.de said:

>> So, you can add these two models to your list (both are 2.5" IDE) :
>>
>> IBM DTNA-22110 2.11 GB
>> IBM DJSA"210 10.00 GB
>
>Thank you.
>Add this devices to the list of tested drives for different
>falcon configurations.

Hi Robert!

You can also add:

IBM-DTTA-350640 T54I Direct Access

This is a 6.4 GB 3.5" IDE which fits inside the Falcon housing
(just!). I wrapped it in thin card and laid it on the shielding
to the left of the floppy. Tight squeeze, but has been working for
over a year with MagiC.

Regards, /Peter/

1569. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 18:29:28 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.c41e61ba.875c2e82.chongdochongdo@ichongdo.com>
Source record: 32876

Dans le message <_pu59.64341$7n5.10270@sccrnsc01>
Edward S. Baiz Jr. a ï¿½crit:
>Hello all,

>I have been using Porthos for some time and even registered. I have always
>been able to download it even after I got my cable modem connection. However
>a few days ago, I saw that there was a new version (2.05) and clicked on the
>"download" button. The file is about 1.2 Meg. Things started in the usual
>fashion until I had gotten about 129k, then Cab stopped the download and
>acted like it was done and my file selector came up to allow me to save the
>file. The real funny thing is that the file name that was in my file selector
> was not the name of the Porthos file, but the name of the web page I was at.

>I am thinking something was done on Ivers's end, but they say things are
>fine. I get the same thing every time. Now, when I use the MagicNet Cab ovl
>file, the downloading goes almost to the end, then stops. Has anyone else
>experienced this? I have not tried downloading the file under MintNet, but I
>am going to and see just what happens.
I just tried, and could download the complete archive with no problem.
Maybe some problems on the line when you tried ?
Concerning the name of the archive, just rename it as Porthos.zip as
you get the file selector.

Enjoy!

J.-Luc

--
****
*eC.cu*r* Les adresses en ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de
*c***L*f* spammeurs. Pour me rï¿½pondre, partir du centre vers
*c*J*-*.* l'extï¿½rieur parmi les ï¿½toiles ci-contre.
*o*ean*o*
*l*****o* The adresses in "From" and "Reply-To" are spammers'. If
i@wanad you wish to contact me, use the adress going from centre
********* to outside the stars on the left.

1570. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 19:41:49 UTC
From: "Gregory D. George" <gregg@ataritimes.com>
Message-ID: <3D56BEBD.93E972B1@ataritimes.com>
Source record: 32877
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

The Maverick wrote:

> > The point is: You can't do anything about it. So why complain and moan?
>
> Because complaining IS what he can do about it...

It doesn't do any good. It just makes HIM look like a whiner and doesn't
reflect on the original poster at all.

--
Gregory D. George

=-=-=-

1571. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 20:02:50 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3d56e1741639803@europe-shareware.org>
Source record: 32880

Hello,

in article <1Wv59.65495$7n5.10127@sccrnsc01> (comp.sys.atari.st)
Edward S. Baiz Jr. wrote on Sun 11-08-2002 16:04 (GMT):

> was at. Actually it is like this. The name of the webpage is porthos.php. The
> address where the file was coming from is dl.php?File=PorthosD.zip. The
> filename that comes up for me is dl.php.

I guess you downloaded it with the background module cabdload (right
click). This module uses the name of the link and cuts the name just
before the '?', instead of using the name returned by the php script.
I've already seen this on some other sites. You'll not have this problem
if you retrieve the file "normaly" with a left clik on the link.

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

1572. SLMtrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 20:42:08 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029102338-090308AEicMi@xs4all.nl>
Source record: 32878

I have to withdraw all my previous mails
concerning the functioning of my last 'purchase':
the SLM804. One of the parts was not fitted well
and that caused the papertransportationproblem.
It is amazing to see how the machine works. Only
the toner is geting weak but I have some new
ones...Further seems it that everything works
well accept for the noise...If you're used to
current technology imagine what it would have ben
like in those days in a office....

But nonetheless: old Atari's never die....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1573. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 20:47:30 UTC
From: rs.mac@t-online.de
Message-ID: <1fgrugz.1sz8fc514sp8iN%rs.mac@t-online.de>
Source record: 32879

<xlator@cix.compulink.co.uk> wrote:

> IBM-DTTA-350640 T54I Direct Access

Thank you.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1574. Re: How to set up NEWSie's killfile

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 22:30:27 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3d56e582$0$249$4c56ba96@master.news.zetnet.net>
Source record: 32882

On 9 Aug 2002 17:47:21 +, GokMasE wrote:
>Ok, these almost identical and often repeated commercials
>are starting to get very annoying.
>
>How do I setup NEWSie to filter these (and other annoying stuff) out?

Joakim, NEWSie's killfile is for mail only: there is none for NGs, much to my regret too.

Regards,
Charles.

1575. KaosTOS

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 22:49:34 UTC
From: John Does <sbstp8@cf.ac.uk>
Message-ID: <3D56E9FE.5040609@cf.ac.uk>
Source record: 32883

Hello world,

Anyone knows where I can download an image of Kaos TOS? SuperTOS even?

Best regards
TPJ

1576. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 23:05:38 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1029081996-326118AEicMi@williams-net.com>
Source record: 32881

Robert,
I use a 40GB 7200 RPM Maxtor IDE Hard drive!!! The
model number is D740X-6L. If you need any more
information just e-mail me at firest@williams-
net.com!!

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1577. Re: Logic Audio

Newsgroup: comp.sys.atari.st
Date: 2002-08-11 23:56:37 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <BHC59.317$In4.177635@news20.bellglobal.com>
Source record: 32884

I wasted a lot of time trying to get it working.
Suddenly Akai hd recorders are soooo appealing...

> Hello there, does anyone actually use Logic Audio?
> If so, what are the tricks to getting it set up and working?
> I have Logic 2.5 and the Audio module, but I never got the manual,
> which I hear are as rare as hen's teeth.
> Thanks for any info.
> Mark

1578. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 00:25:14 UTC
From: swampfax@atlantic.net
Message-ID: <KfD59.26$W3.12546@news1.atlantic.net>
Source record: 32885

On 11 Aug 2002 14:21:46 , Edward S. Baiz Jr. wrote:
>On 11 Aug 2002 00:08:39 , John Garone wrote:
>
>>Hi Ed,
>> Regarding saving long file names with CAB

SNIP

>Hello John,
>
>I use Boxkite with Cab on the Hades and it does a good job of saving long
>file names. It also allows me to save in regular length if I so choose.
>
>Edward S. Baiz Jr.
> (Gamer)

Hi Ed,
Do you know if Boxkite works on a Falcon?
John G.

1579. FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 01:58:19 UTC
From: Someone's Fortune <NoNeed@forSpam.com>
Message-ID: <fv4eluc7ggq0kbq9fmto0rjumlhei0m29r@4ax.com>
Source record: 32886

Hi,

I have several laptops for trade. These range from Pentium II 300 to
pentium III 600. The screens
are all active matrix and they all come with cdrom and floppy, some
even have built in 56k modems.
Included is Windows98 preloaded with Eula.
I have included pictures to help for descriptions...

I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive, falcon
w/hard drive for trade.
If interested in working a trade please contact me. I am located in
San Jose,CA (USA):
rdf0013@earthlink.net

Thanks,
James

the following is details for the systems I have for trade, check the
link for detailed spec on each models:

Gateway Solo 2500
PII 333
32mb ram
4gb hard drive
800x600 active matrix screen
cd rom
floppy
IR port
2 usb ports
2 pc card slots
ps/2 port for external mouse & keyboard
composite video

http://support.gateway.com/s/Mobile/Solo_Series/P2500/p250044.shtml

Gateway Solo 2550
Celeron 400
64mb ram
6gb hard drive
800x600 active matrix screen
cd rom
floppy
IR port
2 usb ports
2 pc card slots

ps/2 port for external mouse & keyboard
56k modem

http://support.gateway.com/s/Mobile/Solo_Series/P2550/p255044.shtml

Gateway Solo 5150
PII 366
64mb ram
6gb hard drive
1024x768 active matrix screen 14"
cd rom
floppy
IR port
2 usb ports
2 pc card slots
ps/2 port for external mouse & keyboard
composite video

http://support.gateway.com/s/Mobile/Solo_Series/p5150/p515050.shtml

Gateway Solo 9300
PIII 600
128mb ram
10gb hard drive
1024x768 active matrix screen 14.1"
cd rom
floppy
IR port
2 usb ports
2 pc card slots
ps/2 port for external mouse & keyboard
56k modem
digital spdif out
composite video

http://support.gateway.com/s/Mobile/Solo_Series/P9300/p930017.shtml

1580. Re: SLMtrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 02:14:09 UTC
From: donw@intergate.com
Message-ID: <aj75lf$1d6c$1@trip.net>
Source record: 32887

Hi Raoul,

What noise? I have a SLM804 that I don't use (need a wiper blade) but I
don't remember any nois Hmmmmmm

Later, Donner....

On 11 Aug 2002 22:42:08 , Raoul Teulings wrote:
>I have to withdraw all my previous mails
>concerning the functioning of my last 'purchase':
>the SLM804. One of the parts was not fitted well
>and that caused the papertransportationproblem.
>It is amazing to see how the machine works. Only
>the toner is geting weak but I have some new
>ones...Further seems it that everything works
>well accept for the noise...If you're used to
>current technology imagine what it would have ben
>like in those days in a office....
>
>But nonetheless: old Atari's never die....
>
>Raoul Teulings
>3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x
Lynx.
>
>.

1581. Re: Anyone use their Atari's for radio

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 02:36:54 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D571F4E.A2BB87D3@rogers.com>
Source record: 32888

Steve Sweet wrote:That affliction doesn't seem to affect Jared, Sinclap and Ben Smith, I'm sure

> they've had a few strokes between them, in more ways than one1. 8~).
>
> That's almost as bad as being a Harem manager and having had that removal op.

I dont mind Ben Smith but sinplop & jared have not been stroking each others imagination. They come up with the same foolishness repeatead ad naseum

1582. Re: Where can I get a new DMA chip?

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 02:39:33 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D571FED.D317FCDD@rogers.com>
Source record: 32889

James Haslam wrote:

> Hi Chris!
>
> On 8 Aug 2002 19:08:58 G, "exxos" wrote:
> >Well I do have HD8.3 though that don't do over 1gig, don't really care on
> >partition size though really. its getting the thing to format in the first
> >place :)
>
> If this is an IDE drive then you must _not_ format the drive! Partitioning
> only is required.
>
> Cheers!
>
> James

IDE drives require formatting software specific to those drives. Manufacturers
almost NEVER release that software (and it likely wont run on an ST anyways).
formatting utilities from ahdi and HDdriver wont work on an ide drive for sure.

1583. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 05:10:22 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d573f8f$1_2@corp.newsgroups.com>
Source record: 32890

Other than the fact I think you are crazy to trade a LAPTOP (expensive and all of them sufficiently powerful at that) for old, vastly less powerful, unsupported Atari computers, made by a company (Atari) that is no longer around... I'd love to locate an STe that I could trade you for that PII/300 laptop. That'd be a sweet trade indeed.

Would you be at all interested in an Amiga 1200 with 40MHz 68030 accelerator and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games, and WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up to AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but it's gotta be more powerful than an STe or Mega STe. It's even faster than a TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.

Good luck.

Jared

Someone's Fortune <NoNeed@forSpam.com> wrote in message news:fv4eluc7ggq0kbq9fmto0rjumlhei0m29r@4ax.com...
> Hi,
>
> I have several laptops for trade. These range from Pentium II 300 to
> pentium III 600. The screens
> are all active matrix and they all come with cdrom and floppy, some
> even have built in 56k modems.
> Included is Windows98 preloaded with Eula.
> I have included pictures to help for descriptions...
>
> I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive, falcon
> w/hard drive for trade.
> If interested in working a trade please contact me. I am located in
> San Jose,CA (USA):
> rdf0013@earthlink.net
>
> Thanks,
> James
>
> the following is details for the systems I have for trade, check the
> link for detailed spec on each models:
>
>
> Gateway Solo 2500
> PII 333
> 32mb ram
> 4gb hard drive

> 800x600 active matrix screen
> cd rom
> floppy
> IR port
> 2 usb ports
> 2 pc card slots
> ps/2 port for external mouse & keyboard
> composite video
>
> http://support.gateway.com/s/Mobile/Solo_Series/P2500/p250044.shtml
>
>
> Gateway Solo 2550
> Celeron 400
> 64mb ram
> 6gb hard drive
> 800x600 active matrix screen
> cd rom
> floppy
> IR port
> 2 usb ports
> 2 pc card slots
> ps/2 port for external mouse & keyboard
> 56k modem
>
> http://support.gateway.com/s/Mobile/Solo_Series/P2550/p255044.shtml
>
>
> Gateway Solo 5150
> PII 366
> 64mb ram
> 6gb hard drive
> 1024x768 active matrix screen 14"
> cd rom
> floppy
> IR port
> 2 usb ports
> 2 pc card slots
> ps/2 port for external mouse & keyboard
> composite video
>
> http://support.gateway.com/s/Mobile/Solo_Series/p5150/p515050.shtml
>
>
> Gateway Solo 9300
> PIII 600
> 128mb ram
> 10gb hard drive
> 1024x768 active matrix screen 14.1"
> cd rom

> floppy
> IR port
> 2 usb ports
> 2 pc card slots
> ps/2 port for external mouse & keyboard
> 56k modem
> digital spdif out
> composite video
>
> http://support.gateway.com/s/Mobile/Solo_Series/P9300/p930017.shtml

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1584. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 05:36:33 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208112136.6a80b291@posting.google.com>
Source record: 32891

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D55DCEB.1F7227A8@rogers.com>...
> sinclap@yahoo.com wrote:
>
> > Need to practise what you preach.. You and lover chunks' have been quiet...
>
> Typical gay bashing claptrap from sinflop. Tell us, LOSER, why are you obsessed with
Homosexuality? Do you need to be
> outed? I mean besides being outed as the dell user that you are.

What gay bashing? Need to read your earlier posts. Pot kettle Black!

> Btw, we all know that your imaginary friend "chunks" is not real. Nor is the imaginary
macintosh you think is sitting on your
> desk.

Chunks' is from your back yard, a child hood friend and current one,
so don't deny it.

> What you really need is to lay off the dill pickle flavoured chips and lard milkshakes.
While your at it get out of your
> mothers basement and get yourself a life.

mom's basement is down south, my residence is SW MPLS.. Whats with
you and mom's basement. Is that were she keeps you and chunks plus
your adopted off springs there? Sounds like Lurch...

1585. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 06:14:45 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d574ea4$1_3@corp.newsgroups.com>
Source record: 32892

> Someone's Fortune <NoNeed@forSpam.com> wrote in message
> news:fv4eluc7ggq0kbq9fmto0rjumlhei0m29r@4ax.com...
> > Hi,
> >
> > I have several laptops for trade. These range from Pentium II 300 to
> > pentium III 600. The screens
> > are all active matrix and they all come with cdrom and floppy, some
> > even have built in 56k modems.
> > Included is Windows98 preloaded with Eula.
> > I have included pictures to help for descriptions...
> >
> > I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive, falcon
> > w/hard drive for trade.
> > If interested in working a trade please contact me. I am located in
> > San Jose,CA (USA):
> > rdf0013@earthlink.net

HEY, There's a 1040STe 4Mb on eBay (with only 20 hours to go) for about $60!
Surely it won't go up that much more in 20 hours...

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1586. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 07:31:05 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <aj7qko$257c$1@news.vol.cz>
Source record: 32798

> > IBM-DTTA-350640 T54I Direct Access

Please stop this thread. As Uwe said, *ANY* drive should work in a Falcon.
Why to confuse people with some kind of incomplete list ?

Ctirad

1587. Re: How to read Atari formatted harddisk on

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 07:51:33 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aj7pe6$197j48$1@ID-40235.news.dfncis.de>
Source record: 32796

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:NBf59.78337$uj.42280@rwcrnsc51.ops.asp.att.net...
> On 10 Aug 2002 14:01:33 , bo wrote:
> >While waiting for a 2.5" harddisk for my atari 1040ste I have connected
> >a 3.5" harddisk and formatted it on the atari.
> >
> >On my PC I have lots of downloaded material that I would like to move
> >to the atari harddisk.
> >
> >Is it possible for my pc to read/write this format?
> >
> >Or do I have to use floppies or serial transfer?
>

He said hard disk

> I have the same 1040STe which I love. Just format a disk on the STe and
put
> it in the PC. The PC should be able to read it fine. Any Atari computer
with
> a TOS greater than 1.4, puts a PC-boot sector on a floppy when it is
> formatted.
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,
> ----------
>

1588. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 08:17:34 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com>
Source record: 32797

Dude,
ever hear the saying "Beauty is in the eye of the beholder"
Did you ever stop to think that maybe you thought a girl was hot, and
a friend didnt agree.Well it's the same damn thing with computers.
There's MAC people there's Amiga freaks and there is Atari lovers.
Why do you troll in this newsgroup with this Us and Them 1986 Bull.
I am a Cisco engineer and work with Lan crap and Wan's all friggin day
long. I get free PC's and throw em away almost every week. They are a
dime a dozen, worth nothing and have no character. And I was the
president of my Commodore club when the Amiga was released and I still
love my Atari's. I have a A4000 040 Video Toaster with TBC and
Lightwave. I use the Amiga for NTSC output and special effects.
I use my Atari for Midi and SMPTE encoding and I don't have a
problem with it. Maybe you just have some kind of jealousy cause you
didn't get an Atari when you were a kid.

atarikid

On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
<luposian@azob.quik.com> wrote:

>Other than the fact I think you are crazy to trade a LAPTOP (expensive and
>all of them sufficiently powerful at that) for old, vastly less powerful,
>unsupported Atari computers, made by a company (Atari) that is no longer
>around... I'd love to locate an STe that I could trade you for that PII/300
>laptop. That'd be a sweet trade indeed.
>
>Would you be at all interested in an Amiga 1200 with 40MHz 68030 accelerator
>and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games, and
>WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up to
>AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but it's
>gotta be more powerful than an STe or Mega STe. It's even faster than a
>TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
>
>Good luck.
>
>Jared
>-----------
>Someone's Fortune <NoNeed@forSpam.com> wrote in message
>news:fv4eluc7ggq0kbq9fmto0rjumlhei0m29r@4ax.com...
>> Hi,
>>
>> I have several laptops for trade. These range from Pentium II 300 to
>> pentium III 600. The screens
>> are all active matrix and they all come with cdrom and floppy, some

>> even have built in 56k modems.
>> Included is Windows98 preloaded with Eula.
>> I have included pictures to help for descriptions...
>>
>> I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive, falcon
>> w/hard drive for trade.
>> If interested in working a trade please contact me. I am located in
>> San Jose,CA (USA):
>> rdf0013@earthlink.net
>>
>> Thanks,
>> James
>>
>> the following is details for the systems I have for trade, check the
>> link for detailed spec on each models:
>>
>>
>> Gateway Solo 2500
>> PII 333
>> 32mb ram
>> 4gb hard drive
>> 800x600 active matrix screen
>> cd rom
>> floppy
>> IR port
>> 2 usb ports
>> 2 pc card slots
>> ps/2 port for external mouse & keyboard
>> composite video
>>
>> http://support.gateway.com/s/Mobile/Solo_Series/P2500/p250044.shtml
>>
>>
>> Gateway Solo 2550
>> Celeron 400
>> 64mb ram
>> 6gb hard drive
>> 800x600 active matrix screen
>> cd rom
>> floppy
>> IR port
>> 2 usb ports
>> 2 pc card slots
>> ps/2 port for external mouse & keyboard
>> 56k modem
>>
>> http://support.gateway.com/s/Mobile/Solo_Series/P2550/p255044.shtml
>>
>>
>> Gateway Solo 5150

>> PII 366
>> 64mb ram
>> 6gb hard drive
>> 1024x768 active matrix screen 14"
>> cd rom
>> floppy
>> IR port
>> 2 usb ports
>> 2 pc card slots
>> ps/2 port for external mouse & keyboard
>> composite video
>>
>> http://support.gateway.com/s/Mobile/Solo_Series/p5150/p515050.shtml
>>
>>
>> Gateway Solo 9300
>> PIII 600
>> 128mb ram
>> 10gb hard drive
>> 1024x768 active matrix screen 14.1"
>> cd rom
>> floppy
>> IR port
>> 2 usb ports
>> 2 pc card slots
>> ps/2 port for external mouse & keyboard
>> 56k modem
>> digital spdif out
>> composite video
>>
>> http://support.gateway.com/s/Mobile/Solo_Series/P9300/p930017.shtml
>
>
>
>
>-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
>http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
>------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1589. Does (atari) CUBEAT work on the Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 08:47:21 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <vsselu4rflm79laiatoslt3seecg86465m@4ax.com>
Source record: 32799
Cross-posted to: comp.sys.atari.st,comp.sys.atari,alt.steinberg.cubase

I was led to believe it did, but when I try and run it, it says
"sorry, no key" yet the key definitley is in there.
(Running v2 cubeat)

1590. Re: SLM804...

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 09:41:11 UTC
From: Oracle <Someone@home.com>
Message-ID: <VhL59.4419$g9.15885@newsfeeds.bigpond.com>
Source record: 32800

please explain exaclty where the paper is coming out from, and is it
actually starting to print anything, or is it misfeeding before it even
prints?

"Raoul Teulings" <rt@xs4all.nl> wrote in message
news:1029075904-134472AEicMi@xs4all.nl...
> Does anyone still use the SLM804? I just got one
> for free and it sems that everything's okay but
> there' one thing happening. When I want to print
> the paper gets 'spitted' out in front of the
> paperholder. Does anyone know what this might be?
>
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
Jaguar, 1 x Lynx.
>

1591. Re: SLM804...

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 09:46:46 UTC
From: Oracle <Someone@home.com>
Message-ID: <8nL59.4425$g9.15480@newsfeeds.bigpond.com>
Source record: 32801

i think i know what you mean,

What you describe will happen if you've not installed the manual feed platform in correctly, or it missing all together. There should be a 2.5" aprox. ledge at the meeting point between the top and bottom of the machine at the front where manual feeding is done. if this is not present you will not be able to feed from the cassette as this forms the semi circular paper path required for the paper to travel to the printing area.

Finding one of these may proove impossible if you havent got it.....

you should still be able to manualy feed 1 peice at a time however where the ledge is supposed to be...

hth

"Raoul Teulings" <rt@xs4all.nl> wrote in message
news:1029075904-134472AEicMi@xs4all.nl...
> Does anyone still use the SLM804? I just got one
> for free and it sems that everything's okay but
> there' one thing happening. When I want to print
> the paper gets 'spitted' out in front of the
> paperholder. Does anyone know what this might be?
>
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
Jaguar, 1 x Lynx.
>

1592. Re: SLMtrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 09:51:17 UTC
From: Oracle <Someone@home.com>
Message-ID: <orL59.4428$g9.15655@newsfeeds.bigpond.com>
Source record: 32802

would you be interested in a new wiper blade for your machine?

Contact me on drishani@bigpond.com.nospam

Remove the DOTspam to reply.

I can make them but it apears theres a lack of interest.

"don wolfe" <donw@intergate.com> wrote in message
news:aj75lf$1d6c$1@trip.net...
> Hi Raoul,
>
> What noise? I have a SLM804 that I don't use (need a wiper blade) but I
> don't remember any nois Hmmmmmm
>
> Later, Donner....
>
>
> On 11 Aug 2002 22:42:08 , Raoul Teulings wrote:
> >I have to withdraw all my previous mails
> >concerning the functioning of my last 'purchase':
> >the SLM804. One of the parts was not fitted well
> >and that caused the papertransportationproblem.
> >It is amazing to see how the machine works. Only
> >the toner is geting weak but I have some new
> >ones...Further seems it that everything works
> >well accept for the noise...If you're used to
> >current technology imagine what it would have ben
> >like in those days in a office....
> >
> >But nonetheless: old Atari's never die....
> >
> >Raoul Teulings
> >3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1
x Jaguar, 1 x Lynx.
> >
> >.

1593. Re: How to set up NEWSie's killfile

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 09:57:59 UTC
From: gokmase@fakenet.se
Message-ID: <aj80r0lhb1@green.tninet.se>
Source record: 32803

On 11 Aug 2002 22:30:27 , Charles Stanley wrote:
>On 9 Aug 2002 17:47:21 +, GokMasE wrote:
>>Ok, these almost identical and often repeated commercials
>>are starting to get very annoying.
>>
>>How do I setup NEWSie to filter these (and other annoying stuff) out?
>
>
>Joakim, NEWSie's killfile is for mail only: there is none for NGs, much
>to my regret too.

Hi Charles,

Thanks for the info, I was starting to suspect that filtering the usenet postings wasn't possible. Hopefully there will be some possibility to do that in the future. This forum is really messed up these days.

Regards,

Joakim

http://aicq.atari-users.net

1594. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 10:01:41 UTC
From: gokmase@fakenet.se
Message-ID: <aj8121lhb2@green.tninet.se>
Source record: 32804

On 12 Aug 2002 00:25:14 , John Garone wrote:

> Do you know if Boxkite works on a Falcon?
>John G.
>

Boxkite does work on a Falcon, and seems to be rather solid.
However it does seem to be a tad slower than other
file selectors I tried. But afaik it is the only one
still being updated these days.

Regards,

Joakim

http://aicq.atari-users.net

1595. Re: CT2-compatible IDE drives

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 10:04:54 UTC
From: rs.mac@t-online.de
Message-ID: <1fgsx2g.15oezutd4r0vfN%rs.mac@t-online.de>
Source record: 32805

<derryck@.NOT~THIS~cix.co.uk> wrote:

> HITACHI DK227A-41 2.5" 4GB works flawlessly with the CT2B

One more that makes people shure it work on different
falcon hardware. Thank you

Rgs, Robert

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1596. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 10:36:14 UTC
From: <>
Message-ID: <1029223690-98032AEicMi@ntlworld.com>
Source record: 32844

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Sat, 10 Aug 2002 12:05:13 +0000 (UTC)

>>haven't had occasion to look for it on ASH's web site though.
>
>Hmmm, I looked there bout could not locate anyting that seemed to be
>a patch like this. Can you perhaps recollect the name of the patch or
>some alternate location?

Afraid not. It could be that the patch has been incorporated into the update
file, so it's possible that you need to download and run it again. Can't be
of any more help I'm afraid :-(

>>The files on my web site are always kept up-to-date in the light of
>>problems

>I noticed that some texts in RSC of Magxdesk has slipped untranslated-
>(something in Preferences, IIRC). When looking into the RSC with Interface
>those texts have to be unhidden to be seen.

Thanks for the report. I'll get to this when I have the time!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1597. Re: Does (atari) CUBEAT work on the Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 10:43:45 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <5jM59.32056$U44.1641308@newsfep2-gui>
Source record: 32806

Hello.

"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:vsselu4rflm79laiatoslt3seecg86465m@4ax.com...
> I was led to believe it did, but when I try and run it, it says
> "sorry, no key" yet the key definitely is in there.
> (Running v2 cubeat)

I concur, Cubeat don't run in my Falcon either, same 'no key, goodbye'

I have Cubase v3 and Cubase Audio in stock, a lot cheaper than the 'bargain'
from Steinberguk.

Barrie at Keychange. www.keychange.co.uk

1598. Re: SLMtrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 11:13:40 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029155214-666473AEicMi@xs4all.nl>
Source record: 32807

>would you be interested in a new wiper blade for
>your machine?

I would. I'll check wahet came with the machine.
there seems to be a lot of spare parts (extra
papercartridges, extra toners and one extra
drum...)

I'll get in touch,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1599. Re: How to set up NEWSie's killfile

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 11:15:12 UTC
From: <>
Message-ID: <1029223690-98320AEicMi@ntlworld.com>
Source record: 32843

From: "Steve Sweet" <stevesweet@freeuk.com>
Date: Sun, 11 Aug 2002 12:59:00 +0100

>> How do I setup NEWSie to filter these (and other annoying stuff) out?
>
>This (attached) text file is sitting in the Newsie folder I found in my "The
>dark ages" partition. 8-)
>Its titled "Killfile.txt"

The file seems to be for email filtering, some options won't work with
newsgroup messages if it works at all?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1600. Re: SLM804...

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 11:17:18 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029155218-666980AEicMi@xs4all.nl>
Source record: 32808

Hi Oracle,

>What you describe will happen if you've not
>installed the manual feed
>platform in correctly, or it missing all
>together. There should be a 2.5"
>aprox. ledge at the meeting point between the
>top and bottom of the machine
>at the front where manual feeding is done. if
>this is not present you will
>not be able to feed from the cassette as this
>forms the semi circular paper
>path required for the paper to travel to the
>printing area.

Thanks. That was just what was happening. It was
not fitted in the first place but then I
remembered that there should be something like
that.

>Finding one of these may proove impossible if
>you havent got it.....

One is in the machine now and there's a spare
one..This guy wanted to get rid of everything he
had and I am not the person to turn that down
when it comes to Atari stuff...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1601. Re: SLMtrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 11:22:12 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029155220-667624AEicMi@xs4all.nl>
Source record: 32809

>What noise? I have a SLM804 that I don't use
>(need a wiper blade) but I
>don't remember any nois Hmmmmmm

I meant the fan..It's quite a noise compared to
the Epson that's beside it. But allthough the
Epson is a bit higher rez the lines from the SLM
are much thinner and even the outprint of Calamus
looks sharper....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1602. SLMtrouble

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 11:25:50 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029155224-668161AEicMi@xs4all.nl>
Source record: 32810

Thanks to everybody who helped me out with the
tiny problem with my SLM.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1603. Re: ST and VGA monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 11:46:38 UTC
From: Dave Wade <g8mqw@hotmail.com>
Message-ID: <aj86fb$19f6e4$1@ID-40235.news.dfncis.de>
Source record: 32811

"Grzegorz Pawlik" <atarirulez@go2.pl> wrote in message
news:3d567bd095f431@go2.pl...
> > On 9 Aug 2002 15:22:10 +, "Grzegorz Pawlik" wrote:
> >
> > >Aren't there any simpler way? I don't think it is easy to get such
> > >a Video Key device...
> > >I connected "mono out" signal to RGB input in VGA monitor, "H/V sync
out"
> > >to "H/V sync in" but nothing was displayed :-(
> > >Do I *have* to get an additional device, or is it just a matter of
> > >correct connection?
> >
> > Hello,
> >
> > I heard Mario Becroft made such a cable for Atari computers, but it only
> > works in mono. Try the site below.
> >
> > http://gem.win.co.nz
>
> I'm not that desperate, if I won't be able to make it myself, I won't
> also order the cable from New Zeland... I think the shipping costs would
> be so big that buying an original SM124 here would be cheaper ;-))
>

There are local dealers, and the costs are usually o.k.

> --
> Grzegorz Pawlik
> http://marijuana.atari.org/

1604. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 14:09:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1029267980-57571AEicMi@gmx.net>
Source record: 32906

From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Date: Wed, 07 Aug 2002 03:44:16 -0400

Mark,

>The whole point was that I asked him to show me something tangible.

That *was* not the point, I asked you to stop writing nonsense about MagiC, it's crystal clear to me that you know nothing about the development. You have managed to pronounce it dead twice in less then a month, if you had the slightest clue about what was really happening and would have tried to comment on it in an objective manner you wouldn't have heard me.. I suppose you're the type that doesn't like being corrected, well, there's a very simple solution, stop writing about stuff you know nothing about and you wont get egg on your face :-/

>And so far I still do not have anything tangible, leading me to assume that
>I'm right and he's wrong.

Like a lot of people here, I don't really feel the need to start bragging about *all* I do/did for this platform. Over the years I've learned that people who make a lot of noise bragging about how valuable they are for this platform nine out of ten times are like a hot air balloon... I've seen a lot of guys like you coming *and* leaving here.
Let's talk in five years from now, I'll be still here, will you?

>what makes this situation so much more difficult to stomach is that nothing
>tangible has been done. So in this instance it's one of those answers to
>the question "Defend your existence", and I think he might have a difficult
>time doing as such.

So I have to defend my existence in CSAST to someone who's still wet behind his ears? First of all, this is a PUBLIC forum, one doesn't need to defend his presence here at all.

Since you are probably going to keep on whining about what I do/did for this community and just to show *you* that I don't need other people standing up for me in here I'll humour you.... but remember, this is the first time and the very last time I'll do anything like this again. If everyone here that doesn't agree with you has to post his resumee only to justify that he is dedicated to this platform....

When you weren't born yet, I bought an Atari 800. In Belgium Atari wasn't present, no shops, no magazines, no nothing... In february 1981 I got in touch with Atari Holland and started the first Belgian Atari usergroup, it

was located in a place called Mechelen and in 1983 we had over 300 paying members and some 2000 members that never visited the meetings which for a small country like Belgium was remarkable. I've started a Public Domain library which was unique in that time, unlike all the others we sold software for exactly the cost of the disk. I've started bombarding the agency that spreads foreign magazines with letters demanding that they would also sell Atari magazines, after a mountain of letters they gave in, and AFAIK Belgium was the only European country where one could buy French, Dutch, German, British and American magazines in *every* papershop around the country.
The next thing I did was to hassle the big warehouse chains, demanding that they started to sell Atari computers... it took another mountain of letters but in 1983 I convinced the "Grand Bazar" chain to stock up and sell Atari. Six months later the "Fnac" stores gave in as well, and from then on Atari was present and for sale in Belgium. The "Grand Bazar" stores enclosed a flier about the advantages of joining our usergroup and a free one year membership, so I have a pretty good idea how many computers they sold...
In the mean time I also started a newsletter, which contained 36 pages full info.... have you ever tried to write something similar all on your own and get it out on time every two months? Don't you tell me anything about writing articles and publishing magazines (read on...)

In december 1984 Atari showed the 520ST to the public for the very first time on the American CES computer show and I knew instantly that it would be an enormous hit, so once again I charged my batteries and started to hassle all major computer shops in Belgium largest towns, and it worked....
In may 1985 the 260ST was shipped to Belgium and available in the at those times, most well known computer shops. I remember visiting Britain in june 1985 and there wasn't one single 520ST for sale there... Have you any idea how good it felt to saw Atari's all over the place standing next to crappy PC's and Macintosh rubbish? I really got a kick from it... If any Amiga fan is reading this; the Amiga 1000 was still on the design table in those days, the 520ST was the most advanced computer available in 1985 and as far as value for money goes nothing even came close.

In december 1985 I managed to convince Atari Holland that because of Belgium it's unique situation we really needed a seperate devision, Belgium is a bi-langual country, the northern part speaks Flemish, the southern part speaks French. People living in the southern part wanted a Atari with French TOS and azerty keyboard, while people living in the north preferred an English TOS with qwerty keyboard. In january 1986 Atari Belgium was founded with the special blessings of Jack Tramiel, who I've also hassled with a mountain of mails.

In the meanwhile nearly all the Atari 8bit users upgraded their machines to the ST, and early in 1986 we decided to closedown the 8bit usergroup, which is something that I still regret today.... anyway, ST-usergroups were popping up all over the country and Atari computers were selling like hotcakes. So being married in the meantime and having other priorities in life I thought that my mission to get Atari into the Belgian houses was finished. I joined a usergroup in my hometown and decided to start living a normal life... the life of an average Atari user....

Well, that was a capital mistake, the phone kept ringing constantly, user groups asking me if I could possibly come to demonstrate a new application. Atari dealers who experienced problems getting stuff from Atari, editors from Dutch magazines asking for an article about a new application... etc. Instead of getting a life, it got worser all the time.

Atari Belgium asked if I would like to show off the new MegaST and laser printer on the national TV station, and before I knew what happened I signed a deal with the AVRO (a Dutch nationwide TV station), to take part in a 24 weekly broadcast computer program. I've had to proof live on air that Atari *could* be used by professionals... I've showed how easy it was to produce DTP work, presented TechnoBox Cad, word processors, databases, spreadsheets, PCB design... etc you name it, and we could do it on our Atari. To put a little entertainment in the show there were some idiots trying to create the same stuff on a PC and a Mac.... at the end of the show they compared the results, in those 24 shows I only lost twice, not because it couldn't be done on Atari but simply because I didn't know the programs well enough (Steinberg Pro24 and TechnoBox). The show was viewed by more then a million people, and I'm convinced that I persuaded lots of people to choose for an Atari instead of going the PC or Apple route... the network received roughly 1000 letters each show from viewers asking for more info about Atari, although they payed the stamps, there was no way I could possibly reply to all these letters, but Atari Belgium and Holland did....

Just like I don't always agree with the opinions of certain individuals here in CSAST <grin>, it didn't took long before my views on how a usergroup has to function conflicted, so I started a revolution and took over the local Atari usergroup... using the motto "never change a successfull formula" the very first thing I did was to publish a Atari ST club-magazine, using Calamus 1.05 and the Atari laserprinter, I published it six times a year, and because there were no volunteers wrote the whole thing myself. Whenever there was an important computer show in Belgium or Holland, I made sure our usergroup was present, printed 1000 copies of the roughly 56 pages magazine and spread them free among the visitors...
In Holland there used to be 3 dedicated Atari magazines for which I regularly wrote articles, whenever Atari released new hardware the general computer magazines asked me to write a review... and I always made sure that these reviews were sleazy adds simply by comparing Atari with the competition :-)

Germany was Atari-country in those days and the best apps originated from their (no offence), I noticed that a lot of users had big difficulties understanding the apps, not to mention the manuals which in those days were massive, so in the little free time I had left, I started to translate the major apps in Dutch/Flemish. Atari used to pack English and French manuals with the computers, anyone in Holland and Belgium having a Dutch/Flemish manual for the TT, Falcon, Portfolio, Lynx 1 & 2 and the Jaguar has a piece of my work in his hands....

Other stuff that I did in those days was to get the Flemish users to the German Atari shows, every time there was a show in Germany I chartered bus-coaches and for a very modest sum people could go and see for themselves what

was happening in Germany.... can you imagine a Atari computer show attented by 35000 people? to get high I didn't need to smoke pot, attending a German Atari messe got me going for weeks on end....

Together with Atari Belgium I've also started up a service that hired Atari gear, someone wanting to use a laser printer or TT could hire it for a week or more, we charged very little, just enough to cover the cost. Once that we got it running succesfully, ISTARI took it over. (Belgian Atari users will know what ISTARI was...)

In the late eighties, Apple became a serious contender having more powerfull computers and software that exploited it. Focus was moving away from Atari, so once again I recharged my batteries and started to hassle the Belgian education department, together with a representative of Atari Germany we closed a deal that introduced 3000 complete MegaST4/laserprinter combinations into Belgian schools. In those days most of the teachers didn't have a clue about what a computer was, so with the help of Atari Belgium we organised seminars where I introduced the teachers to "working with an Atari".

It was a wonderfull time back then, and Atari was taken more seriously all the time, in the early 90's there were 45 offical Atari dealers in Belgium and roughly 100 computershops selling them in addition to PC's and Mac. And then it started to crumble.... increasingly more people, firms and schools turned away from the platform and opted for a PC, the mainstream user didn't really notice it at once, Atari was present in every highstreet giving the false impression that things never were any better, but Atari Belgium for the very first time lost money... they hardly sold any TT systems, the STE's were very low priced to be competitive against the Amiga 500, which especially among the "gamers" was preferred over the STE. The MegaSTE didn't sold very well either, people owning a MegaST had no incentive to upgrade, the double speed was not an argument...
At usergroups I increasingly heard more complaints from "serious" users about the hardware not being competitive enough with the new Macs and the PC which got increaslingly more popular... instead of releasing what people asked for Atari gave us the Atari PC, it didn't do very well...

Then came 1992, rumours about a new "super" computer that would blow away the competition didn't stop, I knew a lot of people back then who were thinking of bying a TT put waited for the new one... when I saw the Falcon in august 1992 at the Atari messe in Dusseldorf, for the very first time I felt dissapointed in Atari.... I didn't like the Falcon from the very start, and I still don't. What I expected was a machine with at least a 68040/25Mhzm and a ISA based graphic card, instead of releasing a more powerfull computer then the TT so that at least they could keep the very profitable business users happy, they managed to release a disguised toy!! The casing of the 1040ST didn't go down well either...
Atari Belgium asked me if I would like to participate in promoting it, and I refused, there was nothing available at that time that could show off it's capabilities, programs like Chagall, True paint etc... which were written specificly for the Falcon ran much better on a TT anyway... Atari started the biggest and most expensive promotion ever here in Belgium, with a truck and a

bus they toured through Belgium for about six months, in every major town they tried to show off the Falcon, but the damn thing wasn't even for sale... One year after being shown at the messe, it was still in short supply, and it most certainly wasn't because it was selling like hot cakes... I've lost count of how many people I knew back then that migrated to a PC or Mac... :-(

Since Atari used to give me a VIP card, I had entrance to the closed part of the Atari shows, and that's how I got in touch with some German programmers or managers from softwarehouses, when discussing new releases and asking them why on earth there wasn't at least an English version of their apps available most of the time the answer was always the same: not enough money to pay for a professional translation service and/or not knowing English well enough....
In 1992 I translated PhotoDisc PCD for the German softwarehouse Trade it, and 10 years later on I'm still keeping myself busy translating software and the occasional manual.
I don't really recall everything I ever translated, in 1996 I had a hard disk crashing on me and lost almost everything (I *used* to be the type that didn't think that backups were necessary), but here's a incomplete list anyway:

1st Address 1st Base Adimens Plus
Arabesque 1 Argon CD Arkey 1.3
ASH Morpher Astro Lab Astro Plus
BTX Cad Project Chagall
Charly Image ChemKit Chron
Circu IT Color Disk PCD Convert
Convert! Crypton Cut Out
D2M DA's Layout DA's Repro CD
Dali 4 Datalight Demo Construction Kit
Didot FontEditor Didot LineArt Didot Pro
Draw 3.0 E Backup E Copy
Easy Base Easy Draw 3.0 Easy Rider
Eickman HD Eikona Ergo! pro
Euler Expresso Font Machine
Free Way Geerdes D70 Geerdes K4
Geerdes Korg Geerdes MWAVE Geerdes Roland
Geerdes SY 77 Geerdes U110 Geerdes U20
Geerdes Wave Geerdes XPERT 4 Genus
GFA Assembler GFA Basic Nach C Graphical GEM II
HD Plus Image Imagic
K Comm KAOS TOS La CuisinE
Laborant Pro Lavadraw Plus Le Graphologue
Maxon Pascal MegaPaint Prof 6.0 MidiCOM Talk
Miroir Astrales Modul Plot MultiGEM
Overlay PC Globe PCB CAD
PCB Edit PCB Layout PhotoLab
Photoline Picollo Platon
Pure C & Pascal Profiler Q Fax Pro Repro Studio ST
Retouche Riemann II Route IT
Scarabus Script SCSI Tools
Signum 2 Silhouette Sky Plot
Sound Machine Sound Merlin SoundPool Audiomaster

SoundPool Audiotracker SoundPool Dynamite SoundPool FFT Analyser
SoundPool Wavemaster ST Analog ST Digital
ST Digital ST Fax ST Invest
Stanglemaier Korg M1 Steve TechnoBox CAD II
TechnoBox Drafter That's Address That's Pixel
That's Stock That's Viewdata TMS Cranach Prevision
TMS Paint TMS Scan Design TMS Vektor
TMS Vektor Turnus Wacom ArtPad
Zoom ZZ 2D ZZ LazyPaint
ZZ Mix Image ZZ Rough ZZ Volume

Some of these are the official translations, others aren't. From several apps I have made several versions.... TBH, although I did my very best, my first work wasn't very good by today standards :-/, but remembering the kind of sloppy translations in those days, I've got nothing to be ashamed about....

Three years ago Derryck Crocker and me decided to join troups and from then on the overall quality of the translations has been very high. I'm not saying that every translation is perfect, but we're both more or less perfectionists and before anything is put online, it's been tested out intensively...
Some 18 months ago Peter West joined us and from then on we are known as DDP which stands for "Derryck, Dennis, Peter", following are *some* of the apps released by D&D and DDP in no particular other:

ASH Emailer Cab (2.7 and 2.8) MagicDesk
Fiffi Teli Chatter
Jinnee IConnect RSM
RTR Wensuite 3.3c PhotoTip
NovaScan 1.26 Cypress 1.74 Papillon 3.04
Quarx Olympia Texel
UDO shell QED 5.02 PixArt 4.52
IFusion D2M Bubbles 3.0
Blyp CD Pro 3.2 Jane 2.11
Orgniser XGEM

Since you took a blow at DDP, let me tell you that the English translation and manual of Calamus is brought to you by Peter and Derryck, the long list of apps cover only a portion of what we do, there are countless apps out there which don't carry our logo but without our help would still be in glorious German or French... like I said earlier, I don't feel the need to come here bragging about what I do and neither do Derryck or Peter. But let me tell you that we're still going strong, we've got a "to do" list of at least a mile long, and personally I will not stop before every single app on that list is available in English... We've started out with supplying only the translated RSC, the next step was to make patches to get rid of the remaining German or French, and now we tackle the HYP files or docs aswell, like I said earlier, it's no big deal... but ever so often we get a mail from someone thanking us for what we do, and that's the living proof that what we do is a necessity. Knowing that I can make even one guy his day is all I need to get me going.

This is probably the longest post I've ever written, so I'll put you out of your misery and spare you the long list of apps that I've beta tested the last

15 years....

After the Falcon debacle and refusing to promote it and I disappeared more or less from the public eye, but kept the motor running in the local usergroup, a lot of my time was taken up by the translations as well, there was no internet in those days, so everything was done by snailmail, before a translation was finaly ready to be released and some bugs fixed, months could easily pass by. I've spend a small fortune on stamps in those days.... these days everything is so simple, if I encounter a problem all it takes is a mail, and a couple of hours later the reply is in my mailbox. Back then I had to wait roughly ten days for a reply...

Just one more thing: You never ever saw anything from me? has the thought ever occured to you that this is because I'm a Belgian? I find it difficult enough to write a proper article in my own native language, I know my limitations and as far as writing English articles go forget it. My English may be good enough for this newsgroup, but it certainly isn't good enough to write articles. I hate reading articles with typo's or incorrectly phrased words, there's enough crap out there, without me having to add some more to the ever growing mountain...
Only people who haven't got English as their native language will probably be able to appreciate what a task it is to translate even a simple readme.txt into glorious English, have you any idea how long I have to struggle with a German or French manual to turn it into a more or less acceptable english one? Read this post again and it should be crystal clear that my English isn't good enough, sadly... if it was you would see me all over the place :-)

So here you have it, take it or leave it. I could ramble on quite a bit longer about helping out people the last 21 years, solving problems etc... I still do it, and will continue do so so as long as it's appreciated and needed. I don't always do it here in CSAST, most of the time help can be offered quicker and more directly by personal mail...

Let's hope, you've learned something from all this... never ever judge someone in this newsgroup, you have no idea what some of the people here accomplished and did/do for this community. *EVERYONE* here except ofcourse for Jared Falvo and Sinclap is dedicated to this platform, they must be.... or they would have left it years ago, feeling better/superior because you can code is ridiculous, but part of the process of growing up I suppose.... there's still hope for you.

Cheers from Belgium
Dennis
--


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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

http://www.cix.co.uk/~derryck/index.htm

1605. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 14:39:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1029267996-60679AEicMi@gmx.net>
Source record: 32908

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Wed, 7 Aug 2002 19:07:45 -0500

Hi Frederic,

>so what are they complaining about when everytime there's an application
>that won't run on their machine? If they are happy running Word perfect on
>a 520ST, what's the problem?
>I don't get it.

I never said I understood these people. Perhaps it's because in the past the programmers & softwarehouses spoiled them by making sure that most of the apps ran on their machines.... it'll take a while for these users to realise that those times are (almost) finally over.

>Same thing with mint only apps. When you run magic/singletos, deal with it
>and don't complain about anything, that was their choices.

Sorry Frederic, but IMO that is not the same thing.
Not being able to run a Atari TOS program because of memory limitations or a missing 68030 and/or DSP is a complete different story. MagiC is the default OS on my system, if someone out there would release something that would only run under MiNT, and supposing I would love the program, all I have to do is use MiNT...
What these people need to do it to invest money in a new system, but before someone forks out lots of money, he'll want to know for sure that it's money well spend. The way things are going on this platform, I wouldn't advice anyone to invest $1500+ in it....

>never seen this app to be honest.
>But you make it sound like Oracle, DB2, MySQL is just overkill and useless
>when this 17y old app did the job just fine.
>Someone is wrong as you can imagine here. I won't say who though.

Timeworks database was part of a suite; there used to be WordwriterST, CalcST and DatabaseST, Timeworks ofcourse is best known for its DTP package. If I gave you the impression that DatabaseST is just as good as Oracle, MySQL etc... sorry, it isn't. I wrote that it is a *very simple program by today standards*.... it all depends what reords you want to keep. If all one does is to keep track of a couple of addresses or his disk/program collection then DatabaseST is still usefull. One can keep track of the same stuff with Oracle ofcourse, but that's overkill.

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1606. Re: How to set up NEWSie's killfile

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 14:46:45 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029162144.323502@pikachu.atari-source.com>
Source record: 32812

GokMasE wrote:

> On 11 Aug 2002 22:30:27 , Charles Stanley wrote:
>>On 9 Aug 2002 17:47:21 +, GokMasE wrote:
>>>Ok, these almost identical and often repeated commercials
>>>are starting to get very annoying.
>>>
>>>How do I setup NEWSie to filter these (and other annoying stuff) out?
>>
>>
>>Joakim, NEWSie's killfile is for mail only: there is none for NGs, much
>>to my regret too.
>
> Hi Charles,
>
> Thanks for the info, I was starting to suspect that filtering the usenet
> postings wasn't possible. Hopefully there will be some possibility to do
> that in the future. This forum is really messed up these days.
>
>
> Regards,
>
> Joakim
>
>
> http://aicq.atari-users.net

Joakim,

You could use newswatch/Okami instead which has good killfile facilities for
ng.

Mark
http://atari-source.com

1607. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 14:57:42 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D57CCE6.2030009@volcano.net>
Source record: 32813
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Gregory D. George wrote:

> The Maverick wrote:
>
>>>The point is: You can't do anything about it. So why complain and moan?
>>>
>>Because complaining IS what he can do about it...
>
> It doesn't do any good.

Sure it does.

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

1608. Hmmm

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 17:02:15 UTC
From: AtariMad <nospam@not.telling.u.ok>
Message-ID: <WUR59.43196$oo4.14849@news-binary.blueyonder.co.uk>
Source record: 32814

Well well well,

You have gotten yourself in to a fine mess haven't you, this group used to be so cool when I was here last, oh well.

How are ya doin Ed? :)

Long time no see, still using the Hades too, have you upgraded it since we last spoke?

Now now children, can't we all just get along all nice now :)

AtariMad

I think therefore I AM.

1609. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 17:09:30 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d57e818$1_1@corp.newsgroups.com>
Source record: 32815

atarikid <atarikid@cox.net> wrote in message
news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
> Dude,
> ever hear the saying "Beauty is in the eye of the beholder"
> Did you ever stop to think that maybe you thought a girl was hot, and
> a friend didnt agree.Well it's the same damn thing with computers.
> There's MAC people there's Amiga freaks and there is Atari lovers.
> Why do you troll in this newsgroup with this Us and Them 1986 Bull.
> I am a Cisco engineer and work with Lan crap and Wan's all friggin day
> long. I get free PC's and throw em away almost every week. They are a
> dime a dozen, worth nothing and have no character. And I was the
> president of my Commodore club when the Amiga was released and I still
> love my Atari's. I have a A4000 040 Video Toaster with TBC and
> Lightwave. I use the Amiga for NTSC output and special effects.
> I use my Atari for Midi and SMPTE encoding and I don't have a
> problem with it. Maybe you just have some kind of jealousy cause you
> didn't get an Atari when you were a kid.

Kid... I *WAS* Atari, growing up... from the 2600VCS (the 6-switch model...
remember that one?), to the Atari Falcon030. I probably (I say "probably",
because I may miss a model/version or two) know every model and every
version of a model. I'm just mad because the Tramiel's KILLED Atari... only
a decade after they saved it! What friggin' logic is there to that?

Jared

P.S. I'm glad you're finding use for both sides of the coin (or maybe all
three sides of the coin (if such a coin existed)). I'm mad because Atari
ISN'T around anymore. But Amiga is, hence why I am now a bitter,
anti-Atarian, semi-Amigan (I'd be a full Amigan if I could get my A1200 to
work without bonking the video!)

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1610. Re: Hmmm

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 17:58:12 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <MGS59.1039$AS.292688@newsfeed.slurp.net>
Source record: 32816

Hey Maddy,

It's been awhile. Whatcha up to these days?

Joshua.

"AtariMad" <nospam@not.telling.u.ok> wrote in message
news:WUR59.43196$oo4.14849@news-binary.blueyonder.co.uk...
> Well well well,
>
> You have gotten yourself in to a fine mess haven't you, this group used to
> be so cool when I was here last, oh well.
>
> How are ya doin Ed? :)
>
> Long time no see, still using the Hades too, have you upgraded it since we
> last spoke?
>
> Now now children, can't we all just get along all nice now :)
>
> AtariMad
>
> I think therefore I AM.
>
>

1611. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 18:21:51 UTC
From: Digital Data Factory <digitaldatafactory@centurytel.net>
Message-ID: <aj88ur$2c4v$1@feed.centurytel.net>
Source record: 32817
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

It was meant not to anger other than at the Telecom monopoly over there
I was saying if everyone got together as we did here in the states and
refused to use
the phones that maybe it would be like our "boston tea party" and start a
spark of thought and revolution in the telecom market over there........
that was all Geeeeeeeeee... or is that GTE/CenturyTel/Whoever today......
Ed
"The Maverick" <themaverick@volcano.net> wrote in message
news:3D57CCE6.2030009@volcano.net...
> Gregory D. George wrote:
>
> > The Maverick wrote:
> >
> >>>The point is: You can't do anything about it. So why complain and moan?
> >>>
> >>Because complaining IS what he can do about it...
> >
> > It doesn't do any good.
>
>
> Sure it does.
>
> the Mav
>
>
>
>
> --
>
> "Never give up -- never surrender!" Commander Peter Quincy Taggart
>

1612. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 18:33:43 UTC
From: vdjole@EUnet.yu
Message-ID: <aj8v24sos1@news.eunet.yu>
Source record: 32820

On 11 Aug 2002 16:04:13 , Edward S. Baiz Jr. wrote:

>>"download" button. The file is about 1.2 Meg. Things started in the usual
>>fashion until I had gotten about 129k, then Cab stopped the download and
>>acted like it was done and my file selector came up to allow me to save the
>>file.

I had similar occurences several times (a couple of years ago) with CAB when downloading large files: file transfer would start and then, prematurely, a file-selector would appear as if the transfer was complete, although only a portion of the file had been transfered. IIRC at that time I was using Booklage's CAB.OVL for Sting.

I noticed that those problems appeared (at that time) on some web sites only: e.g. europe-shareware and vezz's hardware-hack site, and a couple of others which I do not remember now. After a number of attempts I concluded that the problem appeared when, because of net congestion, average transfer speed dropped below, say, 80% of theoretical values. It was almost as if there was a timer somewhere which finished the transfer after some theoretical period needed to transfer the file has been exceeded. I solved the problem by taking those files at times of day when net traffic was low: i.e. very late at night. I remember I even contacted Vezz about that, and he said he was aware of the issue but that it was a problem of the provider which hosted his site (later he changed the provider, iirc).

cu;

1613. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 18:33:46 UTC
From: vdjole@EUnet.yu
Message-ID: <aj8v28sos2@news.eunet.yu>
Source record: 32819

>Put it this way, all Auto/App's are tried, tested and trusted, there is no
>crap on my system, so if there is a conflict then IMO 6.2 is the cause, as
>going back to a min-spec setup with only 'official' TSR's also gives problems.

As it appears that the author of Magic was not much inclined to do something concerning this issue, I am afraid that any new versions of Magic may be unusable on machines like MegaST(e). That is a pity, because it seems from the V6.20 history file that there are important improvements relative to previous versions.

Btw. any idea why did he change the time routines anyway- what was wrong with the old ones?

Maybe it would be possible to locate the time routines in the old magic.ram and patch them into the new version...

cu;

1614. ZeST progress info needed

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 19:23:54 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.db3e7e9a.85f63260.doyene@zetnet.co.uk>
Source record: 32818

Hei All.
I was treking around Suzy B Software#2 when I came across a program called ZeST. An alternative
to the standard desktop, mainly on the same design as NEXT in unix. True I may have small mind, but it seemed quite
interesting, especially when people were looking at mint or linux. Do anybody know what happened with it.

regards eyebrow raised.

john.

--
-
****
** A true Englishman believes in fairplay **
** and I try to hold to that belief as true**
** Atarian user. ------------------- **
** - ATARIAN FOREVER - **
** ------------------ **
****
| emailto: doyene@zetnet.co.uk |
| John Nicholas Oakes A.L.M. User |
| New Moston, Manchester. England. |
==

1615. Memory check

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 19:35:45 UTC
From: Tom McEwan <tom@tnmcewan.fsnet.NOSPAM.co.uk>
Message-ID: <aj92oo$m5h$1@newsg4.svr.pol.co.uk>
Source record: 32821

Just a quick question.

I recently bought a 1040 STE machine, with all memory slots apparently filled, but I don't know just how much ram it's actually got. Does anyone have an easy way to check?

BTW, what's the actual name of the memory cards used in the STE?

1616. Re: Where can I get a new DMA chip?

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 19:38:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029186241.64064.5@dyke.uk.clara.net>
Source record: 32826

Hi James

> If this is an IDE drive then you must _not_ format the drive! Partitioning
> only is required.

Why's that dude, I've formatted loads of IDE's with no ill effect!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1617. Re: Hmmm

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 19:44:34 UTC
From: lp <gfa@basic.net>
Message-ID: <B97D8862.8676%gfa@basic.net>
Source record: 32822

in article WUR59.43196$oo4.14849@news-binary.blueyonder.co.uk, AtariMad at nospam@not.telling.u.ok wrote on 8/12/02 1:02 PM:

> Well well well,
>
> You have gotten yourself in to a fine mess haven't you, this group used to
> be so cool when I was here last, oh well.
>
> How are ya doin Ed? :)
>
> Long time no see, still using the Hades too, have you upgraded it since we
> last spoke?
>
> Now now children, can't we all just get along all nice now :)

We get along fine. Just some people cannot grasp the concept of a killfile.
Unless everyone is using newsie?! ;o)

Not seen you on IRC for a while!

Lonny Pursell

1618. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 19:44:44 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.f2f8575c.8b2c32a2.chongdochongdo@ichongdo.com>
Source record: 32823

Hi, Pascal / Salut, Pascal,

Dans le message <3d56e1741639803@europe-shareware.org>
Pascal Ricard a ï¿½crit:
>Hello,

> in article <1Wv59.65495$7n5.10127@sccrnsc01> (comp.sys.atari.st)
> Edward S. Baiz Jr. wrote on Sun 11-08-2002 16:04 (GMT):

>> was at. Actually it is like this. The name of the webpage is porthos.php.
>The
>> address where the file was coming from is dl.php?File=PorthosD.zip. The
>> filename that comes up for me is dl.php.

>I guess you downloaded it with the background module cabdload (right
>click). This module uses the name of the link and cuts the name just
>before the '?', instead of using the name returned by the php script.
>I've already seen this on some other sites. You'll not have this problem
>if you retrieve the file "normaly" with a left clik on the link.
Whether you use the popup menu option or the usual left click method
doesn't matter : within the file selector, hte name is porthos.php,
which you just need to rename as porthos.zip - that's all!

Peu importe qu'on utilise l'option du menu contextuel ou qu'on clique
avec le bouton gauche sur le lien, c'est porthos.php qui apparaï¿½t
dans le sï¿½lecteur de fichiers. Il suffit alors de le renommer
porthos.zip, c'est tout.

Have fun, / amuse-toi bien,

J.-Luc

--
****
*eC.cu*r* Les adresses en ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de
*c***L*f* spammeurs. Pour me rï¿½pondre, partir du centre vers
*c*J*-*.* l'extï¿½rieur parmi les ï¿½toiles ci-contre.
*o*ean*o*
*l*****o* The adresses in "From" and "Reply-To" are spammers'. If
i@wanad you wish to contact me, use the adress going from centre
********* to outside the stars on the left.

1619. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 19:46:30 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.f7f65252.8b9e32a2.chongdochongdo@ichongdo.com>
Source record: 32824

Dans le message <aj8v24sos1@news.eunet.yu>
Djordje Vukovic a ï¿½crit:
>On 11 Aug 2002 16:04:13 , Edward S. Baiz Jr. wrote:

>> [...]

>I noticed that those problems appeared (at that time) on some web sites only:
>e.g. europe-shareware and vezz's hardware-hack site, and a couple of others
>which I do not remember now. After a number of attempts I concluded that the
>problem appeared when, because of net congestion, average transfer speed
>dropped below, say, 80% of theoretical values. It was almost as if there
>was a timer somewhere which finished the transfer after some theoretical
>period needed to transfer the file has been exceeded. I solved the problem
>by taking those files at times of day when net traffic was low: i.e.
>very late at night. I remember I even contacted Vezz about that, and he
>said he was aware of the issue but that it was a problem of the provider
>which hosted his site (later he changed the provider, iirc).
So did ES as well - and now all is OK! :-)

>cu;
>

J.-Luc

--
****
*eC.cu*r* Les adresses en ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de
*c***L*f* spammeurs. Pour me rï¿½pondre, partir du centre vers
*c*J*-*.* l'extï¿½rieur parmi les ï¿½toiles ci-contre.
*o*ean*o*
*l******o* The adresses in "From" and "Reply-To" are spammers'. If
i@wanad you wish to contact me, use the adress going from centre
********* to outside the stars on the left.

1620. Re: Hmmm

Newsgroup: comp.sys.atari.st
Date: 2002-08-12 20:01:32 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <wuU59.46$ECv2.12779670@news2.randori.com>
Source record: 32825

Hi Atarimad,

Didn't you goto a Atari show in stafford a few years ago around the time
when ST+ fanzine was still running ?

Chris

"AtariMad" <nospam@not.telling.u.ok> wrote in message
news:WUR59.43196$oo4.14849@news-binary.blueyonder.co.uk...
> Well well well,
>
> You have gotten yourself in to a fine mess haven't you, this group used to
> be so cool when I was here last, oh well.
>
> How are ya doin Ed? :)
>
> Long time no see, still using the Hades too, have you upgraded it since we
> last spoke?
>
> Now now children, can't we all just get along all nice now :)
>
> AtariMad
>
> I think therefore I AM.
>
>
>

1621. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 00:06:43 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <n4Y59.12302$Sy4.38877@news-server.bigpond.net.au>
Source record: 32827

Nuff said, same here. Have PC's all over the place at home. Work/repair them all day come home and switch the Atari Falcon's on;-). They have more character than any WC compat. 99% of people that use this group love their Atari's, but some Missionaries try to convert the heathens from what they are happiest with. The truth is this is an Atari NG and we mostly don't give a shit about other platforms. The worst thing about PC users is their sheer inability to look at what they have got and work with it. An 1985 ST is fine for word processing, Games, midi sequencing, etc so leave us happy people alone to use our computers in peace......

Mark

"atarikid" <atarikid@cox.net> wrote in message
news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
> Dude,
> ever hear the saying "Beauty is in the eye of the beholder"
> Did you ever stop to think that maybe you thought a girl was hot, and
> a friend didnt agree.Well it's the same damn thing with computers.
> There's MAC people there's Amiga freaks and there is Atari lovers.
> Why do you troll in this newsgroup with this Us and Them 1986 Bull.
> I am a Cisco engineer and work with Lan crap and Wan's all friggin day
> long. I get free PC's and throw em away almost every week. They are a
> dime a dozen, worth nothing and have no character. And I was the
> president of my Commodore club when the Amiga was released and I still
> love my Atari's. I have a A4000 040 Video Toaster with TBC and
> Lightwave. I use the Amiga for NTSC output and special effects.
> I use my Atari for Midi and SMPTE encoding and I don't have a
> problem with it. Maybe you just have some kind of jealousy cause you
> didn't get an Atari when you were a kid.
>
> atarikid
>
>
>
> On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
> <luposian@azob.quik.com> wrote:
>
> >Other than the fact I think you are crazy to trade a LAPTOP (expensive
and
> >all of them sufficiently powerful at that) for old, vastly less powerful,
> >unsupported Atari computers, made by a company (Atari) that is no longer
> >around... I'd love to locate an STe that I could trade you for that
PII/300
> >laptop. That'd be a sweet trade indeed.
> >

> >Would you be at all interested in an Amiga 1200 with 40MHz 68030
accelerator
> >and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games,
and
> >WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up to
> >AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but it's
> >gotta be more powerful than an STe or Mega STe. It's even faster than a
> >TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
> >
> >Good luck.
> >
> >Jared
> >-----------
> >Someone's Fortune <NoNeed@forSpam.com> wrote in message
> >news:fv4eluc7ggq0kbq9fmto0rjumlhei0m29r@4ax.com...
> >> Hi,
> >>
> >> I have several laptops for trade. These range from Pentium II 300 to
> >> pentium III 600. The screens
> >> are all active matrix and they all come with cdrom and floppy, some
> >> even have built in 56k modems.
> >> Included is Windows98 preloaded with Eula.
> >> I have included pictures to help for descriptions...
> >>
> >> I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive, falcon
> >> w/hard drive for trade.
> >> If interested in working a trade please contact me. I am located in
> >> San Jose,CA (USA):
> >> rdf0013@earthlink.net
> >>
> >> Thanks,
> >> James
> >>
> >> the following is details for the systems I have for trade, check the
> >> link for detailed spec on each models:
> >>
> >>
> >> Gateway Solo 2500
> >> PII 333
> >> 32mb ram
> >> 4gb hard drive
> >> 800x600 active matrix screen
> >> cd rom
> >> floppy
> >> IR port
> >> 2 usb ports
> >> 2 pc card slots
> >> ps/2 port for external mouse & keyboard
> >> composite video
> >>

> >> http://support.gateway.com/s/Mobile/Solo_Series/P2500/p250044.shtml
> >>
> >>
> >> Gateway Solo 2550
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> >> http://support.gateway.com/s/Mobile/Solo_Series/P2550/p255044.shtml
> >>
> >>
> >> Gateway Solo 5150
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> >> 64mb ram
> >> 6gb hard drive
> >> 1024x768 active matrix screen 14"
> >> cd rom
> >> floppy
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> >> ps/2 port for external mouse & keyboard
> >> composite video
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> >> http://support.gateway.com/s/Mobile/Solo_Series/p5150/p515050.shtml
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> >> 56k modem
> >> digital spdif out
> >> composite video
> >>

> >> http://support.gateway.com/s/Mobile/Solo_Series/P9300/p930017.shtml
> >
> >
> >
> >
> >-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> >http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> >------== Over 80,000 Newsgroups - 16 Different Servers! =-----
>

1622. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 00:08:33 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <56Y59.12331$Sy4.38694@news-server.bigpond.net.au>
Source record: 32828

Nuff said, same here. Have PC's all over the place at home. Work/repair them all day come home and switch the Atari Falcon's on;-). They have more character than any WC compat. 99% of people that use this group love their Atari's, but some Missionaries try to convert the heathens from what they are happiest with. The truth is this is an Atari NG and we mostly don't give a shit about other platforms. The worst thing about PC users is their sheer inability to look at what they have got and work with it. An 1985 ST is fine for word processing, Games, midi sequencing, etc so leave us happy people alone to use our computers in peace......

Mark

"atarikid" <atarikid@cox.net> wrote in message
news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
> Dude,
> ever hear the saying "Beauty is in the eye of the beholder"
> Did you ever stop to think that maybe you thought a girl was hot, and
> a friend didnt agree.Well it's the same damn thing with computers.
> There's MAC people there's Amiga freaks and there is Atari lovers.
> Why do you troll in this newsgroup with this Us and Them 1986 Bull.
> I am a Cisco engineer and work with Lan crap and Wan's all friggin day
> long. I get free PC's and throw em away almost every week. They are a
> dime a dozen, worth nothing and have no character. And I was the
> president of my Commodore club when the Amiga was released and I still
> love my Atari's. I have a A4000 040 Video Toaster with TBC and
> Lightwave. I use the Amiga for NTSC output and special effects.
> I use my Atari for Midi and SMPTE encoding and I don't have a
> problem with it. Maybe you just have some kind of jealousy cause you
> didn't get an Atari when you were a kid.
>
> atarikid
>
>
>
> On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
> <luposian@azob.quik.com> wrote:
>
> >Other than the fact I think you are crazy to trade a LAPTOP (expensive
and
> >all of them sufficiently powerful at that) for old, vastly less powerful,
> >unsupported Atari computers, made by a company (Atari) that is no longer
> >around... I'd love to locate an STe that I could trade you for that
PII/300
> >laptop. That'd be a sweet trade indeed.
> >

> >Would you be at all interested in an Amiga 1200 with 40MHz 68030
accelerator
> >and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games,
and
> >WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up to
> >AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but it's
> >gotta be more powerful than an STe or Mega STe. It's even faster than a
> >TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
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> >Good luck.
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> >Jared
> >-----------
> >Someone's Fortune <NoNeed@forSpam.com> wrote in message
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> >> Hi,
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> >> I have several laptops for trade. These range from Pentium II 300 to
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> >> are all active matrix and they all come with cdrom and floppy, some
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> >
> >
> >
> >-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> >http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> >-----== Over 80,000 Newsgroups - 16 Different Servers! =-----
>

1623. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 00:09:49 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <h7Y59.12349$Sy4.38925@news-server.bigpond.net.au>
Source record: 32829

Nuff said, same here. Have PC's all over the place at home. Work/repair them all day come home and switch the Atari Falcon's on;-). They have more character than any WC compat. 99% of people that use this group love their Atari's, but some Missionaries try to convert the heathens from what they are happiest with. The truth is this is an Atari NG and we mostly don't give a shit about other platforms. The worst thing about PC users is their sheer inability to look at what they have got and work with it. An 1985 ST is fine for word processing, Games, midi sequencing, etc so leave us happy people alone to use our computers in peace......

Mark

"atarikid" <atarikid@cox.net> wrote in message
news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
> Dude,
> ever hear the saying "Beauty is in the eye of the beholder"
> Did you ever stop to think that maybe you thought a girl was hot, and
> a friend didnt agree.Well it's the same damn thing with computers.
> There's MAC people there's Amiga freaks and there is Atari lovers.
> Why do you troll in this newsgroup with this Us and Them 1986 Bull.
> I am a Cisco engineer and work with Lan crap and Wan's all friggin day
> long. I get free PC's and throw em away almost every week. They are a
> dime a dozen, worth nothing and have no character. And I was the
> president of my Commodore club when the Amiga was released and I still
> love my Atari's. I have a A4000 040 Video Toaster with TBC and
> Lightwave. I use the Amiga for NTSC output and special effects.
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> didn't get an Atari when you were a kid.
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> On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
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PII/300
> >laptop. That'd be a sweet trade indeed.
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> >gotta be more powerful than an STe or Mega STe. It's even faster than a
> >TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
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> >Someone's Fortune <NoNeed@forSpam.com> wrote in message
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> >> Hi,
> >>
> >> I have several laptops for trade. These range from Pentium II 300 to
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> >> are all active matrix and they all come with cdrom and floppy, some
> >> even have built in 56k modems.
> >> Included is Windows98 preloaded with Eula.
> >> I have included pictures to help for descriptions...
> >>
> >> I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive, falcon
> >> w/hard drive for trade.
> >> If interested in working a trade please contact me. I am located in
> >> San Jose,CA (USA):
> >> rdf0013@earthlink.net
> >>
> >> Thanks,
> >> James
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> >>
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> >> 32mb ram
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> >> IR port
> >> 2 usb ports
> >> 2 pc card slots
> >> ps/2 port for external mouse & keyboard
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> >>

> >> http://support.gateway.com/s/Mobile/Solo_Series/P2500/p250044.shtml
> >>
> >>
> >> Gateway Solo 2550
> >> Celeron 400
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> >> http://support.gateway.com/s/Mobile/Solo_Series/P2550/p255044.shtml
> >>
> >>
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> >>
> >>
> >> Gateway Solo 9300
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> >http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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1624. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 00:11:22 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <K8Y59.12380$Sy4.38872@news-server.bigpond.net.au>
Source record: 32830

Nuff said, same here. Have PC's all over the place at home. Work/repair them all day come home and switch the Atari Falcon's on;-). They have more character than any WC compat. 99% of people that use this group love their Atari's, but some Missionaries try to convert the heathens from what they are happiest with. The truth is this is an Atari NG and we mostly don't give a shit about other platforms. The worst thing about PC users is their sheer inability to look at what they have got and work with it. An 1985 ST is fine for word processing, Games, midi sequencing, etc so leave us happy people alone to use our computers in peace......

Mark

"atarikid" <atarikid@cox.net> wrote in message
news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
> Dude,
> ever hear the saying "Beauty is in the eye of the beholder"
> Did you ever stop to think that maybe you thought a girl was hot, and
> a friend didnt agree.Well it's the same damn thing with computers.
> There's MAC people there's Amiga freaks and there is Atari lovers.
> Why do you troll in this newsgroup with this Us and Them 1986 Bull.
> I am a Cisco engineer and work with Lan crap and Wan's all friggin day
> long. I get free PC's and throw em away almost every week. They are a
> dime a dozen, worth nothing and have no character. And I was the
> president of my Commodore club when the Amiga was released and I still
> love my Atari's. I have a A4000 040 Video Toaster with TBC and
> Lightwave. I use the Amiga for NTSC output and special effects.
> I use my Atari for Midi and SMPTE encoding and I don't have a
> problem with it. Maybe you just have some kind of jealousy cause you
> didn't get an Atari when you were a kid.
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> atarikid
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> On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
> <luposian@azob.quik.com> wrote:
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> >Other than the fact I think you are crazy to trade a LAPTOP (expensive
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> >gotta be more powerful than an STe or Mega STe. It's even faster than a
> >TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
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> >Good luck.
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> >> Included is Windows98 preloaded with Eula.
> >> I have included pictures to help for descriptions...
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1625. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 00:11:45 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <59Y59.12382$Sy4.38897@news-server.bigpond.net.au>
Source record: 32831

Nuff said, same here. Have PC's all over the place at home. Work/repair them all day come home and switch the Atari Falcon's on;-). They have more character than any WC compat. 99% of people that use this group love their Atari's, but some Missionaries try to convert the heathens from what they are happiest with. The truth is this is an Atari NG and we mostly don't give a shit about other platforms. The worst thing about PC users is their sheer inability to look at what they have got and work with it. An 1985 ST is fine for word processing, Games, midi sequencing, etc so leave us happy people alone to use our computers in peace......

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>

1626. Re: Hmmm

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 00:25:28 UTC
From: AtariMad <nospam@not.telling.u.ok>
Message-ID: <umY59.44060$oo4.9230@news-binary.blueyonder.co.uk>
Source record: 32832

> It's been awhile. Whatcha up to these days?

Nothing much, Uni, work etc etc :)

Just thought I'd have a look at the newsgroups, it's been aaaaaages, and
I've not been IRCing for quite a while either.

AtariMad.
I think therefore I AM.

1627. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 00:41:05 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <BAY59.12494$Sy4.39128@news-server.bigpond.net.au>
Source record: 32834

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Mark

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> Dude,
> ever hear the saying "Beauty is in the eye of the beholder"
> Did you ever stop to think that maybe you thought a girl was hot, and
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> There's MAC people there's Amiga freaks and there is Atari lovers.
> Why do you troll in this newsgroup with this Us and Them 1986 Bull.
> I am a Cisco engineer and work with Lan crap and Wan's all friggin day
> long. I get free PC's and throw em away almost every week. They are a
> dime a dozen, worth nothing and have no character. And I was the
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> love my Atari's. I have a A4000 040 Video Toaster with TBC and
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1628. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 00:51:50 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <GKY59.12548$Sy4.39032@news-server.bigpond.net.au>
Source record: 32835

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> >>
> >> http://support.gateway.com/s/Mobile/Solo_Series/p5150/p515050.shtml
> >>
> >>
> >> Gateway Solo 9300
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> >> 128mb ram
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> >> 2 usb ports
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> >> 56k modem
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> >> composite video
> >>

> >> http://support.gateway.com/s/Mobile/Solo_Series/P9300/p930017.shtml
> >
> >
> >
> >
> >-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> >http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> >------== Over 80,000 Newsgroups - 16 Different Servers! =-----
>

1629. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 00:52:15 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <3LY59.12553$Sy4.39147@news-server.bigpond.net.au>
Source record: 32836

Nuff said, same here. Have PC's all over the place at home. Work/repair them all day come home and switch the Atari Falcon's on;-). They have more character than any WC compat. 99% of people that use this group love their Atari's, but some Missionaries try to convert the heathens from what they are happiest with. The truth is this is an Atari NG and we mostly don't give a shit about other platforms. The worst thing about PC users is their sheer inability to look at what they have got and work with it. An 1985 ST is fine for word processing, Games, midi sequencing, etc so leave us happy people alone to use our computers in peace......

Mark

"atarikid" <atarikid@cox.net> wrote in message
news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
> Dude,
> ever hear the saying "Beauty is in the eye of the beholder"
> Did you ever stop to think that maybe you thought a girl was hot, and
> a friend didnt agree.Well it's the same damn thing with computers.
> There's MAC people there's Amiga freaks and there is Atari lovers.
> Why do you troll in this newsgroup with this Us and Them 1986 Bull.
> I am a Cisco engineer and work with Lan crap and Wan's all friggin day
> long. I get free PC's and throw em away almost every week. They are a
> dime a dozen, worth nothing and have no character. And I was the
> president of my Commodore club when the Amiga was released and I still
> love my Atari's. I have a A4000 040 Video Toaster with TBC and
> Lightwave. I use the Amiga for NTSC output and special effects.
> I use my Atari for Midi and SMPTE encoding and I don't have a
> problem with it. Maybe you just have some kind of jealousy cause you
> didn't get an Atari when you were a kid.
>
> atarikid
>
>
>
> On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
> <luposian@azob.quik.com> wrote:
>
> >Other than the fact I think you are crazy to trade a LAPTOP (expensive
and
> >all of them sufficiently powerful at that) for old, vastly less powerful,
> >unsupported Atari computers, made by a company (Atari) that is no longer
> >around... I'd love to locate an STe that I could trade you for that
PII/300
> >laptop. That'd be a sweet trade indeed.
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> >Would you be at all interested in an Amiga 1200 with 40MHz 68030
accelerator
> >and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games,
and
> >WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up to
> >AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but it's
> >gotta be more powerful than an STe or Mega STe. It's even faster than a
> >TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
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> >Good luck.
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> >Jared
> >-----------
> >Someone's Fortune <NoNeed@forSpam.com> wrote in message
> >news:fv4eluc7ggq0kbq9fmto0rjumlhei0m29r@4ax.com...
> >> Hi,
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> >> I have several laptops for trade. These range from Pentium II 300 to
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> >> even have built in 56k modems.
> >> Included is Windows98 preloaded with Eula.
> >> I have included pictures to help for descriptions...
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> >> I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive, falcon
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> >> If interested in working a trade please contact me. I am located in
> >> San Jose,CA (USA):
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> >> the following is details for the systems I have for trade, check the
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> >> http://support.gateway.com/s/Mobile/Solo_Series/P2500/p250044.shtml
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1630. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 01:23:02 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <WbZ59.12711$Sy4.39455@news-server.bigpond.net.au>
Source record: 32837

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> >http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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>

1631. Atari web-site FAQ!!!

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 02:08:38 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1029179346-294855AEicMi@williams-net.com>
Source record: 32833

Everyone,
Here is a ***NEWLY*** updated list of everything that I have and some of what people have given me in my e-mail. Thanks to all who have sent me there favorite web-sites!!! This is meant as a good resource for people to find web-sites related to Atari computers. This list is by NO means complete and can always be added to or deleted from if found that a site is no longer operational. Please direct all comments to me at firest@williams-net.com. Please if you have any web-sites to add to this list by all means send them to me and I will add them in. If you find a web-site that NO longer works let me know and I will check it out. I will do my best to update this list at least twice a month and post in this newsgroup. If this becomes to big I will break it down into smaller messages and post each message one a day as to not overload the newsgroup!! We as Atarians must band together to help to ensure the survival of our platform!!

Thanks,
Carey Christenson

Atari Vendors

Video 61 and Atari Sales (Sells Atari 8-bit and 16 bit hardware and software)
http://www.angelfire.com/mn/video61/

Cortex Design (Seller of Eclipse Graphics Card)
http://www.cortex-design.co.uk/

Woller Systems (Sells Atari Hardware and Software)
http://www.woller.com/

Merlancia Industries (Was planning on making a PPC Atari compatible computer needed 2000 pre-orders though)
http://www.merlancia.com/

Homa systems Retail
http://www.geocities.com/nmontaser/

Best Electronics
http://www.best-elctronics-ca.com/

European Shareware web-site.
http://www.europeshareware.free.fr/english/

16/32 bit systems web-site.
http://www.1632systems.co.uk/

Have not checked this site out. Will very soon!
http://www.keychange.co.uk/

Atari 8-bit and 16-bit software and hardware reseller
http://www.aracnet.com/~atari/atarisales.htm

Atari Downloads

University of Michigan Archives
http://www.umich.edu/~archive/atari/

Atari Hardware

Atari Eiffel Interface PS/2
http://perso.wanadoo.fr/laurent.favard/eiffel_e.html

Atari-launchpad: Hardware projects and information
http://www.geocities.com/SiliconValley/Bay/8745/pages/hardware.html

Eclipse User's Support Page
http://www.vianet.ca/~joshua/

Czuba Tech (Designer of the upcoming CT60)
http://www.czuba-tech.com/accueil/english/welcome.htm

Ethernet Adapter Details (From Elmar Hilgart)
http://www.asamnet.de/~hilgarte/ether_e.htm

Passage (Atari Info web-site)
http://hem.passagen.se/atari/

Mario Becroft's Atari Hardware Page
http://gem.win.co.nz/mb/atarihw/

Atari Coldfire Project
http://acp.atari.org

Frontier Systems (Hardware developer of the DEESSE card and XTOS
Computer)
http://www.frontier-systems.de/indexen.htm

Atari Ethernet Adapter (Lyndon Amsdon adapter)
http://hardware.atari.org/

Atari Sites

The Atari ST Quick FAQ (A very good resource for Atari ST, Mega ST,
Mega STe,Falcon 030 and TT030
http://www.megacom.net/~q-funk/ST/

The Atari Source
http://www.Atari-source.com

For Atari Users
http://www.atari-users.net

Another Atari FAQ devoted for the TT030
http://members.tripod.com/~TT030/

Anthill industries
http://www.netset.com/~baldrick

A-One Magazine
http://www.atarinews.org/

The Definitive Atari Resource ATARI.ORG
http://www.atari.org

Magic Online
http://www.magical-sides.de/

The Milan Computer Company
http://www.milan-computer.de/

My Atari - The monthly on-line magazine devoted to Atari
http://www.myatari.net/

Atari-Home site
http://www.atari-home.de/

Site of the Future XTOS computer!!!
http://www.xtos.de/

Someone sent this site to me, have not checked it out.
http://gem.win.co.nz/

Another Atari site that I will check out.
http://www.geocities.com/siliconvalley/peaks/6320/stplus01.htm

Atari history web-site.
http://www.atari-history.com/

Atari Software

Anodyne Software Home Page
http://www.anodynesoftware.com/

Aniplayer Support (There are 2 web-sites for this piece of software)
http://jf.omnis.ch/aniplayer.shtml
or
http://aniplayer.atari.org

Dursoft Development
http://home.sunrise.ch/dursoft/progs_e.html

Escape
http://www.inf.tu-dresden.de/~nf2/

Falcamp Homepage
http://deunstg.free.fr/sct1/falcamp/

Five to Five
http://www.optik.uni-erlangen.de/osmin/haesler/people/hs/525e.html

FVDI (For use with Eclipse Graphics Card)
http://rand.thn.htu.se/~johan/fvdi.html

GokMasE's Atari Page - Atari ICQ
http://aicq.atari-users.net/

Heinisoft Homepage
http://heinisoft.atari-users.net/

Highwire Development Project (New Browser for the Atari)
http://highwire.atari-users.net/

PlaymyCD
http://www.chez.com/lrd/

Invers Software (I believe this is the Calamus web-site)
http://www.calamus.net/us/index.html

Patricks Homepage
http://members.tripod.de/funmedia/

Pixart's Homepage
http://www.pixart.de/

Quincy shareware
http://gbarges.free.fr/quincy_e.html

Sector One Homepage - What's New!!!
http://deunstg.free.fr/sct1/index.html

ST-CAD's Homepage
http://home.t-online.de/home/MKrutz/

Atari IRC Homepage
http://q1.net/~atari/

Tim's Atari Midi World
http://tamw.atari-users.net/timidi.htm

Vassilis Hompage (Developer of STing)
http://users.otenet.gr/~papval/

VISION's Homepage
http://www.multimania.com/jlusetti/visione.htm

Wildfire
http://wildfire.atari.org

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive

40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

1632. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

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Date: 2002-08-13 02:19:37 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <Z0_59.12989$Sy4.39864@news-server.bigpond.net.au>
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> >
> >
> >-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> >http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> >-----== Over 80,000 Newsgroups - 16 Different Servers! =-----
>

1633. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 02:45:40 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D587257.296669F2@rogers.com>
Source record: 32839

sinclap@yahoo.com wrote:

>
>
> What gay bashing? Need to read your earlier posts. Pot kettle Black!
>

Your gay bashing. YOu do need to read my earlier posts, I never bashed anyones sexuality, I bashed you, but then you have no
sexuality to speak of.

In short: Sinplop --> Lies --> Loser!!! (YOU!!)

> Chunks' is from your back yard, a child hood friend and current one,
> so don't deny it.
>

You dont live in my backyard so your imaginary cant live there. Judging from the neighbours complaining from you not having showered
in years, confirming that you have not left your mothers basement in years. Not surprising since you lurk on usenet for days
straight.

> mom's basement is down south, my residence is SW MPLS.. Whats with
> you and mom's basement. Is that were she keeps you and chunks plus
> your adopted off springs there? Sounds like Lurch...

YAWN. Another lie about where you live. Last time you claimed to be in Iowa, before that Idaho, before that, in your words,
"300 miles south of china" placing you firmly in the south china sea, or north korea. Considiring your idiocy, either of those
last two would be fitting places for you.

1634. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 02:49:42 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <at_59.13070$Sy4.40086@news-server.bigpond.net.au>
Source record: 32840

Nuff said, same here. Have PC's all over the place at home. Work/repair them all day come home and switch the Atari Falcon's on;-). They have more character than any WC compat. 99% of people that use this group love their Atari's, but some Missionaries try to convert the heathens from what they are happiest with. The truth is this is an Atari NG and we mostly don't give a shit about other platforms. The worst thing about PC users is their sheer inability to look at what they have got and work with it. An 1985 ST is fine for word processing, Games, midi sequencing, etc so leave us happy people alone to use our computers in peace......

Mark

"atarikid" <atarikid@cox.net> wrote in message
news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
> Dude,
> ever hear the saying "Beauty is in the eye of the beholder"
> Did you ever stop to think that maybe you thought a girl was hot, and
> a friend didnt agree.Well it's the same damn thing with computers.
> There's MAC people there's Amiga freaks and there is Atari lovers.
> Why do you troll in this newsgroup with this Us and Them 1986 Bull.
> I am a Cisco engineer and work with Lan crap and Wan's all friggin day
> long. I get free PC's and throw em away almost every week. They are a
> dime a dozen, worth nothing and have no character. And I was the
> president of my Commodore club when the Amiga was released and I still
> love my Atari's. I have a A4000 040 Video Toaster with TBC and
> Lightwave. I use the Amiga for NTSC output and special effects.
> I use my Atari for Midi and SMPTE encoding and I don't have a
> problem with it. Maybe you just have some kind of jealousy cause you
> didn't get an Atari when you were a kid.
>
> atarikid
>
>
>
> On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
> <luposian@azob.quik.com> wrote:
>
> >Other than the fact I think you are crazy to trade a LAPTOP (expensive
and
> >all of them sufficiently powerful at that) for old, vastly less powerful,
> >unsupported Atari computers, made by a company (Atari) that is no longer
> >around... I'd love to locate an STe that I could trade you for that
PII/300
> >laptop. That'd be a sweet trade indeed.
> >

> >Would you be at all interested in an Amiga 1200 with 40MHz 68030
accelerator
> >and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games,
and
> >WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up to
> >AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but it's
> >gotta be more powerful than an STe or Mega STe. It's even faster than a
> >TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
> >
> >Good luck.
> >
> >Jared
> >-----------
> >Someone's Fortune <NoNeed@forSpam.com> wrote in message
> >news:fv4eluc7ggq0kbq9fmto0rjumlhei0m29r@4ax.com...
> >> Hi,
> >>
> >> I have several laptops for trade. These range from Pentium II 300 to
> >> pentium III 600. The screens
> >> are all active matrix and they all come with cdrom and floppy, some
> >> even have built in 56k modems.
> >> Included is Windows98 preloaded with Eula.
> >> I have included pictures to help for descriptions...
> >>
> >> I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive, falcon
> >> w/hard drive for trade.
> >> If interested in working a trade please contact me. I am located in
> >> San Jose,CA (USA):
> >> rdf0013@earthlink.net
> >>
> >> Thanks,
> >> James
> >>
> >> the following is details for the systems I have for trade, check the
> >> link for detailed spec on each models:
> >>
> >>
> >> Gateway Solo 2500
> >> PII 333
> >> 32mb ram
> >> 4gb hard drive
> >> 800x600 active matrix screen
> >> cd rom
> >> floppy
> >> IR port
> >> 2 usb ports
> >> 2 pc card slots
> >> ps/2 port for external mouse & keyboard
> >> composite video
> >>

> >> http://support.gateway.com/s/Mobile/Solo_Series/P2500/p250044.shtml
> >>
> >>
> >> Gateway Solo 2550
> >> Celeron 400
> >> 64mb ram
> >> 6gb hard drive
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> >> http://support.gateway.com/s/Mobile/Solo_Series/P2550/p255044.shtml
> >>
> >>
> >> Gateway Solo 5150
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> >> http://support.gateway.com/s/Mobile/Solo_Series/p5150/p515050.shtml
> >>
> >>
> >> Gateway Solo 9300
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1635. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 02:49:47 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <ft_59.13071$Sy4.40087@news-server.bigpond.net.au>
Source record: 32841

Nuff said, same here. Have PC's all over the place at home. Work/repair them all day come home and switch the Atari Falcon's on;-). They have more character than any WC compat. 99% of people that use this group love their Atari's, but some Missionaries try to convert the heathens from what they are happiest with. The truth is this is an Atari NG and we mostly don't give a shit about other platforms. The worst thing about PC users is their sheer inability to look at what they have got and work with it. An 1985 ST is fine for word processing, Games, midi sequencing, etc so leave us happy people alone to use our computers in peace......

Mark

"atarikid" <atarikid@cox.net> wrote in message
news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
> Dude,
> ever hear the saying "Beauty is in the eye of the beholder"
> Did you ever stop to think that maybe you thought a girl was hot, and
> a friend didnt agree.Well it's the same damn thing with computers.
> There's MAC people there's Amiga freaks and there is Atari lovers.
> Why do you troll in this newsgroup with this Us and Them 1986 Bull.
> I am a Cisco engineer and work with Lan crap and Wan's all friggin day
> long. I get free PC's and throw em away almost every week. They are a
> dime a dozen, worth nothing and have no character. And I was the
> president of my Commodore club when the Amiga was released and I still
> love my Atari's. I have a A4000 040 Video Toaster with TBC and
> Lightwave. I use the Amiga for NTSC output and special effects.
> I use my Atari for Midi and SMPTE encoding and I don't have a
> problem with it. Maybe you just have some kind of jealousy cause you
> didn't get an Atari when you were a kid.
>
> atarikid
>
>
>
> On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
> <luposian@azob.quik.com> wrote:
>
> >Other than the fact I think you are crazy to trade a LAPTOP (expensive
and
> >all of them sufficiently powerful at that) for old, vastly less powerful,
> >unsupported Atari computers, made by a company (Atari) that is no longer
> >around... I'd love to locate an STe that I could trade you for that
PII/300
> >laptop. That'd be a sweet trade indeed.
> >

> >Would you be at all interested in an Amiga 1200 with 40MHz 68030
accelerator
> >and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games,
and
> >WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up to
> >AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but it's
> >gotta be more powerful than an STe or Mega STe. It's even faster than a
> >TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
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> >Good luck.
> >
> >Jared
> >-----------
> >Someone's Fortune <NoNeed@forSpam.com> wrote in message
> >news:fv4eluc7ggq0kbq9fmto0rjumlhei0m29r@4ax.com...
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> >> I have several laptops for trade. These range from Pentium II 300 to
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> >> even have built in 56k modems.
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> >> I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive, falcon
> >> w/hard drive for trade.
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> >> San Jose,CA (USA):
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> >> Thanks,
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1636. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 02:53:17 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <xw_59.13077$Sy4.39685@news-server.bigpond.net.au>
Source record: 32842

Nuff said, same here. Have PC's all over the place at home. Work/repair them all day come home and switch the Atari Falcon's on;-). They have more character than any WC compat. 99% of people that use this group love their Atari's, but some Missionaries try to convert the heathens from what they are happiest with. The truth is this is an Atari NG and we mostly don't give a shit about other platforms. The worst thing about PC users is their sheer inability to look at what they have got and work with it. An 1985 ST is fine for word processing, Games, midi sequencing, etc so leave us happy people alone to use our computers in peace......

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news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
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> long. I get free PC's and throw em away almost every week. They are a
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> love my Atari's. I have a A4000 040 Video Toaster with TBC and
> Lightwave. I use the Amiga for NTSC output and special effects.
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> didn't get an Atari when you were a kid.
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> atarikid
>
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>
> On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
> <luposian@azob.quik.com> wrote:
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> >Other than the fact I think you are crazy to trade a LAPTOP (expensive
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> >and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games,
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> >WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up to
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> >TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
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> >Someone's Fortune <NoNeed@forSpam.com> wrote in message
> >news:fv4eluc7ggq0kbq9fmto0rjumlhei0m29r@4ax.com...
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> >> http://support.gateway.com/s/Mobile/Solo_Series/P2500/p250044.shtml
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> >http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> >------== Over 80,000 Newsgroups - 16 Different Servers! =-----
>

1637. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 08:40:03 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <dc0fb4f6.0208130040.52ab7d1b@posting.google.com>
Source record: 32845

<derryck@.NOT~THIS~cix.co.uk> wrote in message
news:<1028960544-69788AEicMi@ntlworld.com>...
> From: vdjole@EUnet.yu (Djordje Vukovic)
> Date: Thu, 8 Aug 2002 08:00:37 +0000 (UTC)
>
> (...)
> I'm under the impression that Andreas released a patch for this problem, I
> haven't had occasion to look for it on ASH's web site though.

There indeed was a problem with the clock routines which I finally
fixed. As far as I remember, I sent the corrected patch file to ASH.
Unfortunately I cannot remember exactly what problem it was, because
it is just too long ago. You could either ask in the German news group
(maus.computer.atari.software) or ask ASH.

1638. Steinberg Avalon (I still have it!)

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 08:47:33 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <HE369.34$P%1.75138@news20.bellglobal.com>
Source record: 32896

To the person who let me borrow Avalon, I still
have it, please contact me.

1639. MagiC 6.20 UK

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 08:51:29 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <dc0fb4f6.0208130051.746ac9ef@posting.google.com>
Source record: 32897

<derryck@.NOT~THIS~cix.co.uk> wrote in message
news:<1028533002-89525AEicMi@ntlworld.com>...
> From: fried@achilles.net (Mark)
>
> >> Magic6 I dont speak German do they have an english version. ?
>
> >Magic does come in English. NVDI will allow you to use all kinds of
> >fonts plus it speeds up the screen redraws.
>
> Versions of MagiC above 6.01 are German only, but DDP Translations have all
> the resource files and related text files to make an English version.

Some weeks ago I sent an English version of MagiC 6.20 to the Behne
brothers who had asked for it and wanted to pass it to their English
distributor. Unfortunately I do not know what they really did with it
or if they are on holidays or whatever.

BTW: What was the last version that was created for the UK?
Unfortunately I cannot remember, and I did not keep all releases.

1640. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 09:23:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1029268018-64871AEicMi@gmx.net>
Source record: 32912

From: lp <gfa@basic.net>
Date: Wed, 07 Aug 2002 22:03:51 -0400

>The reason most people use MiNT is due to the fact that you have the option
>to add rather robust networking capability, and that is becoming
>increasingly important to some. I think a certain person is just upset
>that magic does not move forward like mint does, magic has network ability
>somewhat compatible to mint, only cause some end user created his own mint
>like hack.

Like many people the "robust networking capabilities" is something I don't use, I have absolutely no need to put my computers in a network, I wouldn't know why and I can't think of any advantage either to start with... as for internet with a high speed connection, as long as we haven't got a browser that is up to the job, I don't really see much advantage of hooking an Atari on it. So, at the moment a multitasking OS with network capabilities is something I have no use for, meaning that one of the biggest arguments in favour for using MiNT passes me by...

>The company behind magic apparently does not see that as important at all,
>or they would have addressed that issue themselves.

There is no company behind MagiC, only a distributor. I assume you know the difference between a distributor and a softwarehouse? And yes, just like you I think that the programmer doesn't find it important at all. Atari never produced computers which were capable of addressing networks, even the clones don't come standard with it. Until recently adding a network card wasn't really easy either, only for the TT and MegaSTE a solution was available. So, yes MiNT has networking capabilities, but for years people using i.e. a Falcon or ST couldn't use it. It's like implementing support for USB 2.0 in HD Driver, nice to know it's there, but of no use....
Don't hold your breath, but I'm pretty sure that the new version of MagiC will have "robust networking capabilities" and like usual it will be solved in a much more elegant way, and easy to set up for the users.

>As Dan pointed out this has nothing to do with the original topic, but
>I won't sit back and listen to such silly comments.

I'm in your killfile, all you see are bits and pieces of quoted text, some are even out of context, don't you come here telling me what is on and off topic, follow the thread back right from the start, and you'll see that I'm right on topic.

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1641. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 09:25:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1029268022-65675AEicMi@gmx.net>
Source record: 32913

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Wed, 7 Aug 2002 19:14:26 -0500

Hi Frederic,

>Big hack for example is the excellent program called "Le Redacteur",
>awesome program, VERY VERY picky about what TOS version (single, official
>from atari).

Hey that brings back sweet memories :-)

I have Redacteur 3.0 but never upgraded it to 4.0, it had a for that time very advanced spelling checker, and for people writing in French is was simply the best available... IIRC it could even check the grammar and suggest better alternatives?
I don't know about version 4.0, but 3.0 ran fine on TOS 1.04, 1.06, 2.06 and 3.06. On MagiC it runs in single task mode only which is an indication that it's not very compatible...
Is it possible that it runs only on French TOS'ses correctly? Early versions of Signum2 had a similar problem...

>What do you say to that "hack"? There are many more programs like that.
>It is just a matter of trying your prog under different configuration, and
>have good beta testers.

Look, I know that there are tons of software having difficulties running under all the OS's and their various versions. But I was commenting on Calamus, Word Perfect etc... which happen to work on every single version of TOS and MagiC. How could a betatester back in 1989 test if a beta behaved correctly under MINT or MagiC? I'm not really convinced about the tale of following the Atari guide lines either, Atari released MiNT in 1993, I doubt that the guidelines given in 1989 were still representative.
IIRC Atari officially stopped supporting the ST and STM in june 1992, I think that the guidelines from then on included how the apps had to behave under a multitasking environment. Someone coding in 1988 or 1989 following Atari their guidelines still had to release an update, if only to prevent the application garbling away all the available memory.
Remember how many apps didn't ran when the TT was released? The guidelines AFAIK didn't mention anything about how and with what to compile a program...

>Half of the program don't work on XP when they worked perfectly fine in
>w98.
>Is win98 a better OS because it ran more things?

Are you asking me to comment on a PC? Of all people why me ? LOL...

As far as I'm concerned the hardware is a dirty hack, the OS is crap and people using it out of their own free will are idiots. I do however make the distinction between the idiots using these because they feel a PC is "great" and the poor souls who have to sit behind these 8Hrs a day to make a living .... their boss is an idiot.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1642. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 09:27:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1029268014-64207AEicMi@gmx.net>
Source record: 32909

From: Adam Klobukowski <atari@gabo.pl>
Date: Fri, 9 Aug 2002 07:12:00 +0000 (UTC)

Hi Adam,

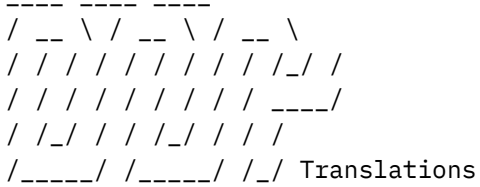
>Even if a program runs on all TOS versions it doesn't mean that it is good
>written program. Multitasking enviroment is much more complicated and you
>have to stick to specifications more closely than in singletasking. Hack is
>hack, even if works.

True...
But from a users viewpoint this means nothing. All the user is interested in
is that the application runs and behaves like should be expected. No matter
how many hacks the programmer implemented, personally I couldn't care less
if a certain app is a hack... al that matters in the end is that it works
for me.

>I think that it is not hard to write a program that will run clearly on all
>AES versions we have. Most programs do. That means: programs that doesn't
>need fixing. Yes, there may be bugs in N.AES, it isn't perfect (what is?).
>But I've never seen a bug that would make programer drop funcitionality.
>Just try harder, don't be lazy.

I probably know the wrong type of programmers, but the ones I know are the
lazy type... ;-) Just like some people who port Linux stuff don't want to
spend any time making an elementary GEM interface, there are programmers
out there that don't want to spend time making sure that their app works
under MINT/N.AES.

Cheers from Belgium
Dennis
--



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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1643. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 09:29:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1029268012-63627AEicMi@gmx.net>
Source record: 32910

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Sat, 10 Aug 2002 12:05:13 +0000 (UTC)

Hi Djorde,

>Hmmm, I looked there bout could not locate anyting that seemed to be
>a patch like this. Can you perhaps recollect the name of the patch or
>some alternate location?

AFAIK this patch is not online, ASH doesn't update the pages very often,
get in touch with Oliver Buchman from ASH and he'll mail it over, at the
moment however ASH is closed (holidays) until the 19th august.
But don't expect too much, I've read conflicting reports about that patch
in the German newsgroups. It seems to work only for some...

>I noticed that some texts in RSC of Magxdesk has slipped untranslated-
>(something in Preferences, IIRC). When looking into the RSC with
>Interface those texts have to be unhidden to be seen.

You are absolutely right :-(
We'll fix it as soon as possible.... thanks for reporting it.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1644. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 09:31:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1029267994-60143AEicMi@gmx.net>
Source record: 32905

From: "Pierre TONTHAT" <ptonthat@NO.club-internet.fr.SPAM>
Date: Wed, 7 Aug 2002 10:04:08 +0200

Hi Pierre,

>The program is in development but now functionnal (as all the releases on my
>website). Still in French language, but I will translate into English soon.

If you need any help or encounter some problems while translating the app
and manual get in touch with me, DDP will take care of it.... while we take
care of the translation, you can focus on coding...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1645. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 09:42:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1029268000-61379AEicMi@gmx.net>
Source record: 32907

From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Date: Thu, 08 Aug 2002 04:09:20 -0400

>I wasn't involving DDP. I simply mentioned that you host for them. DDP
>does great things, but I can't help but to observe that most of my software
>is hand translated by myself.

I host nothing.... in fact I don't even have a website.

>As for the weblinks section of my site, it is user contributed. I am not
>sure if you are referring to DHS or what, god only knows.

As the host you have the moral (and probably legal) obligation to check out
these links...

>As far as the Nova card? Hell, I was exploring ideas. Firstly, it is well
>within my rights to reverse engineer my Nova card if I want to. And if I
>do as such and produce my own second Nova for use in my Mega STe or
>something, oh well, it's my legal problem. Fact is my roomate spent a
>quite rediculous sum of cash to purchase that thing which is more then I
>can say for others.

That's not exactly the same thing is it, I've got some of your posts here in
which you sing a complete different song... you've changed your tune after
some people pointed out to you that what you were about to do was illegal.

I've payed a by today standards ridiculous sum for my Nova card also, but
it's worth remembering that ATI MACH 32 and 64 cards were considered to be
top of the line cards in those days.... browse through any PC-mag from the
period 1993-1997, you wont find any under $280. Add the interface, drivers
and impeccable service one received and the Nova Cards are a bargain...
Oh, and although I didn't respond to it at the time: the NOVA drivers are
NOT free. The upgrades are free, but until late 1998 could only be obtained
from the German based ComputerInsel BBS, only registered owners of a NOVA
card had entrance. I took me months to convince Gerhard Huber that for people
living outside Germany getting access was quite diffiicult and very expensive.
After hassling him for weeks about it he finally agreed, and ever since anyone
can load the upgrades 2.67 for the MACH 32 and 64 cards from the DDP website.
People that use a ET4000 are out of luck... and the same applies for the NOVA
Mustek and HP scanner driver...

>The only remotely immoral thing I have ever even mentioned anywhere on my
>site I believe is my article about Aranym telling people how to find a TOS
>4.04 rom. If you have some sort of problem with that, you can stick it up
>your ass. What's Infogrames done for us lately, besides doesn't Milan own
>all the rights to TOS now? What's their take on older version roms being
>distributed.

No, I wasn't referring to that, I haven't visited your website for quite some time now... believe it or not, but I appreciate the time and effort you put in the website.
But I see that we need to refresh your memory a little:
You're the one who has no problems in stealing CAB, you justified this by saying that because it wasn't developed any further you didn't feel obliged to pay for it... you're also the one that adviced *everyone* to just steal commercial software on the basis that it's to difficult to obtain for someone living in the states and that open source is better anyway. You're also the one who thought that a betatester should be payed for his work...
That particular post started a very long controversial thread, you were very wise not to participate in it...

These are the bits I was referring to when mentioning your morals. You have *never* retracted one single line of the rubbish you wrote, which leads me to assume that you still stand behind *everything* you wrote.

>I don't brag. I inform people. I try to relate to people. Obviously I'm
>misunderstood.

OK... bragging wasn't the correct word. But yes, IMO you have problems as far as relating to people is concerned.

>I inform people.

That's what instigated my post. If you take it upon you to inform people then you have the obligation to check out every bit of news you spread. And stating that development of MagiC is dead was mis-information....

>Uhmm, well yeah. That's the root issue I believe. The fact that I can have
>my opinions and views, and you can have yours. But hey, I'm not the little
>horse who came in here spouting off a bunch of piss-poor attitude shit in
>everyone's general direction. The point of a newsgroup is is to have
>multiple opinions. Therefore if I happen to not like MagiC much and don't
>give him a link and you feel he should have one, you can just tell him your
>point of view instead of continuing yet again to take personal offense as
>though you yourself are an ASH employee. What is your problem *anyway*?

I haven't got a problem.... but just like a MiNT user doesn't like to read crap and bullshit about his favourite OS, neither do I about MagiC. We've had OS wars here for a lot less... It's not about giving a link or not, the whole content of the post was biased, someone who claims to write "informative" articles should know better. The last five years I have seen many posts from people proclaiming MagiC as being dead, there's a big difference between wishfull thinking and reality...
This month it's exactly one year ago MagiC 6.20 was released, when was the latest *official* MiNT upgrade? IIRC it's from september... Should I proclaim MiNT dead because nothing happened to it since a long time? I think not...
ASH just like all the other commercial programmers/softwarehouse/distributors doesn't make announcements about what is going to come or future releases, for some reason (it can't be competition) they like to keep it a secret and surprise their users....

>Heh, take it or leave it, that is the truth that a lot of people are stuck
>on 4 meg ST's, which may or may not have their place here and there. But
>it could be argued that people like you and the other 85% of the people out
>there who refuse to upgrade past a machine made in the late 80's are what
>killed Atari to begin with. Maybe at least their computer division. How's
>it feel to be a murderer.

Are you calling me a murderer?
I bought a 520 ST in 1985, a MegaST in 1987, a TT in 1991 and a MegaSTE in
1992, the only computer I never bought was the Falcon, when you have a TT the
Falcon just wasn't good enough, if Atari would have released a Falcon II like
many people expected in 1995 instead of a games console, I probably would
have been one of the first people to own one. I've supported Atari from day
one until the very sad end.
BTW: nobody killed them, they commited suicide... any business that turns a
blind eye to the demands of its customers will eventually go down. Atari
ignored what their most valuable asset, the customers, wanted...

>Now what's all this talk about morals? Devoted Atarians who are unwilling
>to put their money where their mouths are.

I could write a long story about programmers who kept releasing ST-compatible
software long after Atari officially stopped all support for these computers,
but that's all water under the bridge. But tell me.... how does it feel to
use hardware from murderers? considering your age you possibly couldn't have
bought anything you own now brand new... what's worser? being a murderer or
stealing and consuming from the graves?

>What's Infogrames done for us lately, besides doesn't Milan own all the rights
>to TOS now? What's their take on older version roms being distributed.

AFAIK Milan has the rights to distribute, sell and adapt one specific version of
TOS *with* their MIlan computers, they do not hold the rights on TOS itself. That
said I have no idea who or what is the legal owner of TOS right now. Logicly it
should be Infogrames, but since Atari was sold off in little portions it could
well be that someone else holds them...
Infogrames has never expressed the intend to revive Atari computers, all they
wanted was the rights on the Atari logo, which is known worldwide. Having to
promote the Infogrames label to the level that it is known as the Atari label
would probably have costed more then the aquisition of Atari itself.
As for older ROM versions being distributed, when these are official Atari ROMs
the dealer/distributor most likely paid Atari for it... I think many of the ROMs
these days are from salvaged ST's... a 1040 can be picked up for free these days,
but the chips inside are still worth something to some dealers, there were well
over 3 million ST's sold, where are they all gone to?

>People who insist on using 4 meg ST's or whatnot can have their lifestyle
>and they can have their programs. They can have their closed mindedness and
>fear of advancement into a better computing life.

Oh come on!! why is it so hard to grasp that running several apps at once for
some people isn't a priority? Take a very good look at what's available for
Atari, except for Calamus nearly everything runs just fine in 4MB, leaving

enough RAM left to to whatever it is these people do...
Some people also keep on using these machines because they like to work with the original hardware and software that was intended for it. What are your views on someone driving an old timer?

>If the entire industry had that mindset computers wouldn't be where
>they were today.

I'm not really all that impressed with todays industry.... except for faster processors, what's been happening lately which was really amazing? Everything has to be so damn cheap these days, that hardly anyone can afford to invest in research and development and it shows.... Atari and Commodore used to spend large portions of their revenues on research and development, these days customers are being tricked into bying a new "more powerfull" computer to be able to run the latest apps, these apps don't really change or offer anything new, all they do is present the same crap but with a different skin.

>Granted today's computers have their problems but *I* personally feel that
>it's quite nice to be able to go out and buy a machine that outpowers my
>atari 10fold for $300USD with monitor.

Like you said, these are your personal feelings.... I wouldn't want one of those $300 machines if they offered them for free. It's all very relative to begin with... on paper a TT outpowers an ST also, but in practice it's a different story. Can you type ten times faster on that $300 mindblowing machine? I think not... so when using the Atari for anything that requires keyboard input, there's no advantage.

>Octopus should run fairly comfortable on a 1 meg ST. Damn, it's only a BBS
>package...

I *know* it runs on a 1 meg ST, but after all the whining and rambling on about having to stop support for ST computers, I find it only normal that you would prevent it to run on those computers... but hey, don't mind me, release ST compatible software as much as you like and then come moaning about it in here !!!

>oh and if you read correctly I didn't write Octopus, so if you want to
>slander that too, have fun insulting Koos Kuil who devoted 2 years
>of his life into the BBS package. If anyone actually bothered to look at
>it, they would see that it is even better then Ratsoft.

Hey, I'm just a dumb ass...
Being a dumb ass means I have a terrible memory, so I store all the posts, to refresh that terrible memory of mine....

Oh, and I'm still waiting to see that post where I slander people.

Cheers from Belgium
Dennis

1646. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 09:42:18 UTC
From: swampfax@atlantic.net
Message-ID: <_v469.75$W3.55962@news1.atlantic.net>
Source record: 32898

On 12 Aug 2002 10:01:41 , GokMasE wrote:
>On 12 Aug 2002 00:25:14 , John Garone wrote:
>
>
>> Do you know if Boxkite works on a Falcon?
>>John G.
>>
>
>Boxkite does work on a Falcon, and seems to be rather solid.
>However it does seem to be a tad slower than other
>file selectors I tried. But afaik it is the only one
>still being updated these days.
>
>
>Regards,
>
>Joakim
>
>
>http://aicq.atari-users.net
>.

Ok. Where to find?
John G.

1647. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 10:02:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1029268008-62919AEicMi@gmx.net>
Source record: 32911

From: edbaizjr@attbi.com (Edward S. Baiz Jr.)
Date: Wed, 07 Aug 2002 22:49:26 GMT

Hi Edward,

>Since I have 256meg of Ram in my Hades I elected to use a Ram disk as the
>cache for Cab. This speeds up the WWW surfing alittle. However, if I go to a
>site that has alot of picture on it and I try to download the image, Cab
>gives me an reading error and fails the download. Now if I switch the cache
>to a regular hard drive partition, downloading of images from a website is
>possible. Ideas as to what is happening?

There are lots of ramdisks around but only very few can handle upper and
lower case, long file names and filenames that contain spaces, weird
characters or multiple periods...

I'm using XFS Ramdisk from Thomas Binder here for quite a while now without
any problems. One of the features I like about it is that it's a dynamical
ramdisk, you don't have to reserve memory for it, it allocates memory when
needed and release it accordingly. With 256MB available RAM this feature is
meaningless to you ofcourse, but it might be a solution for people who have
to keep an eye on free memory left...
The XFS Ramdisk is the only one that I know which can tell the difference
between files in lower and upper case, if you look inside the cache of CAB
you'll notice a lot of files with "weird" names... as a MiNT user it's also
very suited for you, because it can handle Unix-type styles and also can be
addressed from drive U:/

The XFS Ramdisk only runs in a multitasking environment, there are separate
versions for MiNT and MagiC available and is freeware. But unfortunately I
haven't got the MiNT version here, and on top of that can't find Thomas his
URL either.... but someone here is bound to know it.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1648. Re: Emailertrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 10:25:10 UTC
From: <>
Message-ID: <1029310402-94632AEicMi@ntlworld.com>
Source record: 32931

rom: Raoul Teulings <rt@xs4all.nl>
Date: Sun, 11 Aug 2002 16:17:32 +0200

>>I used emailer, but could it be that it is not
>>setup correctly to use the
>>Modem2 port?
>
>What do oyu mean? Is there any option in Emailer
>i have to change? I did it in Iconnect but

There's nothing to change in Emailer, all the settings are made in
IConf/IConnect.

Are you able to browse the Internet with the IConnect CAB overlay module?
That will at least prove that your connection actually works.

You could also try con_info.prg from the Tools folder to see if IConnect has
resolved your news and mail servers.

Most problems are caused by not running HSModem components and sockets.prg in
the right order.

Cheers

Derryck

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xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1649. Re: How to set up NEWSie's killfile

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 10:34:44 UTC
From: <>
Message-ID: <1029310406-95660AEicMi@ntlworld.com>
Source record: 32934

From: gokmase@fakenet.se (GokMasE)
Date: Mon, 12 Aug 2002 09:57:59 +0000 (UTC)

>>Joakim, NEWSie's killfile is for mail only: there is none for NGs, much
>>to my regret too.

>Thanks for the info, I was starting to suspect that filtering the usenet
>postings wasn't possible. Hopefully there will be some possibility to do

ASH's Emailer allows for this, you can filter both news and emails.

Cheers

Derryck

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1650. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 10:36:30 UTC
From: <>
Message-ID: <1029310408-95936AEicMi@ntlworld.com>
Source record: 32935

From: gokmase@fakenet.se (GokMasE)
Date: Mon, 12 Aug 2002 10:01:41 +0000 (UTC)

>> Do you know if Boxkite works on a Falcon?
>>John G.
>>
>
>Boxkite does work on a Falcon, and seems to be rather solid.

It works fine, but I don't like the way that it fills the background window
with pictures of WW1 biplanes ("kites"). Freedom is a much more powerful
selector IMHO.

Cheers

Derryck

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1651. Re: Does (atari) CUBEAT work on the Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 10:39:30 UTC
From: <>
Message-ID: <1029310410-96208AEicMi@ntlworld.com>
Source record: 32936

From: "Barrie at Keychange" <barrie@keychange.co.uk>
Date: Mon, 12 Aug 2002 11:43:45 +0100

>"Rob" <rob.jenkins2@btopenworld.com> wrote in message
>news:vsselu4rflm79laiatoslt3seecg86465m@4ax.com...
>> I was led to believe it did, but when I try and run it, it says
>> "sorry, no key" yet the key definitely is in there.

>I concur, Cubeat don't run in my Falcon either, same 'no key, goodbye'

ISTR in the dim and distant past that someone found that he could use a ROM-
port connected scanner if the Falcon's cache was switched off. This option
appears in one of the setup-type CPXs IIRC.

Maybe this solution would work for the Cubase hardware key also.

Cheers

Derryck

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1652. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 10:40:36 UTC
From: <>
Message-ID: <1029310406-95372AEicMi@ntlworld.com>
Source record: 32933

From: rs.mac@t-online.de (Robert Schaffner)
Date: Sun, 11 Aug 2002 22:47:30 +0200

><xlator@cix.compulink.co.uk> wrote:
>
>> IBM-DTTA-350640 T54I Direct Access
>
>Thank you.

Peter's report was for a standard Falcon/MagiC, he doesn't have a Centurbo
card in his Falcon Robert!

Cheers

Derryck

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1653. Re: SLMtrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 10:41:10 UTC
From: <>
Message-ID: <1029310404-95080AEicMi@ntlworld.com>
Source record: 32932

From: Raoul Teulings <rt@xs4all.nl>
Date: Sun, 11 Aug 2002 22:42:08 +0200

>I have to withdraw all my previous mails
>concerning the functioning of my last 'purchase':
>the SLM804. One of the parts was not fitted well

I wonder who had been fiddling around with it!

>ones...Further seems it that everything works
>well accept for the noise...If you're used to

Don't forget that you can lower the back of the printer to switch off the
heater and fan.

I made up an adaptor for mine (long since gone) which powered the controller
box separately, so I could leave the actual printer off until I wanted to use
it.

Cheers

Derryck

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____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1654. Have us Atarians got a software picture archive??

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 12:01:50 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <svBhwHCuUPW9EwLO@atari.org.uk>
Source record: 32901
Cross-posted to: comp.sys.atari.st,alt.atari

HI all

Just curious whether there is an archive for games boxes/packages etc
for the Atari's?

I know there is one somewhere for the Speccy, I've been asked for a
couple of piccys for it, but would be nice to have one for the Atari
community whether they are used for reference or selling items.

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1655. Re: How to read Atari formatted harddisk on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 12:01:54 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnalhspa.1tc.atari@core.preferuje.luzik.pl>
Source record: 32899

> While waiting for a 2.5" harddisk for my atari 1040ste I have connected
> a 3.5" harddisk and formatted it on the atari.
>
> On my PC I have lots of downloaded material that I would like to move
> to the atari harddisk.
>
> Is it possible for my pc to read/write this format?
>
> Or do I have to use floppies or serial transfer?

Linux can do it, you just have to recompile kernel with "Atari partition
table" support.

Adam Klobukowski
atari@gabo.pl

1656. Re: KaosTOS

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 12:14:08 UTC
From: Cyprian Konador <c_konador@atari.pl>
Message-ID: <3D58F810.BBDFAB19@atari.pl>
Source record: 32900

John Does skrobnďż˝dďż˝:
>
> Hello world,
>
> Anyone knows where I can download an image of Kaos TOS? SuperTOS even?
>

http://homepage.mac.com/carlhafner/AtariTOS.html

--
pozdrawiam
Cyprian Konador
c_konador@atari.pl

UWAGA! ZMIANA SYGNATURKI! UWAGA! ZMIANA SYGNATURKI!

1657. Re: ICD FA-ST Tape Backup Unit Help

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 14:31:18 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <WK869.8847$uO4.4309@nwrddc01.gnilink.net>
Source record: 32902

> I do not think that will be a problem. Just tell DB III to erase what is
> already on the tape and go from there.

I'm trying to extract the data on the tape, not erase it. I guess I should have stated that more clearly.

Sorry for the confusion.

Glenn

1658. Re: Memory check

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 17:44:50 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <mAb69.35$UT33.7274605@news2.randori.com>
Source record: 32903

"Tom McEwan" <tom@tnmcewan.fsnet.NOSPAM.co.uk> wrote in message
news:aj92oo$m5h$1@newsg4.svr.pol.co.uk...
> Just a quick question.
>
> I recently bought a 1040 STE machine, with all memory slots apparently
> filled, but I don't know just how much ram it's actually got. Does anyone
> have an easy way to check?
>
> BTW, what's the actual name of the memory cards used in the STE?
>
>

30pin simms, There is a program called "SYS INFO" or something like that
floating around which will tell you everything you need to know.

Chris

1659. BIOS TRAP CALLS

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 17:47:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <UCb69.36$UT33.9764944@news2.randori.com>
Source record: 32904

Hi all,

I dontk now if anyone used the BIOS TRAPs on the ST, though I am formatting a disc with these calls, it works fine though 22sectors and 11 sectors does not work. I know the drive will do this since it works in ECOPY to format to these options. Has anyone any idea why I should get errors with 11,22 ? I get error "-16" returned in DREG(0).

Thanks,
Chris

1660. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 20:58:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029277937.46449.5@doris.uk.clara.net>
Source record: 32923

Hi Djordje

> >Put it this way, all Auto/App's are tried, tested and trusted, there is no
> >crap on my system, so if there is a conflict then IMO 6.2 is the cause, as
> >going back to a min-spec setup with only 'official' TSR's also gives
problems.
>
> As it appears that the author of Magic was not much inclined to do something
> concerning this issue, I am afraid that any new versions of Magic may be
> unusable on machines like MegaST(e). That is a pity, because it seems from
> the V6.20 history file that there are important improvements relative to
> previous versions.

Well that attitude annoys me, I've bought every version ever made available, worked with Dealers to promote this software, I've been directly responsible for the sale of at least 20 copies, I've worked to highlight bugs and problems with 3rd party software, I've also helped in its English translation, but what the hell, its only one user what inclination does he have to fix it!.

> Btw. any idea why did he change the time routines anyway- what was wrong
> with the old ones?

I think it was to alleviate Y2K issues with 3rd party software.

> Maybe it would be possible to locate the time routines in the old magic.ram
> and patch them into the new version...

I doubt it would be that simple.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1661. Q: anything about sedt

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 21:35:29 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3d596d91@news.victoria.tc.ca>
Source record: 32914
Cross-posted to: comp.sys.atari.st,comp.editors

Hello.

I like the sedt editor, by Anker Berg-Sonne, which is available at http://users.rcn.com/anker/sedt/sedt.htm . (That's really just so that you know I know about that site and don't tell me to go there.)

I am trying to get copies of sedt for Atari ST, and any other things for sedt that aren't mentioned on Anker's web site, both compiled programs and source code that anyone might have.

(Apparently some people other than Anker would have had access to the source code, and all the code he still has is on his web site - but that's not all of the code that used to exist).

I know that the Atari ST version was available on various BBS's in the past, but I can find very few reference to it on the net, and they are either broken or don't actually lead to any code or programs.

Any feedback appreciated, thanks.

1662. Re: Have us Atarians got a software picture archive??

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 21:41:27 UTC
From: Amethyst <jewelamethystnospam@insightbb.com>
Message-ID: <b2f69.17432$me6.2999@sccrnsc01>
Source record: 32915
Cross-posted to: comp.sys.atari.st,alt.atari

On 13-Aug-2002, Steve Stupple <Steve@atari.org> wrote:

> Just curious whether there is an archive for games boxes/packages etc
> for the Atari's?
>
> I know there is one somewhere for the Speccy, I've been asked for a
> couple of piccys for it, but would be nice to have one for the Atari
> community whether they are used for reference or selling items.

lol that's going to be a long time project... I know we've got over 1,000 various Atari games/programs, etc... including Atari 7800/2600 games... man that's gonna be a lot of cataloging.. good luck!

Amethyst

1663. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 21:53:53 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0208131353.1ecfd053@posting.google.com>
Source record: 32917

Uwe Seimet <us@seimet.de> wrote in message news:<3D54B3F0.4000404@seimet.de>...
> Note that the operating systems limits the partition size. For huge
> drive MagiC or MiNT have to be used in order to have partitions of more
> than 1 GByte.

Is it true for IDE drives that extra space is simply ignored? I'm
considering adding a 2.5" drive to my Falcon, but have no need for 14
1 GB partitions. Two or three would do nicely.

Galen

1664. Re: BIOS TRAP CALLS

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 22:00:10 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3D59816A.25C3DC7B@club-internet.fr>
Source record: 32916

exxos wrote:
>
> I dontk now if anyone used the BIOS TRAPs on the ST, though I am formatting
> a disc with these calls, it works fine though 22sectors and 11 sectors does
> not work. I know the drive will do this since it works in ECOPY to format to
> these options. Has anyone any idea why I should get errors with 11,22 ? I
> get error "-16" returned in DREG(0).

probably the ST implementation of the trap is not clever enough to
do it. However I can provide you some (currently not very well
tested) source code to format a track (the source code to implement
what the flopfmt XBIOS trap does) and you can adapt it from there.
See

http://cvs.sourceforge.net/cgi-bin/viewcvs.cgi/emutos/emutos/bios/floppy.c

at lines 492 and later (function flopfmt).

I wrote most of this piece of code so I can explain it if you
have any questions.

Laurent.

1665. Re: Blast from the past

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 22:04:35 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0208131404.2752606e@posting.google.com>
Source record: 32918

edbaizjr@attbi.com (Edward S. Baiz Jr.) wrote in message
news:<0Wv59.62892$nF5.14903@sccrnsc02>...
> On 11 Aug 2002 06:45:14 , M. Olin wrote:
>
> >Atari and Caramel Corn:
> >Something good from the '80s
> >So that no one need go another Christmas season without this
> >neato treat, I am posting it here for your pleasure.
> >
> >Enjoy!
>
> Thanks for the receipt. I will use it. I remember Publishing Partner. I have
> an old demo for it. PageStream resides on my STe hard drive. I used it for
> putting together my wedding invitations and a hyperal form used at the
> hospital I work at. For 4 years people were using this doc not knowing that
> is all done on an ST.

I can't believe I didn't know about the Caramel Corn recipe. Thanks,
Michael.

As for PageStream (or PS2 as we used to refer to it way before the
Playstation existed), it still gets frequent work around my house,
generating CD labels and cases, calendars, the occasional sheet of
graph paper, and (a new use!) creating the special lined paper for my
first grader's sentences.

Galen

1666. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 22:25:46 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10208131714560.7900-100000@coazter.myip.org>
Source record: 32924

On Tue, 13 Aug 2002, Dennis Vermeire wrote:

> >What do you say to that "hack"? There are many more programs like that.
> >It is just a matter of trying your prog under different configuration, and
> >have good beta testers.
>
> Look, I know that there are tons of software having difficulties running under
> all the OS's and their various versions. But I was commenting on Calamus, Word
> Perfect etc... which happen to work on every single version of TOS and MagiC.
> How could a betatester back in 1989 test if a beta behaved correctly under MINT
> or MagiC? I'm not really convinced about the tale of following the Atari guide
> lines either, Atari released MiNT in 1993, I doubt that the guidelines given in
> 1989 were still representative.

For example, for the longest time Atari suggested to only use GEMDOS
calls, avoid lineA (although they work great on the ST) and such
guidelines. And MiNT was not even there when they had those rules.
Coders could get faster programs if they use the forbidden rules.
So they used them, either for speed (most likely), or lazyness (less code
to write).
When MiNT came out, and other machine came out (falcon/TT and all), all
of the sudden, Atari rules totally applied. Those "hacks" would not work
as expected. No wonder, coders have been warned.
What happens if you use different screen resolution?
Progs started to break.
What happens if you add a graphic card?
Progs started to break
What happens if you use virtual memory, and/or over 4meg of physical mem?
Progs started to break
What happens when you use preemptive multitasking?
Progs started to break
What happens when you didn't use proper malloc() in a multitasking OS?
Progs started to break and/or take the system down
The list goes on and on.

Funny enough, OLD program following the rules that Atari set (before
magic/mint) work on all OS, all hardware, all emulator, graphic card
extension, all resolution, all languages etc.
They followed guidelines, sure at the time they might have been slower
then their "competition".

Programmers shot themselves in the foot along with the users who thought
the ST was an incredible machine for ALL usage. No need to upgrade, either
OS, extension or hardware. But oh well, such is life.

1667. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 22:27:01 UTC
From: edbaizjr@attbi.com
Message-ID: <VIf69.121054$uj.168735@rwcrnsc51.ops.asp.att.net>
Source record: 32919

On 11 Aug 2002 20:29:28 , Jean-Luc CECCOLI wrote:
>Dans le message <_pu59.64341$7n5.10270@sccrnsc01>
>Edward S. Baiz Jr. a crit:
>>Hello all,
>
>>I have been using Porthos for some time and even registered. I have always
>>been able to download it even after I got my cable modem connection. However
>>a few days ago, I saw that there was a new version (2.05) and clicked on the
>>"download" button. The file is about 1.2 Meg. Things started in the usual
>>fashion until I had gotten about 129k, then Cab stopped the download and
>>acted like it was done and my file selector came up to allow me to save the
>>file. The real funny thing is that the file name that was in my file selector
>> was not the name of the Porthos file, but the name of the web page I was at.

```
>I just tried, and could download the complete archive with no problem.
>Maybe some problems on the line when you tried ?
>Concerning the name of the archive, just rename it as Porthos.zip as
>you get the file selector.
>
>Enjoy!
>
>J.-Luc
```

Were you using Cab? If so, what ovl file did you use?

```
Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------------
HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,
-----------------------------------------------------------
```

1668. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 22:27:01 UTC
From: edbaizjr@attbi.com
Message-ID: <VIf69.852$983.1283@rwcrnsc53>
Source record: 32920

On 11 Aug 2002 22:02:50 , "Pascal Ricard" wrote:
>Hello,
>
> in article <1Wv59.65495$7n5.10127@sccrnsc01> (comp.sys.atari.st)
> Edward S. Baiz Jr. wrote on Sun 11-08-2002 16:04 (GMT):
>
>> was at. Actually it is like this. The name of the webpage is porthos.php. The
>> address where the file was coming from is dl.php?File=PorthosD.zip. The
>> filename that comes up for me is dl.php.
>
>I guess you downloaded it with the background module cabdload (right
>click). This module uses the name of the link and cuts the name just
>before the '?', instead of using the name returned by the php script.
>I've already seen this on some other sites. You'll not have this problem
>if you retrieve the file "normaly" with a left clik on the link.
>
>Bye,
>/Pascal/
>
Hello,

No I did not use Cabload here. I just clicked on the word "download".

The problem seemed to lie in the Cab.ovl file. If I use an older version
(1.3101) instead of the newest one, the file downloads with no problem
(except for changing the name).
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1669. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 22:27:02 UTC
From: edbaizjr@attbi.com
Message-ID: <Wlf69.121055$uj.168880@rwcrnsc51.ops.asp.att.net>
Source record: 32921

On 12 Aug 2002 00:25:14 , John Garone wrote:
>On 11 Aug 2002 14:21:46 , Edward S. Baiz Jr. wrote:
>>On 11 Aug 2002 00:08:39 , John Garone wrote:
>>
>>>Hi Ed,
>>> Regarding saving long file names with CAB
>
>SNIP
>
>>Hello John,
>>
>>I use Boxkite with Cab on the Hades and it does a good job of saving long
>>file names. It also allows me to save in regular length if I so choose.
>>
>>Edward S. Baiz Jr.
>> (Gamer)
>
>Hi Ed,
> Do you know if Boxkite works on a Falcon?
>John G.

Hello John,

I would say no problem. It is a very good file selector with many options. No fancy graphics, but functions well. If it works on my Hades, then it should work on a Falcon.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1670. Re: Hmmm

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 22:27:02 UTC
From: edbaizjr@attbi.com
Message-ID: <Wlf69.104666$sA3.208398@rwcrnsc52.ops.asp.att.net>
Source record: 32922

On 13 Aug 2002 01:25:28 , "AtariMad" wrote:
>
>> It's been awhile. Whatcha up to these days?
>
>Nothing much, Uni, work etc etc :)
>
>Just thought I'd have a look at the newsgroups, it's been aaaaaages, and
>I've not been IRCing for quite a while either.
>
>AtariMad.
>I think therefore I AM.

Nice to hear from you again. Been awhile. I remember well the Genie days.
I miss them alot.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1671. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 22:28:23 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10208131726390.7900-100000@coazter.myip.org>
Source record: 32925

On Tue, 13 Aug 2002, Dennis Vermeire wrote:

> From: Adam Klobukowski <atari@gabo.pl>
> Date: Fri, 9 Aug 2002 07:12:00 +0000 (UTC)
>
> Hi Adam,
>
> >Even if a program runs on all TOS versions it doesn't mean that it is good
> >written program. Multitasking enviroment is much more complicated and you
> >have to stick to specifications more closely than in singletasking. Hack is
> >hack, even if works.
>
> True...
> But from a users viewpoint this means nothing. All the user is interested in
> is that the application runs and behaves like should be expected. No matter
> how many hacks the programmer implemented, personally I couldn't care less
> if a certain app is a hack... al that matters in the end is that it works
> for me.

Not true at all.
You would definitely care when you try to add a graphic card or update
your OS, or add an extension.

1672. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-13 22:32:27 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10208131729510.7900-100000@coazter.myip.org>
Source record: 32926

On Mon, 12 Aug 2002, Dennis Vermeire wrote:

> >never seen this app to be honest.
> >But you make it sound like Oracle, DB2, MySQL is just overkill and useless
> >when this 17y old app did the job just fine.
> >Someone is wrong as you can imagine here. I won't say who though.
>
> Timeworks database was part of a suite; there used to be WordwriterST, CalcST
> and DatabaseST, Timeworks ofcourse is best known for its DTP package. If I
> gave you the impression that DatabaseST is just as good as Oracle, MySQL
> etc... sorry, it isn't. I wrote that it is a *very simple program by today
> standards*.... it all depends what reords you want to keep. If all one does
> is to keep track of a couple of addresses or his disk/program collection then
> DatabaseST is still usefull. One can keep track of the same stuff with Oracle
> ofcourse, but that's overkill.

For that kind of useage then, DatabaseST is overkill as well:
Why not use a flat file then?
or even just a spreadsheet program?

Use the right tool for the right task.

1673. Re: MagiC 6.20 UK

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 00:24:10 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029345213.23019.2@doris.uk.clara.net>
Source record: 32755

Hi Andreas

> > >> Magic6 I dont speak German do they have an english version. ?
> >
> > >Magic does come in English. NVDI will allow you to use all kinds of
> > >fonts plus it speeds up the screen redraws.
> >
> > Versions of MagiC above 6.01 are German only, but DDP Translations have
all
> > the resource files and related text files to make an English version.
>
> Some weeks ago I sent an English version of MagiC 6.20 to the Behne
> brothers who had asked for it and wanted to pass it to their English
> distributor. Unfortunately I do not know what they really did with it
> or if they are on holidays or whatever.

I hope DDP get some recompense for this if they do use it for an official release. I understand that 2B's weren't interested in direct help so any back door help is out of line..

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1674. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 01:23:11 UTC
From: Someone's Fortune <NoNeed@forSpam.com>
Message-ID: <m5ajluo6vh6o6kmlnh2fhhnifh8re6vl4j@4ax.com>
Source record: 32927

There is always one, but now I've found two...

Funny! I do own atari computers/arcade/video games and just so happens
that my 1040stf died and I can't complete converting the ST disk I
have to image files to use in emulators. The same ones you download
from the other groups to play or find on sites like Little green
desktop.
Maybe I should just give it up and throw them all away and then you'll
never get to see the incompleted titles and other developements that I
and others worked on and was never published for/by Atari.

On Tue, 13 Aug 2002 00:52:15 GMT, "Mark Bedingfield"
<mark@computercom.nospam.com.au> wrote:

>Nuff said, same here. Have PC's all over the place at home. Work/repair them
>all day come home and switch the Atari Falcon's on;-). They have more
>character than any WC compat. 99% of people that use this group love their
>Atari's, but some Missionaries try to convert the heathens from what they
>are happiest with. The truth is this is an Atari NG and we mostly don't give
>a shit about other platforms. The worst thing about PC users is their sheer
>inability to look at what they have got and work with it. An 1985 ST is fine
>for word processing, Games, midi sequencing, etc so leave us happy people
>alone to use our computers in peace......
>
>Mark
>
>
>"atarikid" <atarikid@cox.net> wrote in message
>news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
>> Dude,
>> ever hear the saying "Beauty is in the eye of the beholder"
>> Did you ever stop to think that maybe you thought a girl was hot, and
>> a friend didnt agree.Well it's the same damn thing with computers.
>> There's MAC people there's Amiga freaks and there is Atari lovers.
>> Why do you troll in this newsgroup with this Us and Them 1986 Bull.
>> I am a Cisco engineer and work with Lan crap and Wan's all friggin day
>> long. I get free PC's and throw em away almost every week. They are a
>> dime a dozen, worth nothing and have no character. And I was the
>> president of my Commodore club when the Amiga was released and I still
>> love my Atari's. I have a A4000 040 Video Toaster with TBC and
>> Lightwave. I use the Amiga for NTSC output and special effects.
>> I use my Atari for Midi and SMPTE encoding and I don't have a
>> problem with it. Maybe you just have some kind of jealousy cause you
>> didn't get an Atari when you were a kid.
>>

>> atarikid
>>
>>
>>
>> On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
>> <luposian@azob.quik.com> wrote:
>>
>> >Other than the fact I think you are crazy to trade a LAPTOP (expensive
>and
>> >all of them sufficiently powerful at that) for old, vastly less powerful,
>> >unsupported Atari computers, made by a company (Atari) that is no longer
>> >around... I'd love to locate an STe that I could trade you for that
>PII/300
>> >laptop. That'd be a sweet trade indeed.
>> >
>> >Would you be at all interested in an Amiga 1200 with 40MHz 68030
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>> >and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games,
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>> >WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up to
>> >AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but it's
>> >gotta be more powerful than an STe or Mega STe. It's even faster than a
>> >TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
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>> >Good luck.
>> >
>> >Jared
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>> >Someone's Fortune <NoNeed@forSpam.com> wrote in message
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>> >> Hi,
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>> >> I have several laptops for trade. These range from Pentium II 300 to
>> >> pentium III 600. The screens
>> >> are all active matrix and they all come with cdrom and floppy, some
>> >> even have built in 56k modems.
>> >> Included is Windows98 preloaded with Eula.
>> >> I have included pictures to help for descriptions...
>> >>
>> >> I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive, falcon
>> >> w/hard drive for trade.
>> >> If interested in working a trade please contact me. I am located in
>> >> San Jose,CA (USA):
>> >> rdf0013@earthlink.net
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>> >> Thanks,
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>> >> the following is details for the systems I have for trade, check the
>> >> link for detailed spec on each models:

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>> >http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
>> >-----== Over 80,000 Newsgroups - 16 Different Servers! =-----
>>
>

1675. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 01:45:19 UTC
From: Someone's Fortune <NoNeed@forSpam.com>
Message-ID: <9bcjlu8f52ug99s4pajt9h9uhbkcm0i4p7@4ax.com>
Source record: 32928

Thanks Jared...

I don't really need an Amiga, I'm in need of a replacement Atari ST to
finish a project to convert my old floppies to post and donate for
emulation.
Can't read most of them or copy them under the emulators available...

Crazy? yes, I would have to say.... it's all extra equipment I have
from a upgrade we did at work. Gateway changed models on us and we
spec'd what we would keep and the rest were scrapped. I took a box to
use for mini MAME cabinets we are working on and the others I refurb'd
into working ones and trading them off to help finish projects.

If you really do want one??? let me know what else you would be
willing to trade and we'll work something out.

Later,
James

On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
<luposian@azob.quik.com> wrote:

>Other than the fact I think you are crazy to trade a LAPTOP (expensive and
>all of them sufficiently powerful at that) for old, vastly less powerful,
>unsupported Atari computers, made by a company (Atari) that is no longer
>around... I'd love to locate an STe that I could trade you for that PII/300
>laptop. That'd be a sweet trade indeed.
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>Would you be at all interested in an Amiga 1200 with 40MHz 68030 accelerator
>and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games, and
>WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up to
>AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but it's
>gotta be more powerful than an STe or Mega STe. It's even faster than a
>TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
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>Good luck.
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>Jared
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1676. Re: $250 CDN Falcon 14mb Wizz no hd no mouse no monitor

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 04:10:56 UTC
From: dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Message-ID: <PWk69.197$633.73407689@news.nnrp.ca>
Source record: 32929

Sorry guys, the Falcon is mine ;)

1677. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 04:30:40 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d59d93c$1_3@corp.newsgroups.com>
Source record: 32930

First of all, I need to know what financial value you place on that PII/300 laptop. I have a socket 370 minitower system I made reliable again by replacing *13* capacitors on it. It will go up to a PIII/800 and 512Mb of RAM. Uses the Intel 810e chipset for video/audio and shares system memory for video. No AGP slot, sadly, but it boots up right fast for me. Currently has a Celeron 366MHz on it and 256Mb of RAM.

I might be willing to trade it for that PII/300 laptop, if you're interested. Can't say I have much else available for trade, 'cause, well... I don't!

Can you tell me all the juicy details (good and bad) about it?

My wife would be very grateful if I used my computer in the house (hence the desire for a laptop) instead of way out here in the backyard workshop...

Jared

Someone's Fortune <NoNeed@forSpam.com> wrote in message news:9bcjlu8f52ug99s4pajt9h9uhbkcm0i4p7@4ax.com...
> Thanks Jared...
>
> I don't really need an Amiga, I'm in need of a replacement Atari ST to
> finish a project to convert my old floppies to post and donate for
> emulation.
> Can't read most of them or copy them under the emulators available...
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> Crazy? yes, I would have to say.... it's all extra equipment I have
> from a upgrade we did at work. Gateway changed models on us and we
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> use for mini MAME cabinets we are working on and the others I refurb'd
> into working ones and trading them off to help finish projects.
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> If you really do want one??? let me know what else you would be
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-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1678. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 07:37:49 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029310670.127400@pikachu.atari-source.com>
Source record: 32937

What is up with that attitude?

Maybe I happen to have 12 520ST's in my basement that I'd like to get rid of and just so happens that I need a PII-300. This isn't the case but I bet I know people that wouldn't mind giving up an Atari for one of those machines because yes a 1040ST is worth (in my mind) about the same as a PII-300 laptop due to depreciation of the pc hardware and appreciation in rarity and character of the atari hardware.

Regardless of the situation, let the guy peddle his PC systems. We like people to use Atari's and someone out there probably has a use for an old gateway laptop. So no harm no foul. You however posted what.. 12 of the same message?

Who did worse? ;-)

Mark
http://atari-source.com

Laughter is the very best medicine, remember that when your appendix bursts next week.

Mark Bedingfield wrote:

> Nuff said, same here. Have PC's all over the place at home. Work/repair
> them all day come home and switch the Atari Falcon's on;-). They have more
> character than any WC compat. 99% of people that use this group love their
> Atari's, but some Missionaries try to convert the heathens from what they
> are happiest with. The truth is this is an Atari NG and we mostly don't
> give a shit about other platforms. The worst thing about PC users is their
> sheer inability to look at what they have got and work with it. An 1985 ST
> is fine for word processing, Games, midi sequencing, etc so leave us happy
> people alone to use our computers in peace......
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> Mark
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> news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
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>> I am a Cisco engineer and work with Lan crap and Wan's all friggin day

>> long. I get free PC's and throw em away almost every week. They are a
>> dime a dozen, worth nothing and have no character. And I was the
>> president of my Commodore club when the Amiga was released and I still
>> love my Atari's. I have a A4000 040 Video Toaster with TBC and
>> Lightwave. I use the Amiga for NTSC output and special effects.
>> I use my Atari for Midi and SMPTE encoding and I don't have a
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>>

1679. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 08:01:53 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <R7o69.1971$xL5.6239@news-server.bigpond.net.au>
Source record: 32938

Point was not to the seller of warez, but to the person who keeps prattling on about how we all need to buy atari. What I said was, that we do not care so much for THAT attitude. If you want a laptop good for you, I am not concerned with the original post. But I am sick of hearing Amiga has this coming and Apple are doing this, and MS are able to do this. I am saying most of you blokes are happy with your Falcons, STs etc. If you wearn't you would buy Amiga. Personally I have one of just about everything - A2000, Macs, Pcs, and Atari (anyone with a spare Acorn). I just wish the poor gentleman who started this thread could of escaped Jared's incecant ramblings. As per the reposts, Telstras mail server was any able to send a confirmation to this workstation, and subsequently Outlook pissed all over the News Server, as below again sorry. Please do not assume I am saying go away with your PC stuff, I am saying GET A LIFE JARED, ATARI IS GONE. And yes that still upsets me a little........

Mark - again

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> Laughter is the very best medicine, remember that when your appendix bursts
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> >> >
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> >> >-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> >> >http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> >> >-----== Over 80,000 Newsgroups - 16 Different Servers! =-----
> >>
>

1680. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 08:02:35 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <v8o69.1974$xL5.6156@news-server.bigpond.net.au>
Source record: 32939

See above reply....

Mark

"Someone's Fortune" <NoNeed@forSpam.com> wrote in message
news:m5ajluo6vh6o6kmlnh2fhhnifh8re6vl4j@4ax.com...
> There is always one, but now I've found two...
>
> Funny! I do own atari computers/arcade/video games and just so happens
> that my 1040stf died and I can't complete converting the ST disk I
> have to image files to use in emulators. The same ones you download
> from the other groups to play or find on sites like Little green
> desktop.
> Maybe I should just give it up and throw them all away and then you'll
> never get to see the incompleted titles and other developements that I
> and others worked on and was never published for/by Atari.
>
>
>
>
> On Tue, 13 Aug 2002 00:52:15 GMT, "Mark Bedingfield"
> <mark@computercom.nospam.com.au> wrote:
>
> >Nuff said, same here. Have PC's all over the place at home. Work/repair
them
> >all day come home and switch the Atari Falcon's on;-). They have more
> >character than any WC compat. 99% of people that use this group love
their
> >Atari's, but some Missionaries try to convert the heathens from what they
> >are happiest with. The truth is this is an Atari NG and we mostly don't
give
> >a shit about other platforms. The worst thing about PC users is their
sheer
> >inability to look at what they have got and work with it. An 1985 ST is
fine
> >for word processing, Games, midi sequencing, etc so leave us happy people
> >alone to use our computers in peace......
> >
> >Mark
> >
> >
> >"atarikid" <atarikid@cox.net> wrote in message
> >news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
> >> Dude,
> >> ever hear the saying "Beauty is in the eye of the beholder"

> >> Did you ever stop to think that maybe you thought a girl was hot, and
> >> a friend didnt agree.Well it's the same damn thing with computers.
> >> There's MAC people there's Amiga freaks and there is Atari lovers.
> >> Why do you troll in this newsgroup with this Us and Them 1986 Bull.
> >> I am a Cisco engineer and work with Lan crap and Wan's all friggin day
> >> long. I get free PC's and throw em away almost every week. They are a
> >> dime a dozen, worth nothing and have no character. And I was the
> >> president of my Commodore club when the Amiga was released and I still
> >> love my Atari's. I have a A4000 040 Video Toaster with TBC and
> >> Lightwave. I use the Amiga for NTSC output and special effects.
> >> I use my Atari for Midi and SMPTE encoding and I don't have a
> >> problem with it. Maybe you just have some kind of jealousy cause you
> >> didn't get an Atari when you were a kid.
> >>
> >> atarikid
> >>
> >>
> >>
> >> On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
> >> <luposian@azob.quik.com> wrote:
> >>
> >> >Other than the fact I think you are crazy to trade a LAPTOP (expensive
> >and
> >> >all of them sufficiently powerful at that) for old, vastly less
powerful,
> >> >unsupported Atari computers, made by a company (Atari) that is no
longer
> >> >around... I'd love to locate an STe that I could trade you for that
> >PII/300
> >> >laptop. That'd be a sweet trade indeed.
> >> >
> >> >Would you be at all interested in an Amiga 1200 with 40MHz 68030
> >accelerator
> >> >and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2
games,
> >and
> >> >WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up
to
> >> >AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but
it's
> >> >gotta be more powerful than an STe or Mega STe. It's even faster than
a
> >> >TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
> >> >
> >> >Good luck.
> >> >
> >> >Jared
> >> >-----------
> >> >Someone's Fortune <NoNeed@forSpam.com> wrote in message
> >> >news:fv4eluc7ggq0kbq9fmto0rjumlhei0m29r@4ax.com...

> >> >> Hi,
> >> >>
> >> >> I have several laptops for trade. These range from Pentium II 300 to
> >> >> pentium III 600. The screens
> >> >> are all active matrix and they all come with cdrom and floppy, some
> >> >> even have built in 56k modems.
> >> >> Included is Windows98 preloaded with Eula.
> >> >> I have included pictures to help for descriptions...
> >> >>
> >> >> I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive,
falcon
> >> >> w/hard drive for trade.
> >> >> If interested in working a trade please contact me. I am located in
> >> >> San Jose,CA (USA):
> >> >> rdf0013@earthlink.net
> >> >>
> >> >> Thanks,
> >> >> James
> >> >>
> >> >> the following is details for the systems I have for trade, check the
> >> >> link for detailed spec on each models:
> >> >>
> >> >>
> >> >> Gateway Solo 2500
> >> >> PII 333
> >> >> 32mb ram
> >> >> 4gb hard drive
> >> >> 800x600 active matrix screen
> >> >> cd rom
> >> >> floppy
> >> >> IR port
> >> >> 2 usb ports
> >> >> 2 pc card slots
> >> >> ps/2 port for external mouse & keyboard
> >> >> composite video
> >> >>
> >> >> http://support.gateway.com/s/Mobile/Solo_Series/P2500/p250044.shtml
> >> >>
> >> >>
> >> >> Gateway Solo 2550
> >> >> Celeron 400
> >> >> 64mb ram
> >> >> 6gb hard drive
> >> >> 800x600 active matrix screen
> >> >> cd rom
> >> >> floppy
> >> >> IR port
> >> >> 2 usb ports
> >> >> 2 pc card slots
> >> >> ps/2 port for external mouse & keyboard

> >> >> 56k modem
> >> >>
> >> >> http://support.gateway.com/s/Mobile/Solo_Series/P2550/p255044.shtml
> >> >>
> >> >>
> >> >> Gateway Solo 5150
> >> >> PII 366
> >> >> 64mb ram
> >> >> 6gb hard drive
> >> >> 1024x768 active matrix screen 14"
> >> >> cd rom
> >> >> floppy
> >> >> IR port
> >> >> 2 usb ports
> >> >> 2 pc card slots
> >> >> ps/2 port for external mouse & keyboard
> >> >> composite video
> >> >>
> >> >> http://support.gateway.com/s/Mobile/Solo_Series/p5150/p515050.shtml
> >> >>
> >> >>
> >> >> Gateway Solo 9300
> >> >> PIII 600
> >> >> 128mb ram
> >> >> 10gb hard drive
> >> >> 1024x768 active matrix screen 14.1"
> >> >> cd rom
> >> >> floppy
> >> >> IR port
> >> >> 2 usb ports
> >> >> 2 pc card slots
> >> >> ps/2 port for external mouse & keyboard
> >> >> 56k modem
> >> >> digital spdif out
> >> >> composite video
> >> >>
> >> >> http://support.gateway.com/s/Mobile/Solo_Series/P9300/p930017.shtml
> >> >
> >> >
> >> >
> >> >
> >> >-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> >> >http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> >> >-----== Over 80,000 Newsgroups - 16 Different Servers! =-----
> >>
> > >
>

1681. Re: Memory check

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 08:57:25 UTC
From: swampfax@atlantic.net
Message-ID: <VXo69.123$W3.104272@news1.atlantic.net>
Source record: 32941

On 12 Aug 2002 20:35:45 , "Tom McEwan" wrote:
>Just a quick question.
>
>I recently bought a 1040 STE machine, with all memory slots apparently
>filled, but I don't know just how much ram it's actually got. Does anyone
>have an easy way to check?
>
>BTW, what's the actual name of the memory cards used in the STE?
>
>
>.

Hi Tom,
Profile (Mark Baines at Linnhe Computing) gives tons of info.

http://www.stsd.demon.co.uk/linnhe.html

John G.

1682. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 09:01:02 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029315663.237987@pikachu.atari-source.com>
Source record: 32940

Dennis Vermeire wrote:

> From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
> Date: Thu, 08 Aug 2002 04:09:20 -0400
>
>>I wasn't involving DDP. I simply mentioned that you host for them. DDP
>>does great things, but I can't help but to observe that most of my
>>software is hand translated by myself.
>
> I host nothing.... in fact I don't even have a website.

I realize my error quite soon after posting that but I figured after 3 consecutive posts it wasn't worth opening up another just to mention that.

>
>>As for the weblinks section of my site, it is user contributed. I am not
>>sure if you are referring to DHS or what, god only knows.
>
> As the host you have the moral (and probably legal) obligation to check
> out these links...
>

I don't care.... That is that. Legal? Maybe based on the DMCA but last time I checked it isn't even illegal to link directly to warez binaries running on another server. I definately don't have to worry about linking to a site that might have questionable morals behind the scenes. Because if any of the sites in my links ARE questionable, I sure don't know about it. If they are pirateers, they are pirateers and I have nothing to do with it.

> That's not exactly the same thing is it, I've got some of your posts here
> in which you sing a complete different song... you've changed your tune
> after some people pointed out to you that what you were about to do was
> illegal.
>

I wasn't about to do anything. I don't have the means to the end. I don't have anything to dissect or examine the GAL's on it. It was nothing more then simple exploration and suggestion of a perhaps unpopular idea. You of all people should understand this since you seem to get flamed pretty often for your often unpopular ideas. No different song is being sung. You seem to take my words as gospel or that I am saying do it, when actually I say "it would be cool" or the it would be cool part might even be assumed. But you live in the US and/or England so you would know all about English.

> I've payed a by today standards ridiculous sum for my Nova card also, but
> it's worth remembering that ATI MACH 32 and 64 cards were considered to be
> top of the line cards in those days.... browse through any PC-mag from the
> period 1993-1997, you wont find any under $280. Add the interface, drivers
> and impeccable service one received and the Nova Cards are a bargain...
> Oh, and although I didn't respond to it at the time: the NOVA drivers are
> *NOT* free. The upgrades are free, but until late 1998 could only be
> obtained from the German based ComputerInsel BBS, only registered owners
> of a NOVA card had entrance. I took me months to convince Gerhard Huber
> that for people living outside Germany getting access was quite diffiicult
> and very expensive. After hassling him for weeks about it he finally
> agreed, and ever since anyone can load the upgrades 2.67 for the MACH 32
> and 64 cards from the DDP website. People that use a ET4000 are out of
> luck... and the same applies for the NOVA Mustek and HP scanner driver...
>

Yeah well, that was then and this is now. I don't even know who makes the
Nova. There's no website, no support, whatever. Nothing. There's a
difference between a company supporting something they do and giving up. I
personally believe that if a company stops supporting their product and
it's software and they are able to, that they just should give up the
rights to it and make it freeware. I belive this but I am not FORCING THIS
DOWN THE COMPANY THROAT BY STEALING THEIR STUFF! It would be even better
to release the source code to it. They aren't going to make much if any
money off of it, especially if they won't even sell it to you!

I know this is not the way things are, but this is my preaching. Again,
just an unpopular idea that I chant now and again.

>>The only remotely immoral thing I have ever even mentioned anywhere on my
>>site I believe is my article about Aranym telling people how to find a TOS
>>4.04 rom. If you have some sort of problem with that, you can stick it up
>>your ass. What's Infogrames done for us lately, besides doesn't Milan own
>>all the rights to TOS now? What's their take on older version roms being
>>distributed.
>
> No, I wasn't referring to that, I haven't visited your website for quite
> some time now... believe it or not, but I appreciate the time and effort
> you put in the website.
> But I see that we need to refresh your memory a little:
> You're the one who has no problems in stealing CAB, you justified this by
> saying that because it wasn't developed any further you didn't feel
> obliged to pay for it... you're also the one that adviced *everyone* to
> just steal commercial software on the basis that it's to difficult to
> obtain for someone living in the states and that open source is better
> anyway. You're also the one who thought that a betatester should be payed
> for his work... That particular post started a very long controversial
> thread, you were very wise not to participate in it...
>
> These are the bits I was referring to when mentioning your morals. You
> have *never* retracted one single line of the rubbish you wrote, which
> leads me to assume that you still stand behind *everything* you wrote.

>
http://groups.google.com/groups?q=Mark+Duckworth+cab&hl=en&lr=&ie=UTF-8&oe=UTF-8&selm=1018464036-49315AEicMi%40gmx.net&rnum=2

Interesting you should mention that. Dennis you're quite magical at twisting words around... And I quote:

"Mark Duckworth:
I'm not saying it's right to pirate software. I'm not saying it's right to use software without paying for it simply because it's a little difficult to register. But when software authors almost seemingly purposefully make their software difficult to register, have pages and software in other languages and everything else, provide no support and aren't active in the atari community, why should you have to pay for it?

If you're going to sell something, support it. Offer a free copy to people willing to translate it. Offer a free copy to beta testers. Use paypal if you can or some auction payment system. The easier you make it on customers, and the KINDER you are, the more people will buy your software. Strongarm tactics of registration database control and complete insincerity with the notion that people might purchase your software through atari dealers is silly. There's no reason people should pay for an abandoned dead end project like CAB. It should be released to the community and the author should chalk it off as a loss or a good deed. Not as if they would get any more money for it anyway. CAB sucks anyway, highwire will be cool."

---------- snip

Yeah duh Dennis.. Is your English to Belgian language translator broken? I am speaking hyptothetically or philosophically. I'm not telling people to go out and steal cab. And if they do it, that's what I call natural selection! I'm saying "this is the way it SHOULD be, but unfortunately ISN'T". Yes I have horrible morals for being pissed off about no one hacking on cab these days. /me gives Dennis the 1 finger salute.

GNU software is obviously what the Atari community needs. Look at what it has done for the PC world. Look at what it is doing for atari projects like QED, and Octopus. If a project is maintained, sure, closed source and costs money.

I don't even know where I'm driving with this, but I want to pay for my software, but sometimes it's damn impossible or rediculously expensive. What is Calamus like near $1000? Alright fine, I simply won't use it.

I would suggest others do the same thing. For each pay product out there, chances are there's a free product that's as good or better.
---------- snip

Yes Dennis that's exactly it. I was "suggesting that people go steal cab" and not actually suggesting that people NOT USE overpriced poor software and I actually wasn't suggesting that people use GNU software. And I am NOT saying that Calamus is a piece of shit either. If I wanted to say

Calamus was a piece of shit, I would say "Calamus is a piece of donkey shit!", but it isn't. Strange concept.

I don't know how you do things over in your country but in my country if someone has something to say, they say it. They dont' sneak around or be all shady about it. For example. If I wanted to say "Dennis Vermeire is a raving lunatic ASH representative who contorts everything that I say into some huge mental picture that I am an evil software pirating pyromaniac who starts fires and steals 520 ST's at night. He also likes to try to destroy my reputation just because my views are unpopular. COMPLETE hypocracy considering the guy jaunts around here acting like a complete jackass". If I wanted to say something like that I would say it!

>>I don't brag. I inform people. I try to relate to people. Obviously I'm
>>misunderstood.
>
> OK... bragging wasn't the correct word. But yes, IMO you have problems as
> far as relating to people is concerned.
>

Well then they can .... fill in the blank with your favorite word(s).

>>I inform people.
>
> That's what instigated my post. If you take it upon you to inform people
> then you have the obligation to check out every bit of news you spread.
> And stating that development of MagiC is dead was mis-information....
>

I have no obligation to do anything. That's the interesting thing about offering up free services. I CAN be as biased as I want. That's why there's a comment system on the site. Yet I don't see anyone posting comments. I don't give a rats ass if a newsgroup post is biased. I didn't think very well before I hit post, especially when some wacko Beglian guy is slandering me. On the site it's different and every time I have posted a biased article I write as such in plain english and write why it is biased. That's not wrong in any way.

>>Uhmm, well yeah. That's the root issue I believe. The fact that I can
>>have
>>my opinions and views, and you can have yours. But hey, I'm not the
>>little horse who came in here spouting off a bunch of piss-poor attitude
>>shit in
>>everyone's general direction. The point of a newsgroup is is to have
>>multiple opinions. Therefore if I happen to not like MagiC much and don't
>>give him a link and you feel he should have one, you can just tell him
>>your point of view instead of continuing yet again to take personal
>>offense as
>>though you yourself are an ASH employee. What is your problem *anyway*?
>
> I haven't got a problem.... but just like a MiNT user doesn't like to read
> crap and bullshit about his favourite OS, neither do I about MagiC. We've

> had
> OS wars here for a lot less... It's not about giving a link or not, the
> whole content of the post was biased, someone who claims to write
> "informative" articles should know better. The last five years I have seen
> many posts from people proclaiming MagiC as being dead, there's a big
> difference between wishfull thinking and reality...
> This month it's exactly one year ago MagiC 6.20 was released, when was the
> latest *official* MiNT upgrade? IIRC it's from september... Should I
> proclaim MiNT dead because nothing happened to it since a long time? I
> think not... ASH just like all the other commercial
> programmers/softwarehouse/distributors doesn't make announcements about
> what is going to come or future releases, for some reason (it can't be
> competition) they like to keep it a secret and surprise their users....
>

I've never heard a MiNT user go nuts in defense of his favorite operating system. It's more like "I don't know what your problem is but it works great for me.... heh". Uhmm.. and yeah, if that is ASH's way of doing things then they suffer the consequences of having people proclaim MagiC's deadness. It's their method and their problem. Like I said, I call it as I see it, and if someone wants to inform me that I am wrong, that's the point of the reply button. Frankly I'd like to actually hear from some sort of reputable source that MagiC's development is continuing. I'd like to think I didn't waste my money on the SDK.

>
> Are you calling me a murderer?
> I bought a 520 ST in 1985, a MegaST in 1987, a TT in 1991 and a MegaSTE in
> 1992, the only computer I never bought was the Falcon, when you have a TT
> the Falcon just wasn't good enough, if Atari would have released a Falcon
> II like many people expected in 1995 instead of a games console, I
> probably would have been one of the first people to own one. I've
> supported Atari from day one until the very sad end.
> BTW: nobody killed them, they commited suicide... any business that turns
> a blind eye to the demands of its customers will eventually go down. Atari
> ignored what their most valuable asset, the customers, wanted...
>

Nah, You aren't a murder. But people with that mindset that refuse to upgrade a 520 ST are.

>>Now what's all this talk about morals? Devoted Atarians who are unwilling
>>to put their money where their mouths are.
>
> I could write a long story about programmers who kept releasing
> ST-compatible software long after Atari officially stopped all support for
> these computers, but that's all water under the bridge. But tell me....
> how does it feel to use hardware from murderers? considering your age you
> possibly couldn't have bought anything you own now brand new... what's
> worser? being a murderer or stealing and consuming from the graves?
>

Hrmm.. I don't know how you can make the association that buying used
hardware is murder in the same way that refusing to upgrade from a 520 ST
is. Fact is software drives the community. People never wanted to upgrade
to experience better software. People sit here and say that hardware
drives atari software but that's bs. I think they play more hand in hand.
i.e. Falcon came out and plenty of DSP apps were made an released with the
machine. Hardware didn't drive software, they worked together. Still not
so many Falcon's were sold.

>>What's Infogrames done for us lately, besides doesn't Milan own all the
>>rights
>>to TOS now? What's their take on older version roms being distributed.
>
> AFAIK Milan has the rights to distribute, sell and adapt one specific
> version of TOS *with* their MIlan computers, they do not hold the rights
> on TOS itself. That said I have no idea who or what is the legal owner of
> TOS right now. Logicly it should be Infogrames, but since Atari was sold
> off in little portions it could well be that someone else holds them...
> Infogrames has never expressed the intend to revive Atari computers, all
> they wanted was the rights on the Atari logo, which is known worldwide.
> Having to promote the Infogrames label to the level that it is known as
> the Atari label would probably have costed more then the aquisition of
> Atari itself. As for older ROM versions being distributed, when these are
> official Atari ROMs the dealer/distributor most likely paid Atari for
> it... I think many of the ROMs these days are from salvaged ST's... a 1040
> can be picked up for free these days, but the chips inside are still worth
> something to some dealers, there were well over 3 million ST's sold, where
> are they all gone to?
>
> Oh come on!! why is it so hard to grasp that running several apps at once
> for some people isn't a priority? Take a very good look at what's
> available for Atari, except for Calamus nearly everything runs just fine
> in 4MB, leaving enough RAM left to to whatever it is these people do...
> Some people also keep on using these machines because they like to work
> with the original hardware and software that was intended for it. What are
> your views on someone driving an old timer?
>

I don't care. There can be christian freaks everywhere around me and I
don't have a problem till they start pressing their religion on me after i
told them to get bent. There can be gang bangers hanging around outside my
house daily as long as they are quiet and don't rob me (and they don't).
And there can be people who love their single tos and singletos apps.
That's all good and great and we all get along together until someone
messes with me. That's the line you seem to have crossed. And I like old
cars, just as I like old Atari's. But there's something about a brand new
BMW Z8 that NO old car can match ;-). IMHO of course.

> I'm not really all that impressed with todays industry.... except for
> faster processors, what's been happening lately which was really amazing?
> Everything has to be so damn cheap these days, that hardly anyone can
> afford to invest

> in research and development and it shows.... Atari and Commodore used to
> spend large portions of their revenues on research and development, these
> days customers are being tricked into bying a new "more powerfull"
> computer to be able to run the latest apps, these apps don't really change
> or offer anything new, all they do is present the same crap but with a
> different skin.
>

Mmm... Well yes and no. The soundblaster live series cards have a
half-decent DSP in them as well as hardware mp3 encoding. 3d video
hardware is exceptional for what it is designed for. (games) When I think
of today's industry I don't think of just PC's. I think of today's
supercomputers, todays Sun Enterprise servers, today's high performance
rendering workstations, etc. I rather despise commodity PC hardware
because it usually doesn't work for very long before it breaks, kind of
like a cheap car versus a BMW. I think where computers have gone are
excellent. I think the internet has gone the wrong way, nevertheless it is
an integral part of a lot of american lives.

>
> Like you said, these are your personal feelings.... I wouldn't want one of
> those $300 machines if they offered them for free. It's all very relative
> to begin with... on paper a TT outpowers an ST also, but in practice it's
> a different story. Can you type ten times faster on that $300 mindblowing
> machine? I think not... so when using the Atari for anything that requires
> keyboard input, there's no advantage.
>

Yeah. They are my personal feelings. Last time I checked I wasn't shoving
them down your throat. And you?

>
> I *know* it runs on a 1 meg ST, but after all the whining and rambling on
> about having to stop support for ST computers, I find it only normal that
> you would prevent it to run on those computers... but hey, don't mind me,
> release ST compatible software as much as you like and then come moaning
> about it in here !!!

uhmm.. Well yeah genius, why would I purposefully program something to only
work on a Falcon that has no practical need for Falcon hardware. 520 ST
users shouldn't bitch that they can't play with Java. That can be applied
to a lot of thigns, that's what I'm saying.

>
> Hey, I'm just a dumb ass...
> Being a dumb ass means I have a terrible memory, so I store all the posts,
> to refresh that terrible memory of mine....

Oh after this post I agree wholeheartedly. Even if you aren't a dumbass the
language processor in your brain is certainly that which resembles the
screen output of a messed up video shifter.

>
> Oh, and I'm still waiting to see that post where I slander people.

And to finish up this cheery post, that thread you speak of where there was so much talk of piracy and stuff that I was "wise" not to respond to. I just read every single post in that thread, all 120 some posts. And you know what. You were the only one who had something bad to say about what I said. Quite a few people agreed with my words directly. Of course they were people who actually knew English perhaps so they could gather that I wasn't telling people to go steal stuff. In fact only the first 5-10 messages of the thread were even related to the original post. Seems everything after that was about Paypal and other stuff. So I don't know what your problem is Dennis but I would highly suggest you stop twisting my words and slandering ME! The proof is cut and pasted above (bitch!)

Hrmm, well this isn't slander but you are definately being a jackass - as usual.
http://groups.google.com/groups?q=Dennis+Vermeire&hl=en&lr=&ie=UTF-8&oe=UTF-8&selm=990382168-30484AEicMi%40gmx.net&rnum=6
Or how about here - I've never witnessed q-funk being a dick .. Maybe a weirdo, but not a dick
http://groups.google.com/groups?q=Dennis+Vermeire&start=10&hl=en&lr=&ie=UTF-8&oe=UTF-8&selm=991482058-75771AEicMi%40gmx.net&rnum=17
Yep, some more
http://groups.google.com/groups?q=Dennis+Vermeire&start=10&hl=en&lr=&ie=UTF-8&oe=UTF-8&selm=920421422-296363AEicMi%40ping.be&rnum=18

Or how about some more hypocracy with Dennis preaching about how we should all accept each other's opinions and eccentricities. Oh well
http://groups.google.com/groups?q=Dennis+Vermeire&start=20&hl=en&lr=&ie=UTF-8&oe=UTF-8&selm=79cb2o%249c5%242%40news3.Belgium.EU.net&rnum=23

No dennis, surprisingly enough I was not able to find any information where you slandered someone. But you slandered me, so I figured it would probably be easy enough to find stuff from elsewhere. But there's no shortage of your whining "help me I have a low self-esteem and am all defensive about everything" posts.

Take care of yourself Dennis. I noticed your tune hath changed in this post. Running out of methods to defend your actions? Oh yeah, and while you are in my newswatch killfile unfortunately you didn't make it into my knode killfile. Oh well, I'll take care of that.

>
> Cheers from Belgium
> Dennis

1683. Re: SLMtrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 09:16:20 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029328744-690836AEicMi@xs4all.nl>
Source record: 32945

Hi Derryck,

>One of the parts was not fitted well
>
>I wonder who had been fiddling around with it!

It was done by being too hasty to get it all
work. I've had the SLM for months here but
because of lack of space it never got out of his
(original) box...

>I made up an adaptor for mine (long since gone)
>which powered the controller
>box separately, so I could leave the actual
>printer off until I wanted to use
>it.

That should be nice but I have this strange
tendency to keep some Ataristuff unchanged and
original unless I do have a second one...

See you,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1684. Re: Emailertrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 09:21:54 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029328748-691495AEicMi@xs4all.nl>
Source record: 32746

Hi Derryck,

>Are you able to browse the Internet with the
>IConnect CAB overlay module?

Is there one? Where can I get it?

>You could also try con_info.prg from the Tools
>folder to see if IConnect has
>resolved your news and mail servers.

I will!

>Most problems are caused by not running HSModem
>components and sockets.prg in
>the right order.

Isn't so that you don't need HSModem if your
using the MFP's ? And about the right order:
you're right; if that's not correct things won't
work properly.

Thanks and see you,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1685. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 09:22:25 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029316945.707124@pikachu.atari-source.com>
Source record: 32942

Dennis,

Hmm... Because your post is so long, my response will be short. I had an idea that you did a lot for Atari but not that much. That's pretty excessive and yuo want above and beyond any all of duty. In the sense of what you have accomplished for Atari and what you have done (and other members of DDP), I say thank you from the bottom of my heart.

Alas my personal opinion is that no matter how good or great someone is or how much they have done, if they are going to be rude, cruel or otherwise an asshole then the Atari community really doesn't need them. If you were to leave, we would go on without you, and we wouldn't have those random anger filled replies.

Speaking of the rest of your post, yeah I realize you are Belgian. Perhaps you should think about that next time you go accusing a native English speaker of being a pirate or having no morals. If you think I'm bullshitting you, perhaps you can ask lp to translate my post into extremely simple English or perhaps any native English speaker on here. Even a close friend of yours. You'll quickly see that your interpretation and thereafter accusations of what I said are slanderous.

I don't hate you, and after seeing that list I certainly have more respect for you. Honestly I'd like to get along with you but most of the time people only have one chance and you are in the killfile. Your chance is exhausted. I don't have some sort of god complex either. I am better then you for one and one reason only. I'm not an asshole. I'm as competent at programming as my cat is at breathing fire. Translation - I suck.. big time. And what's your deal with broadcasting your age over mine? Yes I wasn't around for the Atari 8 bit machines, how long will you hold that over my head? At times I can become a bit immature or vulgar but it's because it's pretty easy to flare my temper when I retaliate for some "comment" someone posted about me. Yeah I'll be around in 5 years, but not if this crap keeps up.

Mark

Dennis Vermeire wrote:

> From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
> Date: Wed, 07 Aug 2002 03:44:16 -0400
>
> Mark,
>
>>The whole point was that I asked him to show me something tangible.
>

> That *was* not the point, I asked you to stop writing nonsense about
> MagiC,
> it's crystal clear to me that you know nothing about the development. You
> have managed to pronounce it dead twice in less then a month, if you had
> the slightest clue about what was really happening and would have tried to
> comment on it in an objective manner you wouldn't have heard me.. I
> suppose you're the type that doesn't like being corrected, well, there's a
> very simple solution, stop writing about stuff you know nothing about and
> you wont get egg on your face :-/
>
>>And so far I still do not have anything tangible, leading me to assume
>>that I'm right and he's wrong.
>
> Like a lot of people here, I don't really feel the need to start bragging
> about *all* I do/did for this platform. Over the years I've learned that
> people who make a lot of noise bragging about how valuable they are for
> this platform nine out of ten times are like a hot air balloon... I've
> seen a lot of guys like you coming *and* leaving here.
> Let's talk in five years from now, I'll be still here, will you?
>
>>what makes this situation so much more difficult to stomach is that
>>nothing
>>tangible has been done. So in this instance it's one of those answers to
>>the question "Defend your existence", and I think he might have a
>>difficult time doing as such.
>
> So I have to defend my existence in CSAST to someone who's still wet
> behind his ears? First of all, this is a PUBLIC forum, one doesn't need to
> defend his presence here at all.
>
> Since you are probably going to keep on whining about what I do/did for
> this community and just to show *you* that I don't need other people
> standing up for me in here I'll humour you.... but remember, this is the
> first time and the very last time I'll do anything like this again. If
> everyone here that doesn't agree with you has to post his resumee only to
> justify that he is dedicated to this platform....
>
> -------------------------
>
> When you weren't born yet, I bought an Atari 800. In Belgium Atari wasn't
> present, no shops, no magazines, no nothing... In february 1981 I got in
> touch with Atari Holland and started the first Belgian Atari usergroup, it
> was located in a place called Mechelen and in 1983 we had over 300 paying
> members and some 2000 members that never visited the meetings which for a
> small country like Belgium was remarkable. I've started a Public Domain
> library which was unique in that time, unlike all the others we sold
> software for exactly the cost of the disk. I've started bombarding the
> agency that spreads foreign magazines with letters demanding that they
> would also sell Atari magazines, after a mountain of letters they gave in,
> and AFAIK Belgium was the only European country where one could buy

> French, Dutch, German, British and American magazines in *every* papershop
> around the country. The next thing I did was to hassle the big warehouse
> chains, demanding that they started to sell Atari computers... it took
> another mountain of letters but in 1983 I convinced the "Grand Bazar"
> chain to stock up and sell Atari. Six months later the "Fnac" stores gave
> in as well, and from then on Atari was present and for sale in Belgium.
> The "Grand Bazar" stores enclosed a flier about the advantages of joining
> our usergroup and a free one year membership, so I have a pretty good idea
> how many computers they sold...
> In the mean time I also started a newsletter, which contained 36 pages
> full info.... have you ever tried to write something similar all on your
> own and get it out on time every two months? Don't you tell me anything
> about writing articles and publishing magazines (read on...)
>
> In december 1984 Atari showed the 520ST to the public for the very first
> time on the American CES computer show and I knew instantly that it would
> be an enormous hit, so once again I charged my batteries and started to
> hassle all major computer shops in Belgium largest towns, and it
> worked.... In may 1985 the 260ST was shipped to Belgium and available in
> the at those times, most well known computer shops. I remember visiting
> Britain in june
> 1985 and there wasn't one single 520ST for sale there... Have you any
> idea how good it felt to saw Atari's all over the place standing next to
> crappy PC's and Macintosh rubbish? I really got a kick from it... If any
> Amiga fan is reading this; the Amiga 1000 was still on the design table in
> those days, the 520ST was the most advanced computer available in 1985 and
> as far as value for money goes nothing even came close.
>
> In december 1985 I managed to convince Atari Holland that because of
> Belgium it's unique situation we really needed a seperate devision,
> Belgium is a bi- langual country, the northern part speaks Flemish, the
> southern part speaks French. People living in the southern part wanted a
> Atari with French TOS and azerty keyboard, while people living in the
> north preferred an English TOS with qwerty keyboard. In january 1986 Atari
> Belgium was founded with the special blessings of Jack Tramiel, who I've
> also hassled with a mountain of mails.
>
> In the meanwhile nearly all the Atari 8bit users upgraded their machines
> to the ST, and early in 1986 we decided to closedown the 8bit usergroup,
> which is something that I still regret today.... anyway, ST-usergroups
> were popping
> up all over the country and Atari computers were selling like hotcakes.
> So being married in the meantime and having other priorities in life I
> thought that my mission to get Atari into the Belgian houses was finished.
> I joined a usergroup in my hometown and decided to start living a normal
> life... the life of an average Atari user....
> Well, that was a capital mistake, the phone kept ringing constantly, user
> groups asking me if I could possibly come to demonstrate a new
> application. Atari dealers who experienced problems getting stuff from
> Atari, editors from Dutch magazines asking for an article about a new

> application... etc. Instead of getting a life, it got worser all the time.
>
> Atari Belgium asked if I would like to show off the new MegaST and laser
> printer on the national TV station, and before I knew what happened I
> signed a deal with the AVRO (a Dutch nationwide TV station), to take part
> in a 24 weekly broadcast computer program. I've had to proof live on air
> that Atari *could* be used by professionals... I've showed how easy it was
> to produce DTP work, presented TechnoBox Cad, word processors, databases,
> spreadsheets, PCB design... etc you name it, and we could do it on our
> Atari. To put a little entertainment in the show there were some idiots
> trying to create the same stuff on a PC and a Mac.... at the end of the
> show they compared the results, in those 24 shows I only lost twice, not
> because it couldn't be done on Atari but simply because I didn't know the
> programs well enough (Steinberg Pro24 and TechnoBox). The show was viewed
> by more then a million people, and I'm convinced that I persuaded lots of
> people to choose for an Atari instead of going the PC or Apple route...
> the network received roughly 1000 letters each show from viewers asking
> for more info about Atari, although they payed the stamps, there was no
> way I could possibly reply to all these letters, but Atari Belgium and
> Holland did....
>
> Just like I don't always agree with the opinions of certain individuals
> here in CSAST <grin>, it didn't took long before my views on how a
> usergroup has to function conflicted, so I started a revolution and took
> over the local Atari usergroup... using the motto "never change a
> successfull formula" the very first thing I did was to publish a Atari ST
> club-magazine, using Calamus 1.05 and the Atari laserprinter, I published
> it six times a year, and because there were no volunteers wrote the whole
> thing myself. Whenever there was an important computer show in Belgium or
> Holland, I made sure our usergroup was present, printed 1000 copies of the
> roughly 56 pages magazine and spread them free among the visitors...
> In Holland there used to be 3 dedicated Atari magazines for which I
> regularly wrote articles, whenever Atari released new hardware the general
> computer magazines asked me to write a review... and I always made sure
> that these reviews were sleazy adds simply by comparing Atari with the
> competition :-)
>
> Germany was Atari-country in those days and the best apps originated from
> their (no offence), I noticed that a lot of users had big difficulties
> understanding the apps, not to mention the manuals which in those days
> were massive, so in the little free time I had left, I started to
> translate the
> major apps in Dutch/Flemish. Atari used to pack English and French
> manuals with the computers, anyone in Holland and Belgium having a
> Dutch/Flemish manual for the TT, Falcon, Portfolio, Lynx 1 & 2 and the
> Jaguar has a piece of my work in his hands....
>
> Other stuff that I did in those days was to get the Flemish users to the
> German Atari shows, every time there was a show in Germany I chartered
> bus- coaches and for a very modest sum people could go and see for

> themselves what was happening in Germany.... can you imagine a Atari
> computer show attented by 35000 people? to get high I didn't need to smoke
> pot, attending a German Atari messe got me going for weeks on end....
>
> Together with Atari Belgium I've also started up a service that hired
> Atari gear, someone wanting to use a laser printer or TT could hire it for
> a week or more, we charged very little, just enough to cover the cost.
> Once that we got it running succesfully, ISTARI took it over. (Belgian
> Atari users will know what ISTARI was...)
>
> In the late eighties, Apple became a serious contender having more
> powerfull computers and software that exploited it. Focus was moving away
> from Atari, so once again I recharged my batteries and started to hassle
> the Belgian education department, together with a representative of Atari
> Germany we closed a deal that introduced 3000 complete
> MegaST4/laserprinter combinations into Belgian schools. In those days most
> of the teachers didn't have a clue about what a computer was, so with the
> help of Atari Belgium we organised seminars where I introduced the
> teachers to "working with an Atari".
>
> It was a wonderfull time back then, and Atari was taken more seriously all
> the time, in the early 90's there were 45 offical Atari dealers in Belgium
> and roughly 100 computershops selling them in addition to PC's and Mac.
> And then it started to crumble.... increasingly more people, firms and
> schools turned away from the platform and opted for a PC, the mainstream
> user didn't really notice it at once, Atari was present in every
> highstreet giving the false impression that things never were any better,
> but Atari Belgium for the very first time lost money... they hardly sold
> any TT systems, the STE's were very low priced to be competitive against
> the Amiga 500, which especially among the "gamers" was preferred over the
> STE. The MegaSTE didn't sold very well either, people owning a MegaST had
> no incentive to upgrade, the double speed was not an argument...
> At usergroups I increasingly heard more complaints from "serious" users
> about the hardware not being competitive enough with the new Macs and the
> PC which got increaslingly more popular... instead of releasing what
> people asked for Atari gave us the Atari PC, it didn't do very well...
>
> Then came 1992, rumours about a new "super" computer that would blow away
> the competition didn't stop, I knew a lot of people back then who were
> thinking of bying a TT put waited for the new one... when I saw the Falcon
> in august 1992 at the Atari messe in Dusseldorf, for the very first time I
> felt dissapointed in Atari.... I didn't like the Falcon from the very
> start, and I still don't. What I expected was a machine with at least a
> 68040/25Mhzm and a ISA based graphic card, instead of releasing a more
> powerfull computer then the TT so that at least they could keep the very
> profitable business users happy, they managed to release a disguised toy!!
> The casing of the 1040ST didn't go down well either...
> Atari Belgium asked me if I would like to participate in promoting it, and
> I refused, there was nothing available at that time that could show off
> it's capabilities, programs like Chagall, True paint etc... which were

> written specificly for the Falcon ran much better on a TT anyway... Atari
> started the biggest and most expensive promotion ever here in Belgium,
> with a truck and a bus they toured through Belgium for about six months,
> in every major town they tried to show off the Falcon, but the damn thing
> wasn't even for sale... One year after being shown at the messe, it was
> still in short supply, and it most certainly wasn't because it was selling
> like hot cakes... I've lost count of how many people I knew back then that
> migrated to a PC or Mac... :-(
>
> Since Atari used to give me a VIP card, I had entrance to the closed part
> of the Atari shows, and that's how I got in touch with some German
> programmers or managers from softwarehouses, when discussing new releases
> and asking them why on earth there wasn't at least an English version of
> their apps available most of the time the answer was always the same: not
> enough money to pay for a professional translation service and/or not
> knowing English well enough.... In 1992 I translated PhotoDisc PCD for the
> German softwarehouse Trade it, and 10 years later on I'm still keeping
> myself busy translating software and the occasional manual.
> I don't really recall everything I ever translated, in 1996 I had a hard
> disk crashing on me and lost almost everything (I *used* to be the type
> that didn't think that backups were necessary), but here's a incomplete
> list anyway:
>
> 1st Address 1st Base Adimens Plus
> Arabesque 1 Argon CD Arkey 1.3
> ASH Morpher Astro Lab Astro Plus
> BTX Cad Project Chagall
> Charly Image ChemKit Chron
> Circu IT Color Disk PCD Convert
> Convert! Crypton Cut Out
> D2M DA's Layout DA's Repro CD
> Dali 4 Datalight Demo Construction
> Kit
> Didot FontEditor Didot LineArt Didot Pro
> Draw 3.0 E Backup E Copy
> Easy Base Easy Draw 3.0 Easy Rider
> Eickman HD Eikona Ergo! pro
> Euler Expresso Font Machine
> Free Way Geerdes D70 Geerdes K4
> Geerdes Korg Geerdes MWAVE Geerdes Roland
> Geerdes SY 77 Geerdes U110 Geerdes U20
> Geerdes Wave Geerdes XPERT 4 Genus
> GFA Assembler GFA Basic Nach C Graphical GEM II
> HD Plus Image Imagic
> K Comm KAOS TOS La CuisinE
> Laborant Pro Lavadraw Plus Le Graphologue
> Maxon Pascal MegaPaint Prof 6.0 MidiCOM Talk
> Miroir Astrales Modul Plot MultiGEM
> Overlay PC Globe PCB CAD
> PCB Edit PCB Layout PhotoLab

> Photoline Picollo Platon
> Pure C & Pascal Profiler Q Fax Pro Repro Studio ST
> Retouche Riemann II Route IT
> Scarabus Script SCSI Tools
> Signum 2 Silhouette Sky Plot
> Sound Machine Sound Merlin SoundPool
> Audiomaster
> SoundPool Audiotracker SoundPool Dynamite SoundPool FFT
> Analyser
> SoundPool Wavemaster ST Analog ST Digital
> ST Digital ST Fax ST Invest
> Stanglemaier Korg M1 Steve TechnoBox CAD II
> TechnoBox Drafter That's Address That's Pixel
> That's Stock That's Viewdata TMS Cranach
> Prevision
> TMS Paint TMS Scan Design TMS Vektor
> TMS Vektor Turnus Wacom ArtPad
> Zoom ZZ 2D ZZ LazyPaint
> ZZ Mix Image ZZ Rough ZZ Volume
>
> Some of these are the official translations, others aren't. From several
> apps I have made several versions.... TBH, although I did my very best, my
> first work wasn't very good by today standards :-/, but remembering the
> kind of sloppy translations in those days, I've got nothing to be ashamed
> about....
>
> Three years ago Derryck Crocker and me decided to join troups and from
> then on the overall quality of the translations has been very high. I'm
> not saying that every translation is perfect, but we're both more or less
> perfectionists and before anything is put online, it's been tested out
> intensively... Some 18 months ago Peter West joined us and from then on we
> are known as DDP which stands for "Derryck, Dennis, Peter", following are
> *some* of the apps released by D&D and DDP in no particular other:
>
> ASH Emailer Cab (2.7 and 2.8) MagicDesk
> Fiffi Teli Chatter
> Jinnee IConnect RSM
> RTR Wensuite 3.3c PhotoTip
> NovaScan 1.26 Cypress 1.74 Papillon 3.04
> Quarx Olympia Texel
> UDO shell QED 5.02 PixArt 4.52
> IFusion D2M Bubbles 3.0
> Blyp CD Pro 3.2 Jane 2.11
> Orgniser XGEM
>
> Since you took a blow at DDP, let me tell you that the English translation
> and manual of Calamus is brought to you by Peter and Derryck, the long
> list of apps cover only a portion of what we do, there are countless apps
> out there which don't carry our logo but without our help would still be
> in glorious German or French... like I said earlier, I don't feel the need

> to come here bragging about what I do and neither do Derryck or Peter. But
> let me tell you that we're still going strong, we've got a "to do" list of
> at least a mile long, and personally I will not stop before every single
> app on that list is available in English... We've started out with
> supplying only the translated RSC, the next step was to make patches to
> get rid of the remaining German or French, and now we tackle the HYP files
> or docs aswell, like I said earlier, it's no big deal... but ever so often
> we get a mail from someone thanking us for what we do, and that's the
> living proof that what we do is a necessity. Knowing that I can make even
> one guy his day is all I need to get me going.
>
> This is probably the longest post I've ever written, so I'll put you out
> of your misery and spare you the long list of apps that I've beta tested
> the last 15 years....
>
> After the Falcon debacle and refusing to promote it and I disappeared more
> or less from the public eye, but kept the motor running in the local
> usergroup, a lot of my time was taken up by the translations as well,
> there was no internet in those days, so everything was done by snailmail,
> before a translation was finaly ready to be released and some bugs fixed,
> months could easily pass by.
> I've spend a small fortune on stamps in those days.... these days
> everything is so simple, if I encounter a problem all it takes is a mail,
> and a couple of hours later the reply is in my mailbox. Back then I had to
> wait roughly ten days for a reply...
>
> Just one more thing: You never ever saw anything from me? has the thought
> ever occured to you that this is because I'm a Belgian? I find it
> difficult enough to write a proper article in my own native language, I
> know my limitations and as far as writing English articles go forget it.
> My English may be good enough for this newsgroup, but it certainly isn't
> good enough to write articles. I hate reading articles with typo's or
> incorrectly phrased words, there's enough crap out there, without me
> having to add some more to the ever growing mountain...
> Only people who haven't got English as their native language will probably
> be able to appreciate what a task it is to translate even a simple
> readme.txt into glorious English, have you any idea how long I have to
> struggle with a German or French manual to turn it into a more or less
> acceptable english one? Read this post again and it should be crystal
> clear that my English isn't good enough, sadly... if it was you would see
> me all over the place :-)
>
> So here you have it, take it or leave it. I could ramble on quite a bit
> longer about helping out people the last 21 years, solving problems etc...
> I still do it, and will continue do so so as long as it's appreciated and
> needed. I don't always do it here in CSAST, most of the time help can be
> offered quicker and more directly by personal mail...
>
> Let's hope, you've learned something from all this... never ever judge
> someone in this newsgroup, you have no idea what some of the people here

> accomplished and did/do for this community. *EVERYONE* here except
> ofcourse for Jared Falvo and Sinclap is dedicated to this platform, they
> must be.... or they would have left it years ago, feeling better/superior
> because you can code is ridiculous, but part of the process of growing up
> I suppose.... there's still hope for you.
>
> Cheers from Belgium
> Dennis

1686. Re: KaosTOS

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 09:59:27 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <dc0fb4f6.0208140159.77a80d21@posting.google.com>
Source record: 32943

Cyprian Konador <c_konador@atari.pl> wrote in message news:<3D58F810.BBDFAB19@atari.pl>...
> John Does skrobnďž˝ďž˝:
> >
> > Hello world,
> >
> > Anyone knows where I can download an image of Kaos TOS? SuperTOS even?
> >
>
> http://homepage.mac.com/carlhafner/AtariTOS.html

Very interesting that KAOS has magically become public domain in the
mean time. Should I not be the first one to know about this???

1687. Re: Have us Atarians got a software picture archive??

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 10:08:48 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Pj2pDaGwwiW9EweN@atari.org.uk>
Source record: 32944
Cross-posted to: comp.sys.atari.st,alt.atari

On Tue, 13 Aug 2002 at 21:41:27 a message from Amethyst was created on
the subject of Have us Atarians got a software picture archive??.
>lol that's going to be a long time project... I know we've got over 1,000
>various Atari games/programs, etc... including Atari 7800/2600 games... man
>that's gonna be a lot of cataloging.. good luck!
>
>Amethyst

As many know i've been flogging Atari stuff for many a year now, I did
start to scan boxes etc. for use as piccys for items i have for sale. I
dont mind continuing to do that and make the scans etc, available.

At the moment i still have several hundred software packages to test and
try, but will be back to the scanning lark when i start to make my list.
It's not much of an effort to make a note of what piccy is for what.

My main problem is that the hosting services i use has a small bandwidth
limit, as well as a limit of web space. If someone could come up with
the space on their server, then i dont mind helping put something
together:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1688. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 12:36:54 UTC
From: vdjole@EUnet.yu
Message-ID: <ajdit4nnt1@news.eunet.yu>
Source record: 32749

On 13 Aug 2002 14:53:53 , Galen wrote:
> but have no need for 14 1 GB partitions. Two or three would do nicely.

Hmm, IIRC the nature of the "FAT" filesystem (and possibly other filesystems as well) is such that it works best when the directory trees and the file counts are not too large- which favors a larger number of (smaller) partitions over a smaller number of larger partitions.

A larger number of partitions is also advantageous (at least to me) in terms of organization, backup, search, shorter paths to files (a path too long causes problems in some older applications), etc.

Unused space (partition) on disk can be used to "mirror" some important data, e.g. the complete boot partition or something similar.

As for partition size, the disk space is rather cheap these days which offers a possibility that partitions are never filled over, say, 40-50% which is advantageos regarding file segmentation, access, etc.

cu;

1689. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 12:36:58 UTC
From: vdjole@EUnet.yu
Message-ID: <ajdit7nnt2@news.eunet.yu>
Source record: 32748

On 12 Aug 2002 21:46:30 , Jean-Luc CECCOLI wrote:
>Dans le message <aj8v24sos1@news.eunet.yu>
>Djordje Vukovic a crit:
>>On 11 Aug 2002 16:04:13 , Edward S. Baiz Jr. wrote:
>
>>> [...]
>
>>I noticed that those problems appeared (at that time) on some web sites only:
>>e.g. europe-shareware and vezz's hardware-hack site, [...]
>>problem appeared when, because of net congestion, average transfer speed
>>dropped below, say, 80% of theoretical values. It was almost as if there
>>was a timer somewhere which finished the transfer after some theoretical
>>period needed to transfer the file has been exceeded. [...]
>>said he was aware of the issue but that it was a problem of the provider
>>which hosted his site (later he changed the provider, iirc).

>So did ES as well - and now all is OK! :-)

That is nice to hear, but I am still interested to know -WHAT- causes this problem. Is it indeed some kind of timeout?

cu;

1690. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 12:37:03 UTC
From: vdjole@EUnet.yu
Message-ID: <ajditbnnt3@news.eunet.yu>
Source record: 32747

On 12 Aug 2002 09:36:14 , <derryck@.NOT~THIS~cix.co.uk> wrote:
>It could be that the patch has been incorporated into the update
>file, so it's possible that you need to download and run it again.

Andreas Kromke wrote:
>There indeed was a problem with the clock routines which I finally
>fixed. As far as I remember, I sent the corrected patch file to ASH.
>Unfortunately I cannot remember exactly what problem it was, because
>it is just too long ago. You could either ask in the German news group
>(maus.computer.atari.software) or ask ASH.
>[...]
>Some weeks ago I sent an English version of MagiC 6.20 to the Behne brothers
>BTW: What was the last version that was created for the UK?
>Unfortunately I cannot remember, and I did not keep all releases.

Dennis Vermeire wrote:
>AFAIK this patch is not online, ASH doesn't update the pages very often,
>get in touch with Oliver Buchman from ASH and he'll mail it over, at the
>moment however ASH is closed (holidays) until the 19th august.
>But don't expect too much, I've read conflicting reports about that patch
>in the German newsgroups. It seems to work only for some...

Thanks for the information, I will check it some time after the 19th.
IIRC I downloaded the 6.10-6.20 update not long ago, so probably it is
the latest file there is, and either ASH never put the patched version
online, or else I am among those for whom the patch wouldn't work.

Steve Sweet wrote:
>>As it appears that the author of Magic was not much inclined to do something
>>concerning this issue, I am afraid that any new versions of Magic may be
>>unusable on machines like MegaST(e).
>Well that attitude annoys me [...]

Well, the author was kind to respond promptly, so maybe we were unjust on him.
Apparently he -did- publish a correction which seems to have disappeared into
the shadows for reasons unknown, and beyond his control.

What surprises me a bit, however, is that it seems that this -last- version
of Magic has reached the so-long-ago-I-don't-remember-it-anymore state.
Unfortunately, it appears that the author is not able to devote as much time
to Magic as we would like :(

>>Maybe it would be possible to locate the time routines in the old magic.ram
>>and patch them into the new version...
>I doubt it would be that simple.

I am afraid of that, too.

Regards;

1691. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 13:39:33 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d5a5d91$1_11@news.teranews.com>
Source record: 32750

I have a 1040ST and a 520 (minus floppy).

"Someone's Fortune" <NoNeed@forSpam.com> wrote in message
news:9bcjlu8f52ug99s4pajt9h9uhbkcm0i4p7@4ax.com...
> Thanks Jared...
>
> I don't really need an Amiga, I'm in need of a replacement Atari ST to
> finish a project to convert my old floppies to post and donate for
> emulation.
> Can't read most of them or copy them under the emulators available...
>
> Crazy? yes, I would have to say.... it's all extra equipment I have
> from a upgrade we did at work. Gateway changed models on us and we
> spec'd what we would keep and the rest were scrapped. I took a box to
> use for mini MAME cabinets we are working on and the others I refurb'd
> into working ones and trading them off to help finish projects.
>
> If you really do want one??? let me know what else you would be
> willing to trade and we'll work something out.
>
> Later,
> James
>
>
> On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
> <luposian@azob.quik.com> wrote:
>
> >Other than the fact I think you are crazy to trade a LAPTOP (expensive
and
> >all of them sufficiently powerful at that) for old, vastly less powerful,
> >unsupported Atari computers, made by a company (Atari) that is no longer
> >around... I'd love to locate an STe that I could trade you for that
PII/300
> >laptop. That'd be a sweet trade indeed.
> >
> >Would you be at all interested in an Amiga 1200 with 40MHz 68030
accelerator
> >and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games,
and
> >WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up to
> >AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but it's
> >gotta be more powerful than an STe or Mega STe. It's even faster than a
> >TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
> >

> >Good luck.
> >
> >Jared
> >-----------

1692. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 15:03:54 UTC
From: rs.mac@t-online.de
Message-ID: <1fgwmq2.11jem801907pxgN%rs.mac@t-online.de>
Source record: 32751

<derryck@.NOT~THIS~cix.co.uk> wrote:

> Peter's report was for a standard Falcon/MagiC, he doesn't have a Centurbo
> card in his Falcon Robert!

Yes :) Device is marked for tested on standart falcon.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1693. Re: BIOS TRAP CALLS

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 15:45:41 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <EWu69.28$XWr3.6291618@news2.randori.com>
Source record: 32754

"Laurent Vogel" <lvl@club-internet.fr> wrote in message
news:3D59816A.25C3DC7B@club-internet.fr...
> exxos wrote:
> >
> > I dontk now if anyone used the BIOS TRAPs on the ST, though I am
formatting
> > a disc with these calls, it works fine though 22sectors and 11 sectors
does
> > not work. I know the drive will do this since it works in ECOPY to
format to
> > these options. Has anyone any idea why I should get errors with 11,22 ?
I
> > get error "-16" returned in DREG(0).
>
> probably the ST implementation of the trap is not clever enough to
> do it. However I can provide you some (currently not very well
> tested) source code to format a track (the source code to implement
> what the flopfmt XBIOS trap does) and you can adapt it from there.
> See
>
>
> http://cvs.sourceforge.net/cgi-bin/viewcvs.cgi/emutos/emutos/bios/floppy.c
>
> at lines 492 and later (function flopfmt).
>
> I wrote most of this piece of code so I can explain it if you
> have any questions.
>

HI, Thats the same function I am using, it just dont work with 22 or 11
sectors, have you tried this with your code ?

Chris

> Laurent.
>

1694. Re: ICD FA-ST Tape Backup Unit Help

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 16:03:10 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029345215.23019.3@doris.uk.clara.net>
Source record: 32756

Hi Edward

> If you have a SCSI Tape Driver, I would get Diamond Back III. It works great
> with SCSI tape drives. It worked like a charm for me until the tape driver
> went bye-bye. Now I just back things up to CD's.

I found that the quickest way to lose valuable data after a crash was to have relied on Diamond Back, its the most bug ridden festering piece of shitte ever written when it comes to Tape backup. I switched to Gemar and never lost a single backed up file.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1695. Re: MagiC 6.20 UK

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 16:36:28 UTC
From: <>
Message-ID: <1029338686-269930AEicMi@ntlworld.com>
Source record: 32752

From: Andreas.Kromke.nospam@gmx.de (Andreas Kromke)
Date: 13 Aug 2002 01:51:29 -0700

>> Versions of MagiC above 6.01 are German only, but DDP Translations have all
>> the resource files and related text files to make an English version.
>
>Some weeks ago I sent an English version of MagiC 6.20 to the Behne
>brothers who had asked for it and wanted to pass it to their English
>distributor. Unfortunately I do not know what they really did with it
>or if they are on holidays or whatever.

Atari Workshop? I've heard nothing from El about this.

>BTW: What was the last version that was created for the UK?
>Unfortunately I cannot remember, and I did not keep all releases.

6.01 is the last official English release.

Cheers

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1696. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 16:40:38 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d5a971a1d08f90@pandora.be>
Source record: 32759

on Wed 14-08-2002 12:36 Djordje Vukovic wrote:

>That is nice to hear, but I am still interested to know -WHAT- causes this
>problem. Is it indeed some kind of timeout?

I don't think it's a time out prob. You see I have a cable net
connection. Downloading Porthos just take a sort while (maybe 10 sec.),
even with Cab but yet I do have the same problem as describe by Edward.
At least with the Cab-for-mintnet ovl. With the STing ovl (latest one) I
could download it without problem. For me it looks like an ovl problem.
The exact URL for Porthos is http://www.calamus.net/files/dl.php?File=PorthosD.zip

My guess is that Cab has troubles with the question mark. That's
probably the reason why Cab downloads it as dl.php

CU
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1697. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 16:41:06 UTC
From: <>
Message-ID: <1029338688-270354AEicMi@ntlworld.com>
Source record: 32753

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Tue, 13 Aug 2002 11:29:18 +0200

>>I noticed that some texts in RSC of Magxdesk has slipped untranslated-

>You are absolutely right :-(
>We'll fix it as soon as possible.... thanks for reporting it.

It's about time to release a patch to replace all the German text in the magic.ram file, the new magxdesk resource file could be included with that as a worthwhile upgrade.

Keep an eye out here folks, it's nowhere near ready yet...

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1698. Re: Have us Atarians got a software picture archive??

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 18:37:53 UTC
From: Amethyst <jewelamethystnospam@insightbb.com>
Message-ID: <5sx69.117412$sA3.214180@rwcrnsc52.ops.asp.att.net>
Source record: 32757
Cross-posted to: comp.sys.atari.st,alt.atari

On 14-Aug-2002, Steve Stupple <Steve@steverosie.demon.co.uk> wrote:

> At the moment i still have several hundred software packages to test and
> try, but will be back to the scanning lark when i start to make my list.
> It's not much of an effort to make a note of what piccy is for what.

Ouch, that's still a lot. lol Isn't much I can do to help you, other than I do have a typed out list of atari software for the 8 bits and for the ST stuff that we have.

> My main problem is that the hosting services i use has a small bandwidth
> limit, as well as a limit of web space. If someone could come up with
> the space on their server, then i dont mind helping put something
> together:)

Aren't there hosting services like maybe Yahoo, or MSN that give you space on their servers?

Amethyst

.

1699. Re: Falcon IDE's

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 18:50:27 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D5AA673.8070604@seimet.de>
Source record: 32758

Galen wrote:

> Is it true for IDE drives that extra space is simply ignored? I'm
> considering adding a 2.5" drive to my Falcon, but have no need for 14
> 1 GB partitions. Two or three would do nicely.

Yes, extra space simply remains unused. This is true for IDE as well as
for SCSI drives.
Note that in order to reclaim the unused space later you have to
partition the drive again, losing all data. It's probably better to
create more partitions, even if you don't need them right now. Just
ignore them. Or, *after partitioning*, hide/disable the partitions you
do not need, if your hard disk software can do that. (HDDRIVER can.)

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1700. GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 21:13:56 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029359632.97751@pikachu.atari-source.com>
Source record: 32760

Hello all,

I think it's good and great that people are writing new software. But lately I have seen at least 3 _possible_ GPL violations. (well actually witnessed first hand one but heard of 2 others). Remember, if you are going to use open source code in your programs you cannot charge for them, even a shareware fee. Unless you work out a special license from the software developer that allows you to sell your product commercially (and I think shareware even qualifies as commercially) then you are not allowed to include code. I know Porthos uses code from freetype. This could be a GPL violation but it also might not as the authors like to be friendly to the use of freetype in commercial products so a deal may or may not have been worked out. I also have heard of an Anodyne product being an exact replica of mkisofs with a gem interface. Again, if this is all original code then everything is great, but mkisofs is gpl'd.. period. and I do not have definitive evidence of anyone violating the GPL at all. This is just a heads up to warn people who may not be aware of how the GPL works that they are not allowed to charge when their software links to GPL'd code. If they do, they're hurting us all in the end. Oh yeah, and if you link to GPL'd code, technically your code must be open source as well.

Compare this to linking to mint-lib which primarily has a BSD style freemint license, which allows for unrestricted commercial use linking.

Isn't it funny how the GPL is less free and more restrictive then other licenses but yet it is "free" software? I always loved that irony.. But the GPL is good ;-)

Thanks
Mark

1701. Re: Question

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 21:18:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d5ad7348e86610@tripnet.se>
Source record: 32761

On Wed 07-08-2002 22:49 (GMT) Edward S. Baiz Jr. wrote:

>On 4 Aug 2002 23:19:08 -, "Starlord" wrote:
>>Someday, when I can get my TT030 back working,(needs keyboard) and I want to
>>hook up a modem again, I know it has more than just one ser. port, I have HS
>>Modem on it, would or could I do something to HS Modem to look for a port that
>I
>>could use something like a 56kb modem on? or is that asking to much?

>I was doing that until about a month ago. Now I use a cable modem. HS Modem
>worked great with my Modem 1 and Modem 2 ports.

Hm, some confusing answers here...

On a not modified TT you should use Serial 2 set at 115200 bps with a 56K
modem.

Modem 2 has less common speeds that might not work with most modems like
76800 and 153600.

Hsmodem supports the TT modem ports using MFP_TT.PRG and SCC.PRG

Note that if you run Geneva ther might be problems with serial
connections at speeds above 57600 on any serial port if you plan to run
tcp/ip with STinG.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1702. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 21:22:50 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029360165.827147@pikachu.atari-source.com>
Source record: 32762

Mark Duckworth wrote:

Oh yeah, and it looks like inscriptor is literally just a front-end to mkisofs which is completely legal and acceptable. I'm not trying to rattle anyone's cage. this is all just a friendly reminder.

Mark

1703. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 21:39:01 UTC
From: dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Message-ID: <shA69.233$YT2.72677585@news.nnrp.ca>
Source record: 32763

> Remember, if you are
> going to use open source code in your programs you cannot charge for them,
> even a shareware fee.

Bullshit. Read the GPL, bud. You can sell programs, which include GPLed code. But: if a person, who bought software from you, require source code, you are supposed to give all source code to build your app. And you can't deny this request or charge extra for source. And the person is free to do whatever he/she wants with obtained source code, even simply building it and sell new binaries on his/her own. If you use a library under LGPL, as a workaround you can distribute private, non-GPL-based parts of code in binary form (object/library files). So don't freakin' be a wise arse ;) Learn to read first.

Another thing: will someone, who still enjoy some sort of decent human live (go out, date, drink and drive, smoke pot etc.etc.) will ever think about suing anyone on the base of GPL violation because this someone used GPL code to build his/her shareware... But for a lonly old cranky geek it might be a way to bacome world-wide famous by making it into ./org article.... ;)

BTW: most of decent libs are under dual GPL and BSD or PNG/zLib licenses, you are free to choose license, which suits you. In short: BSD means you have to include long boring copyright notice, that's it. PNG/zLib is even better: do whatever you want, don't bother authors.

No offences here! 4N4rchy ru135 ;)

1704. Re: BIOS TRAP CALLS

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 22:33:47 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3D5ADACB.F4CC5320@club-internet.fr>
Source record: 32764

exxos wrote:

> > However I can provide you some (currently not very well
> > tested) source code to format a track (the source code to implement
> > what the flopfmt XBIOS trap does) and you can adapt it from there.
> > See
> >
> >
> > http://cvs.sourceforge.net/cgi-bin/viewcvs.cgi/emutos/emutos/bios/floppy.c
> >
> > at lines 492 and later (function flopfmt).
> >
> HI, Thats the same function I am using, it just dont work with 22 or 11
> sectors, have you tried this with your code ?

what do you mean? Of course my implementation does not work with 11
sectors either. The job is to create the correct pattern of bytes
in a buffer, then invoke a write track command on the drive controller.
My implementation does all what is required, except the byte pattern
is not the right one for 11 sectors per track: there needs to be less
gap
between sectors, and the sectors probably need to be interweaved.

The best would be, to do a read track on a freshly-formatted 11
sectors floppy to know the correct settings, then change the code.

I wrote my implementation from a book explaining floppy disks.
obviously I can't post the entire book on usenet, so really I can't
provide more general explaination than in this mail.

Laurent.

1705. Forgive me, but... I just can't resist!

Newsgroup: comp.sys.atari.st
Date: 2002-08-14 22:51:49 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d5adb50_4@corp.newsgroups.com>
Source record: 32765

In a few days or so, a lady is going to be giving me her old, antiquated PC laptop when she gets a complete minitower setup to replace it with. I'll be getting paid to install Win98 on it, so it's beneficial to me in two ways...

I think the laptop is an old 486 at most. Really of little to no use to me, so why am I bringing this up at all?

What if you had a game system that was completely portable... a bit like a PSOne with the LCD display (is that just an add-on or is it built-in?), but only larger? The whole "hand-held" game system arena is ruled by GameBoy [Advance], so going that route just isn't convenient and would end up being more expensive anyways. But what if... your game system was bigger? Bigger screen. Bigger sound. Faster processor. And...

It was an Atari Lynx II!

[Yuck! Get these rotten tomatoes OFF OF ME!!!]

I know what you're thinking... "Oh, no... Jared's ranting again about his dream to restart Atari".

But... I think the key we have here is:

1) We are approaching from the gaming angel... Infogrames does that.
2) We show them the machine we've just finished and give them the opportunity to SEE the product before commiting to supporting the idea of starting an Atari hardware division.
3) The machine is really little more than a specifically modified PC laptop!

Hey, if Microsoft can get away with building an ultra-awesome game system (which is a huge, tonnage-bound mammoth block of a thing), based on nothing but specialized PC hardware, why can't we do the same with making a laptop game system for Atari?

Atari is best known for games, so why not start from that beginning again?

We're not trying to take over the gaming industry (I think Sony runs the zoo, even if the Xbox is more powerful)... just trying to find a niche like before. Based on name and uniqueness.

I talk as one abnormally possessed, but the fragments of my sanity will prove most useful indeed... if anyone wishes to listen. :-)

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!

------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1706. Re: Forgive me, but... I just can't resist!

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 00:56:22 UTC
From: dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Message-ID: <giC69.243$d33.73414864@news.nnrp.ca>
Source record: 32766

Game Angel is already busy with http://english.gamepark.com/ - the only viable cheap GBA alternative (GB/GBC is dead by now, just like Lynx, NGP, game.com, VMU, PocketStation and Tamagochi). It's true, Japan got SWAN Crystal, but it's backed by ill-fated Bandai, was technically outdated long before released, and only sells because of Final Fantasy 1&2 franchise.

X-Box (x86-based gaming platform) is a multibillion moneysucker for Microsoft Corporation. Do you have a couple of billions behind you to back your plans?

> 1) We are approaching from the gaming angel... Infogrames does that.
> 2) We show them the machine we've just finished and give them the
> opportunity to SEE the product before commiting to supporting the idea of
> starting an Atari hardware division.
> 3) The machine is really little more than a specifically modified PC
laptop!
>
> Hey, if Microsoft can get away with building an ultra-awesome game system
> (which is a huge, tonnage-bound mammoth block of a thing), based on
nothing
> but specialized PC hardware, why can't we do the same with making a laptop
> game system for Atari?
>
> Atari is best known for games, so why not start from that beginning again?
>
> We're not trying to take over the gaming industry (I think Sony runs the
> zoo, even if the Xbox is more powerful)... just trying to find a niche
like
> before. Based on name and uniqueness.
>
> I talk as one abnormally possessed, but the fragments of my sanity will
> prove most useful indeed... if anyone wishes to listen. :-)

1707. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 01:01:39 UTC
From: lp <gfa@basic.net>
Message-ID: <B98075B3.876B%gfa@basic.net>
Source record: 32768

in article 1029316945.707124@pikachu.atari-source.com, Mark Duckworth at mduckworth@anti-spam.atari-source.com wrote on 8/14/02 5:22 AM:

> Speaking of the rest of your post, yeah I realize you are Belgian. Perhaps
> you should think about that next time you go accusing a native English
> speaker of being a pirate or having no morals. If you think I'm
> bullshitting you, perhaps you can ask lp to translate my post into
> extremely simple English or perhaps any native English speaker on here.
> Even a close friend of yours. You'll quickly see that your interpretation
> and thereafter accusations of what I said are slanderous.

Well, still off topic, but since you mentioned me, what the heck!

Sure, I can translate. Dennis is #3 of 10 users in my killfile. Why?
Well, owning an Atari does not exclude someone from being a complete idiot.
As far as I'm considered he's as bad as sinclap and that flake jared.
Mostly slams things he does not like or agree with. Refuses to do research,
has no concept of unix, or any real working knowledge of MiNT. I certainly
can do without him. The problem is eventually commercial software goes down
the crapper, it's a matter of time. MiNT is the only serious option, and
it will prevail. That's the advantage of open source.

As far Mark, he's one of _many_ very nice people I've met on IRC, he does
alot and I admire that.

Lonny Pursell

1708. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 01:35:35 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3d5af757@news.victoria.tc.ca>
Source record: 32767

Mark Duckworth (mduckworth@anti-spam.atari-source.com) wrote:
: Hello all,

: I think it's good and great that people are writing new software. But
: lately I have seen at least 3 _possible_ GPL violations. (well actually
: witnessed first hand one but heard of 2 others). Remember, if you are
: going to use open source code in your programs you cannot charge for them,

That's not true.

To summarize just a few points out what the GPL says...

It says that if you use any GPL code in your program, then if you
distribute your program you must also distribute the source code of your
program, and you must allow anyone who gets your program to use your code
without paying you.

You can certainly sell your program if you wish. However the people who
buy it are then free to make copies and give it away if they wish.

1709. Re: Question

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 02:05:04 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0208141805.5cdd2000@posting.google.com>
Source record: 32769

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<3d5ad7348e86610@tripnet.se>...
> Note that if you run Geneva ther might be problems with serial
> connections at speeds above 57600 on any serial port if you plan to run
> tcp/ip with STinG.

That's interesting. What is it about Geneva that prohibits speeds of > 56K?

Galen

1710. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 03:12:28 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029381148.725812@pikachu.atari-source.com>
Source record: 32770

dogmeat wrote:

>> Remember, if you are
>> going to use open source code in your programs you cannot charge for
>> them, even a shareware fee.
>
> Bullshit. Read the GPL, bud. You can sell programs, which include GPLed
> code. But: if a person, who bought software from you, require source code,
> you are supposed to give all source code to build your app. And you can't
> deny this request or charge extra for source. And the person is free to do
> whatever he/she wants with obtained source code, even simply building it
> and sell new binaries on his/her own. If you use a library under LGPL, as
> a workaround you can distribute private, non-GPL-based parts of code in
> binary form (object/library files). So don't freakin' be a wise arse ;)
> Learn to read first.
>
> Another thing: will someone, who still enjoy some sort of decent human
> live (go out, date, drink and drive, smoke pot etc.etc.) will ever think
> about suing anyone on the base of GPL violation because this someone used
> GPL code to build his/her shareware... But for a lonly old cranky geek it
> might be a way to bacome world-wide famous by making it into ./org
> article.... ;)
>
> BTW: most of decent libs are under dual GPL and BSD or PNG/zLib licenses,
> you are free to choose license, which suits you. In short: BSD means you
> have to include long boring copyright notice, that's it. PNG/zLib is even
> better: do whatever you want, don't bother authors.
>
> No offences here! 4N4rchy ru135 ;)

Poo,

Yes you two are correct but it's essentially the same thing if not in
practice. But nonetheless I apologize for my error ;-) And I'm not a
cranky geek. Just don't want to see someone messing with these and future
authors down the road. I have actually read the GPL through and through
but it's been a while ;-)

Mark
http://atari-source.com

1711. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 03:15:07 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029381307.950428@pikachu.atari-source.com>
Source record: 32771

lp wrote:

> in article 1029316945.707124@pikachu.atari-source.com, Mark Duckworth at
> mduckworth@anti-spam.atari-source.com wrote on 8/14/02 5:22 AM:
>
>> Speaking of the rest of your post, yeah I realize you are Belgian.
>> Perhaps you should think about that next time you go accusing a native
>> English
>> speaker of being a pirate or having no morals. If you think I'm
>> bullshitting you, perhaps you can ask lp to translate my post into
>> extremely simple English or perhaps any native English speaker on here.
>> Even a close friend of yours. You'll quickly see that your
>> interpretation and thereafter accusations of what I said are slanderous.
>
> Well, still off topic, but since you mentioned me, what the heck!
>
> Sure, I can translate. Dennis is #3 of 10 users in my killfile. Why?
> Well, owning an Atari does not exclude someone from being a complete
> idiot. As far as I'm considered he's as bad as sinclap and that flake
> jared.
> Mostly slams things he does not like or agree with. Refuses to do
> research,
> has no concept of unix, or any real working knowledge of MiNT. I
> certainly
> can do without him. The problem is eventually commercial software goes
> down
> the crapper, it's a matter of time. MiNT is the only serious option, and
> it will prevail. That's the advantage of open source.
>
> As far Mark, he's one of _many_ very nice people I've met on IRC, he does
> alot and I admire that.
>
> -------------
> Lonny Pursell

Thanks lp. I only wish I had more time to do more. But when you build a gas powered radio control car you have to race it now and again ;-). Yeah and I've been having sleep issues lately so the site is lacking. Oh yeah and court, and 5 dentist appointments, and other surgery, and other stuff. So what I am trying to say is, I don't feel I am doing enough but I do the best I can.

Mark

1712. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 03:16:52 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029381412.951875@pikachu.atari-source.com>
Source record: 32772

Jared,

What do you want for that Amiga. I've been itching to check out AmigaOS and the likes just to have that experience. That sounds like a nice machine to do so on.

Mark

Jared Falvo wrote:

> Other than the fact I think you are crazy to trade a LAPTOP (expensive and
> all of them sufficiently powerful at that) for old, vastly less powerful,
> unsupported Atari computers, made by a company (Atari) that is no longer
> around... I'd love to locate an STe that I could trade you for that
> PII/300
> laptop. That'd be a sweet trade indeed.
>
> Would you be at all interested in an Amiga 1200 with 40MHz 68030
> accelerator
> and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games,
> and WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up
> to
> AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but it's
> gotta be more powerful than an STe or Mega STe. It's even faster than a
> TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
>
> Good luck.
>
> Jared
> -----------
> Someone's Fortune <NoNeed@forSpam.com> wrote in message
> news:fv4eluc7ggq0kbq9fmto0rjumlhei0m29r@4ax.com...
>> Hi,
>>
>> I have several laptops for trade. These range from Pentium II 300 to
>> pentium III 600. The screens
>> are all active matrix and they all come with cdrom and floppy, some
>> even have built in 56k modems.
>> Included is Windows98 preloaded with Eula.
>> I have included pictures to help for descriptions...
>>
>> I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive, falcon
>> w/hard drive for trade.
>> If interested in working a trade please contact me. I am located in
>> San Jose,CA (USA):

>> rdf0013@earthlink.net
>>
>> Thanks,
>> James
>>
>> the following is details for the systems I have for trade, check the
>> link for detailed spec on each models:
>>
>>
>> Gateway Solo 2500
>> PII 333
>> 32mb ram
>> 4gb hard drive
>> 800x600 active matrix screen
>> cd rom
>> floppy
>> IR port
>> 2 usb ports
>> 2 pc card slots
>> ps/2 port for external mouse & keyboard
>> composite video
>>
>> http://support.gateway.com/s/Mobile/Solo_Series/P2500/p250044.shtml
>>
>>
>> Gateway Solo 2550
>> Celeron 400
>> 64mb ram
>> 6gb hard drive
>> 800x600 active matrix screen
>> cd rom
>> floppy
>> IR port
>> 2 usb ports
>> 2 pc card slots
>> ps/2 port for external mouse & keyboard
>> 56k modem
>>
>> http://support.gateway.com/s/Mobile/Solo_Series/P2550/p255044.shtml
>>
>>
>> Gateway Solo 5150
>> PII 366
>> 64mb ram
>> 6gb hard drive
>> 1024x768 active matrix screen 14"
>> cd rom
>> floppy
>> IR port
>> 2 usb ports

>> 2 pc card slots
>> ps/2 port for external mouse & keyboard
>> composite video
>>
>> http://support.gateway.com/s/Mobile/Solo_Series/p5150/p515050.shtml
>>
>>
>> Gateway Solo 9300
>> PIII 600
>> 128mb ram
>> 10gb hard drive
>> 1024x768 active matrix screen 14.1"
>> cd rom
>> floppy
>> IR port
>> 2 usb ports
>> 2 pc card slots
>> ps/2 port for external mouse & keyboard
>> 56k modem
>> digital spdif out
>> composite video
>>
>> http://support.gateway.com/s/Mobile/Solo_Series/P9300/p930017.shtml
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1713. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 05:43:37 UTC
From: dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Message-ID: <AvG69.254$FY2.72984768@news.nnrp.ca>
Source record: 32773

> > No offences here! 4N4rchy ru135 ;)
>
> Poo,
>
> Yes you two are correct but it's essentially the same thing if not in
> practice. But nonetheless I apologize for my error ;-) And I'm not a
> cranky geek. Just don't want to see someone messing with these and future
> authors down the road. I have actually read the GPL through and through
> but it's been a while ;-)

Well, in this case I appologize for calling you cranky geek ;)

I think people can do whatever they want to. After all, if a guy make a program, and he doesn't put it under GPL, even if he is supposed to, no one gets killed ;) It's better then if he wouldn't do anything!

Sad but true, very interesting platforms like Atari, Amiga and Acorn are commercially dead. I wouldn't ever try to make money writing code for them. Actually I won't write anything but try to port SDL, write a demo or two and possibly make a decent cross-platform discmag engine which would include Falcon and ST support (Hello Alive team! your mag rules, but shell have huge space for improvement).

And I will release my work only if I'm happy with results (no average-level products from me, sorry). Binaries only, if source doesn't look nice, and everything, if source code looks sharp :)

BTW: as of yet, I didn't heard about any legal application of GPL. The most tense case was www.mysql.com (authors) vs www.mysql.org (enhanced closed clone). But after all it seems that www.mysql.org gave up. Another funny side effect of GPL is what SN Systems (www.snsys.com), makers of ProDG development kit for Playstation 2, was required to (and they did!) release source code with their enhancements for GCC. This is a very bright example of GPL usage. Anyway, to avoid confuzion, best option is to go for PNG/zLib license. No hassle at all - 0 responsibility. True legally correct PD ;)

1714. Re: Questions (about STinG and serial port speeds)

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 08:21:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d5b7292d39ce0@tripnet.se>
Source record: 32774

On Wed 14-08-2002 19:05 (-0700) Galen wrote:

>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:<3d5ad7348e86610@tripnet.se>...
>> Note that if you run Geneva ther might be problems with serial
>> connections at speeds above 57600 on any serial port if you plan to run
>> tcp/ip with STinG.
>
>That's interesting. What is it about Geneva that prohibits speeds of > 56K?

Nothing, except lost packets.

On a 8 MHz ST:
Modem1 19200 OK with Geneva
MIDI 31250 works in TOS but not Geneva where 7812 is max.

16 MHz MSTe:
Modem2 38400 OK with Geneva. 57600 usable but with some packet loss.

32 MHz TT:
Serial2 57600 OK
Modem2 76800 usable but with some packet loss.

With Magic 6.20 153600 on Modem2 is almost 100% OK but 230400 on Serial2
gives packet losses on this TT.

STinG also has a tendency to lose a little more packets on serial ports
after some time (a few days or so depending on amount of traffic). I
suspect this might be because of memory fragmentation within the STinG
"internal memory" area. This is with the webserver Weblight running.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1715. Re: Forgive me, but... I just can't resist!

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 09:38:20 UTC
From: Oracle <Someone@home.com>
Message-ID: <7xK69.6668$g9.23176@newsfeeds.bigpond.com>
Source record: 32775

TFT LCD's are very expensive and would make the machine a tad TOO expensive
for the average pre-pubescent faggot to afford. try again :)

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:3d5adb50_4@corp.newsgroups.com...
> In a few days or so, a lady is going to be giving me her old, antiquated
PC
> laptop when she gets a complete minitower setup to replace it with. I'll
> be getting paid to install Win98 on it, so it's beneficial to me in two
> ways...
>
> I think the laptop is an old 486 at most. Really of little to no use to
me,
> so why am I bringing this up at all?
>
> What if you had a game system that was completely portable... a bit like a
> PSOne with the LCD display (is that just an add-on or is it built-in?),
but
> only larger? The whole "hand-held" game system arena is ruled by GameBoy
> [Advance], so going that route just isn't convenient and would end up
being
> more expensive anyways. But what if... your game system was bigger?
Bigger
> screen. Bigger sound. Faster processor. And...
>
> It was an Atari Lynx II!
>
> [Yuck! Get these rotten tomatoes OFF OF ME!!!]
>
> I know what you're thinking... "Oh, no... Jared's ranting again about his
> dream to restart Atari".
>
> But... I think the key we have here is:
>
> 1) We are approaching from the gaming angel... Infogrames does that.
> 2) We show them the machine we've just finished and give them the
> opportunity to SEE the product before commiting to supporting the idea of
> starting an Atari hardware division.
> 3) The machine is really little more than a specifically modified PC
laptop!
>
> Hey, if Microsoft can get away with building an ultra-awesome game system
> (which is a huge, tonnage-bound mammoth block of a thing), based on
nothing

> but specialized PC hardware, why can't we do the same with making a laptop
> game system for Atari?
>
> Atari is best known for games, so why not start from that beginning again?
>
> We're not trying to take over the gaming industry (I think Sony runs the
> zoo, even if the Xbox is more powerful)... just trying to find a niche
like
> before. Based on name and uniqueness.
>
> I talk as one abnormally possessed, but the fragments of my sanity will
> prove most useful indeed... if anyone wishes to listen. :-)
>
> Jared
>
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1716. Re: SLMtrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 10:58:08 UTC
From: <>
Message-ID: <1029428122-35576AEicMi@ntlworld.com>
Source record: 32783

From: Raoul Teulings <rt@xs4all.nl>
Date: Wed, 14 Aug 2002 11:16:20 +0200

>>I made up an adaptor for mine (long since gone)
>>which powered the controller

>That should be nice but I have this strange
>tendency to keep some Ataristuff unchanged and
>original unless I do have a second one...

There's no interfering with the units themselves involved. All you have to do is plug the interface and printer together via back-to-back wired D connectors, all except for the + and - 5V lines, which you run out to a 5V regulated wall-wart :-)

Cheers

Derryck

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1717. Re: Emailertrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 11:12:00 UTC
From: <>
Message-ID: <1029428124-35884AEicMi@ntlworld.com>
Source record: 32784

From: Raoul Teulings <rt@xs4all.nl>
Date: Wed, 14 Aug 2002 11:21:54 +0200

>>IConnect CAB overlay module?
>

If you can't find it, you can use Oliver Booklage's one which also works.

The idea here is to check that the basics are working and that you've actually
connected to your ISP properly.

>>resolved your news and mail servers.
>
>I will!

And this will check the bells and whistles.

>>Most problems are caused by not running HSModem
>>components and sockets.prg in
>>the right order.
>
>Isn't so that you don't need HSModem if your
>using the MFP's ? And about the right order:

You still need the actual module (MFP etc) as well as drvin.prg

You could also check my article on setting IConnect up on the MyAtari web site
http://www.myatari.net

Cheers

Derryck

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1718. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 11:12:12 UTC
From: <>
Message-ID: <1029428126-36160AEicMi@ntlworld.com>
Source record: 32785

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Wed, 14 Aug 2002 12:37:03 +0000 (UTC)

>On 12 Aug 2002 09:36:14 , <derryck@.NOT~THIS~cix.co.uk> wrote:
>>It could be that the patch has been incorporated into the update
>>file, so it's possible that you need to download and run it again.
>
>
>Andreas Kromke wrote:
>>There indeed was a problem with the clock routines which I finally
>>fixed. As far as I remember, I sent the corrected patch file to ASH.

This is an extract from the history file for the 6.10 to 6.20 update, You can
see why I thought that the actual file had been fixed:

--snip--

List of the latest modification/remarks for MagiC 6.1=>6.2
==========

```
##############################################################################
# Translation to English by Ekkehard Flessa, 2001-09-13. ef@ektus.de #
# Corrected/checked by Peter West and Derryck Croker (DDP) 18-09-2001#
##############################################################################
```

27.3.99

- (X)BIOS: Negative function numbers no longer crash the system.

5.4.99

- Atari: new routines for real-time clocks. Should glitches occur, please
report.
- Atari: When reading and setting the IKBD clock, values 0..79 should be
interpreted as 2000 through 2079 now. This should only affect older STs
without RTC, though.

--snap--

Andreas, does this prompt your memory?

If you locate the patch file then I'll be glad to host it on my web site, as it
appears that ASH seem to have lost the plot a little?

Cheers

Derryck

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1719. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 11:16:48 UTC
From: <>
Message-ID: <1029428128-36468AEicMi@ntlworld.com>
Source record: 32786

From: "Martin \"Nightowl\" Byttebier"
<donotusethisaddress@pandora.be.invalid>
Date: Wed, 14 Aug 2002 18:40:38 +0200 (CET DST)

>The exact URL for Porthos is
>http://www.calamus.net/files/dl.php?File=PorthosD.zip
>
>My guess is that Cab has troubles with the question mark. That's
>probably the reason why Cab downloads it as dl.php

Exactly the same problem with the patched MiNT-Net overlay for MagxNet.

I guessed that the file was actually the binary I wanted by its size, so renamed
it and that was that.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1720. Atari ST/TT/Falcon virus killer (Ultimate Virus Killer 2000) Support Site

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 11:53:48 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <mh5nlu8b2acfj0l5p8r34fr8gf7mti4mgl@4ax.com>
Source record: 32776
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for about 14 years, and turned shareware a while ago. The latest version, 8.2, was released October 10 2001.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://www.uvk2000.com.
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me via the website and I will refrain from posting to the newgroup in the future.
Thanks for your time.

1721. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 11:55:37 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029412537.323733@pikachu.atari-source.com>
Source record: 32777

dogmeat wrote:

>> > No offences here! 4N4rchy ru135 ;)
>>
>> Poo,
>>
>> Yes you two are correct but it's essentially the same thing if not in
>> practice. But nonetheless I apologize for my error ;-) And I'm not a
>> cranky geek. Just don't want to see someone messing with these and future
>> authors down the road. I have actually read the GPL through and through
>> but it's been a while ;-)
>
> Well, in this case I appologize for calling you cranky geek ;)
>
> I think people can do whatever they want to. After all, if a guy make a
> program, and he doesn't put it under GPL, even if he is supposed to, no
> one gets killed ;) It's better then if he wouldn't do anything!
>
> Sad but true, very interesting platforms like Atari, Amiga and Acorn are
> commercially dead. I wouldn't ever try to make money writing code for
> them. Actually I won't write anything but try to port SDL, write a demo or
> two and possibly make a decent cross-platform discmag engine which would
> include Falcon and ST support (Hello Alive team! your mag rules, but shell
> have huge space for improvement).
>
> And I will release my work only if I'm happy with results (no
> average-level products from me, sorry). Binaries only, if source doesn't
> look nice, and everything, if source code looks sharp :)
>
> BTW: as of yet, I didn't heard about any legal application of GPL. The
> most tense case was www.mysql.com (authors) vs www.mysql.org (enhanced
> closed clone). But after all it seems that www.mysql.org gave up. Another
> funny side effect of GPL is what SN Systems (www.snsys.com), makers of
> ProDG development kit for Playstation 2, was required to (and they did!)
> release source code with their enhancements for GCC. This is a very bright
> example of GPL usage. Anyway, to avoid confuzion, best option is to go for
> PNG/zLib license. No hassle at all - 0 responsibility. True legally
> correct PD ;)

Interesting. Yes I remember the whole mysql AB stuff. It's sad for
mysql.org seeing as how they weren't being malicious towards mysql ab in
any way. As far as SDL is concerned, it has been ported! Patrice Mandin
has ported SDL a little while ago and thereafter has ported Doom for sure
and I believe quake. I'm pretty sure now hardware accelerated SDL drivers
are being produced. Imagine a day to come where we all have 060

accelerators in our falcons with ATI Radeon cards or some other inexpensive AGP/PCI 3d accelerator card which has SDL hardware acceleration. Suddenly, all SDL apps have that 3d acceleration - cool!. Then we can port xine, or mplayer or other players, granted since they are very x86 centric and might even use x86 asm code it probably wouldn't be a nice port. A quick search of the mplayer devel mailing list reveals that ports have been made to MacOSX, HP-UX, Irix and others, which means we probably have a realistic chance. And also cool is the fact that Aniplayer can do most of what any good linux media player can do as well ;-).

Thanks for the apology! I appreciate it, I'm not cranky, I just care too much, yet not enough to re-read the license apparently ;-)

Mark
http://atari-source.com

1722. Re: Forgive me, but... I just can't resist!

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 11:57:08 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029412629.168257@pikachu.atari-source.com>
Source record: 32778

Nevermind the fact that old laptop LCD's didn't tend to be Active Matrix all
the time. The machine would have to be expensive unless it was something
you built. I didn't read the thread too hard but unless it was active
matrix, a fast scroller game or osmething would probably be pretty
unplayable due to slow screen update

Mark
http://atari-source.com

Oracle wrote:

> TFT LCD's are very expensive and would make the machine a tad TOO
> expensive
> for the average pre-pubescent faggot to afford. try again :)
>
> "Jared Falvo" <luposian@azob.quik.com> wrote in message
> news:3d5adb50_4@corp.newsgroups.com...
>> In a few days or so, a lady is going to be giving me her old, antiquated
> PC
>> laptop when she gets a complete minitower setup to replace it with.
>> I'll be getting paid to install Win98 on it, so it's beneficial to me in
>> two ways...
>>
>> I think the laptop is an old 486 at most. Really of little to no use to
> me,
>> so why am I bringing this up at all?
>>
>> What if you had a game system that was completely portable... a bit like
>> a PSOne with the LCD display (is that just an add-on or is it built-in?),
> but
>> only larger? The whole "hand-held" game system arena is ruled by GameBoy
>> [Advance], so going that route just isn't convenient and would end up
> being
>> more expensive anyways. But what if... your game system was bigger?
> Bigger
>> screen. Bigger sound. Faster processor. And...
>>
>> It was an Atari Lynx II!
>>
>> [Yuck! Get these rotten tomatoes OFF OF ME!!!]
>>
>> I know what you're thinking... "Oh, no... Jared's ranting again about his
>> dream to restart Atari".
>>
>> But... I think the key we have here is:

>>
>> 1) We are approaching from the gaming angel... Infogrames does that.
>> 2) We show them the machine we've just finished and give them the
>> opportunity to SEE the product before commiting to supporting the idea of
>> starting an Atari hardware division.
>> 3) The machine is really little more than a specifically modified PC
> laptop!
>>
>> Hey, if Microsoft can get away with building an ultra-awesome game system
>> (which is a huge, tonnage-bound mammoth block of a thing), based on
> nothing
>> but specialized PC hardware, why can't we do the same with making a
>> laptop game system for Atari?
>>
>> Atari is best known for games, so why not start from that beginning
>> again?
>>
>> We're not trying to take over the gaming industry (I think Sony runs the
>> zoo, even if the Xbox is more powerful)... just trying to find a niche
> like
>> before. Based on name and uniqueness.
>>
>> I talk as one abnormally possessed, but the fragments of my sanity will
>> prove most useful indeed... if anyone wishes to listen. :-)
>>
>> Jared
>>
>>
>>
>>
>>
>> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
>> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
>> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1723. Atari ST Scene Central / STNICCC site

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 11:59:08 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <no5nluopb6qmj9glgnajl59gprqt7ufbjk@4ax.com>
Source record: 32779
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former 16-bit Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990? Or the reunion in December 2000? Or were you an otherwise active member of the aforementioned scene?

Then you should not wait a second longer and surf over to http://www.stniccc.com to discover that, in fact, there is a totally revamped site that covers these - and other - Atari scene events. It also contains Atari Scene Central, a repository of information on where all Atari 16-bit Scene people are now...

1724. Re: [PROG] Documentation of video extensions for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 13:08:45 UTC
From: swampdog@ntlworld.com
Message-ID: <3d5ba7b7.153124040@nntp.swampdog>
Source record: 32780

On Fri, 09 Aug 2002 16:49:34 +0200, Patrice Mandin
<pmandin@caramail-NOSPAM.com> wrote:

>Hello everybody,
>
>I would like to know where to find documentation about Falcon screen
>enhancers, like ScreenBlaster, Blowup, etc... so I can add compatibility
>to them to SDL. Any information is welcome, but I would prefer to get
>official documentation. I have neither of these extensions.

Unfortunately I can't help but I have a question of my own...

How are you building SDL - environment, options etc?

I've recently noted that SDL looks interesting but sadly it considers
cygwin==mingw thus it may be very helpful to have another compilation
target to test my changes against (ie Frank's cygwin m68k).

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

1725. New alternative platform (Was: GPL Reminder)

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 16:12:17 UTC
From: dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Message-ID: <%IP69.263$yY2.72977557@news.nnrp.ca>
Source record: 32781

> are being produced. Imagine a day to come where we all have 060
> accelerators in our falcons with ATI Radeon cards or some other
inexpensive
> AGP/PCI 3d accelerator card which has SDL hardware acceleration.
Suddenly,
> all SDL apps have that 3d acceleration - cool!. Then we can port xine, or

Mark, with all respect, I think things better left as they are... I have a stock MegaST4 and Falcon, and the only enhancement I'm going to put in my Falcon is 68881 chip (because 68k linux can't run without it). The true beauty of particular platform is in it's original design and software library. I wouldn't ever think about buying Milan/Medusa/Hades, even if they would be cheaper then Falcon. I have a bleeding edge Wintel PC for all my rendering/sampling needs, and I have excellent PS2 Linux system from Sony for all my alternative power-computing needs, and I have Sony Clie 760 PDA and Gameboy Advance for my retro (2D) coding pleasures ;)

In demoscene it is a popular thing to try to get maximum out of existing hardware, which means using carefully crafted 68030 assembly code, DSP and possibly FPU to acheive real-time video and sound effects, which no one tought are possible on this platform. Try it, it's real fun! Browsing slashdot.org from CAB on real Falcon - sorry, not my cup of tea...

To summarize: instead of overinvesting in Atari/Amiga/Acorn uber-clones, IMHO it's better to choose fresh alternative platform, like PS2 Linux or iMac or (why not?) used Sun Ultra 10 or RS/6000 140F ;) Thanks to eBay last two are dirt-cheap, and thanks to Sony, first is 200$ (PS2) + 200$ (40gb hdd, nic, usb kbd & mice, svga and software) = just $400!!! For a unix workstation with MIPS5400 system with FPU power equal to P4@1.7GHz system!

My own vision of new economically justified alternative platform would be an ultra-cheap microATX mobo with XScale CPU (cheap!!! lots of BogoMips, small power exhausing, no noisy fan required!!!), no FPU (lookup tables or ARM routines instead), UltraIDE constroller + RivaTNT2 or Radeon 7000 (cheap!!!) chip with VGA and flat-pannel out + Crystal Space 24 bit codec (again - very cheap!!! and excellent quality) + 8xUSB 2.0 (no parallel, no serial, no PS/2, no firewire) + 2xDIMM slots + CF reader socket (CF (cheap! cheap!) instead of floppies) and no PCI/ISA/VME/S100 slots at all! This would be a dream machine for me, and if produced in large quatities, it could be like 20$ per mobo, just all memory and HDD, mount it in MicroATX case, and you are ready to go for Linux powercomputing! All extensions via excellent USB 2.0 (NIC, video editing, MIDI, whatever else you might think of). Also as an option - selling it in custom mini-case (a-la PS2 - use vertical stand if you like it to look like minitower ;)).

You won't beleive me, but I even started learning logic design to be able to build prototype myself. At the time I'll aquire necessary skills (more like 3-5 years) quality of Linux desktop will go through another one or two major milestones (KDE 4? 5? Mozilla 2? 3?) and will be ready for a cheap new platform for masses ;)

1726. Re: How to read Atari formatted harddisk on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 16:17:01 UTC
From: bo <not@online.no>
Message-ID: <3D5BD403.25CC@online.no>
Source record: 32787

Adam Klobukowski wrote:
>
> > While waiting for a 2.5" harddisk for my atari 1040ste I have connected
> > a 3.5" harddisk and formatted it on the atari.
> >
> > On my PC I have lots of downloaded material that I would like to move
> > to the atari harddisk.
> >
> > Is it possible for my pc to read/write this format?
> >
> > Or do I have to use floppies or serial transfer?
>
> Linux can do it, you just have to recompile kernel with "Atari partition
> table" support.
>
> Adam Klobukowski
> atari@gabo.pl

I am not able to find the correct place to enable this support
while executing "make config". At least not in the 2.2.19 kernel.

Do I have to do anything special?

Best regards,

Bent Ose

1727. FPU dilemma: 881 or 882?!?

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 16:31:03 UTC
From: dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Message-ID: <C_P69.267$iA2.71393463@news.nnrp.ca>
Source record: 32782

I am looking to buy an FPU for my Falcon. Best electronics have both 68881 (50$) and 68882 (60$) in LPCC package. The difference in price in minimal, and 68882 is more advanced (i.e. can bee hardware hacked to operate at 50MHz). So I was considering 68882. But recently I came across info what with 68882 Falcon won't run certain ST apps, which it can run smooth with 68881...

So now I'm in doubt, which FPU should I go for...

Dear Ladies and Gentlemen! Your input will be highly appreciated!

Wuf, wuf! -dogmeat

1728. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 16:43:26 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.fe6e5bca.8ada3e42.chongdochongdo@ichongdo.com>
Source record: 32789

Hello,

Dans le message <VIf69.121054$uj.168735@rwcrnsc51.ops.asp.att.net>
Edward S. Baiz Jr. a ï¿½crit:
>>
>> [...]

>Were you using Cab? If so, what ovl file did you use?

Yes, I use O. Booklage's last OVL, with CAB 2.8, under MagiC 6.20
and Thing. And STiNG, of course!
And, the name of the file is dl.php, and not porthos.php, as I
wrote it in a previous post...

J.-Luc

--
****
*eC.cu*r* Les adresses en ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de
*c***L*f* spammeurs. Pour me rï¿½pondre, partir du centre vers
*c*J*-*.* l'extï¿½rieur parmi les ï¿½toiles ci-contre.
*o*ean*o*
*l*****o* The adresses in "From" and "Reply-To" are spammers'. If
i@wanad you wish to contact me, use the adress going from centre
********* to outside the stars on the left.

1729. Re: New alternative platform (Was: GPL Reminder)

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 16:54:32 UTC
From: AlfredoLambda <alfredo_lambdaNOMIERDA@hotmail.com>
Message-ID: <ajgmb4$1akjm5$1@ID-9618.news.dfncis.de>
Source record: 32788

Amen, brotha!
Put a really nice Fuji on the case and I will follow you to hell if
needed...
I like the CHEAP, CHEAP, CHEAP part... :-D

Regards from Spain

AlfredoLambda

PS: Sorry for Netiquette Violations, ;-)

1730. Re: ICD FA-ST Tape Backup Unit Help

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 17:12:18 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.036ea6ca.83123e62.chongdochongdo@ichongdo.com>
Source record: 32790

Hello,

Dans le message <1029345215.23019.3@doris.uk.clara.net>
Steve Sweet a ï¿½crit:
>Hi Edward

>> If you have a SCSI Tape Driver, I would get Diamond Back III. It works great
>> with SCSI tape drives. It worked like a charm for me until the tape driver
>> went bye-bye. Now I just back things up to CD's.

>I found that the quickest way to lose valuable data after a crash was to have
>relied on Diamond Back, its the most bug ridden festering piece of shitte ever
>written when it comes to Tape backup. I switched to Gemar and never lost a
>single backed up file.

I bought DB III a long time ago, but never could manage to retrieve
anything it wrote on the tapes - though the backups always were
stated OK. This was with my MegaSTF and Viper 525.
I then bought a second hand Falcon, which came with - among others -
Gemar. And then... 1 backup per month, never a problem (except when
I saved corrupted data, then crashed my disk, and...).
So, I suggest you dl the latest release (3.06) from the belgian FTP,
try it for a while (it's a shareware, with some limitations like
a message popping frequently during operation), and if satisfied,
register...

J.-Luc

--
****
*eC.cu*r* Les adresses en ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de
*c***L*f* spammeurs. Pour me rï¿½pondre, partir du centre vers
*c*J*-*.* l'extï¿½rieur parmi les ï¿½toiles ci-contre.
*o*ean*o*
*l*****o* The adresses in "From" and "Reply-To" are spammers'. If
i@wanad you wish to contact me, use the adress going from centre
********* to outside the stars on the left.

1731. need suggestions for rtdos

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 19:41:12 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0208151141.56b09137@posting.google.com>
Source record: 32791

http://www.slambook.com/SiteApps/slambook/Skins/classic/view-sb.asp?SlambookID=689189

OR HERE

http://groups.yahoo.com/group/rtdos

OR HERE

http://geocities.com/rtdos

(may have to copy /paste into your browsers url / address bar)

1732. Re: New alternative platform (Was: GPL Reminder)

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 23:08:01 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029452881.906513@pikachu.atari-source.com>
Source record: 32792

dogmeat wrote:

>> are being produced. Imagine a day to come where we all have 060
>> accelerators in our falcons with ATI Radeon cards or some other
> inexpensive
>> AGP/PCI 3d accelerator card which has SDL hardware acceleration.
> Suddenly,
>> all SDL apps have that 3d acceleration - cool!. Then we can port xine,
>> or
>
> Mark, with all respect, I think things better left as they are... I have a
> stock MegaST4 and Falcon, and the only enhancement I'm going to put in my
> Falcon is 68881 chip (because 68k linux can't run without it). The true
> beauty of particular platform is in it's original design and software
> library. I wouldn't ever think about buying Milan/Medusa/Hades, even if
> they would be cheaper then Falcon. I have a bleeding edge Wintel PC for
> all my rendering/sampling needs, and I have excellent PS2 Linux system
> from Sony for all my alternative power-computing needs, and I have Sony
> Clie 760 PDA and Gameboy Advance for my retro (2D) coding pleasures ;)
>
> In demoscene it is a popular thing to try to get maximum out of existing
> hardware, which means using carefully crafted 68030 assembly code, DSP and
> possibly FPU to acheive real-time video and sound effects, which no one
> tought are possible on this platform. Try it, it's real fun! Browsing
> slashdot.org from CAB on real Falcon - sorry, not my cup of tea...
>
> To summarize: instead of overinvesting in Atari/Amiga/Acorn uber-clones,
> IMHO it's better to choose fresh alternative platform, like PS2 Linux or
> iMac or (why not?) used Sun Ultra 10 or RS/6000 140F ;) Thanks to eBay
> last two are dirt-cheap, and thanks to Sony, first is 200$ (PS2) + 200$
> (40gb hdd, nic, usb kbd & mice, svga and software) = just $400!!! For a
> unix workstation with MIPS5400 system with FPU power equal to P4@1.7GHz
> system!
>
> My own vision of new economically justified alternative platform would be
> an ultra-cheap microATX mobo with XScale CPU (cheap!!! lots of BogoMips,
> small power exhausing, no noisy fan required!!!), no FPU (lookup tables or
> ARM routines instead), UltraIDE constroller + RivaTNT2 or Radeon 7000
> (cheap!!!) chip with VGA and flat-pannel out + Crystal Space 24 bit codec
> (again - very cheap!!! and excellent quality) + 8xUSB 2.0 (no parallel, no
> serial, no PS/2, no firewire) + 2xDIMM slots + CF reader socket (CF
> (cheap! cheap!) instead of floppies) and no PCI/ISA/VME/S100 slots at all!
> This would be a dream machine for me, and if produced in large quatities,
> it could be like 20$ per mobo, just all memory and HDD, mount it in

> MicroATX case, and you are ready to go for Linux powercomputing! All
> extensions via excellent USB 2.0 (NIC, video editing, MIDI, whatever else
> you might think of). Also as an option - selling it in custom mini-case
> (a-la PS2 - use vertical stand if you like it to look like minitower ;)).
>
> You won't beleive me, but I even started learning logic design to be able
> to build prototype myself. At the time I'll aquire necessary skills (more
> like 3-5 years) quality of Linux desktop will go through another one or
> two major milestones (KDE 4? 5? Mozilla 2? 3?) and will be ready for a
> cheap new platform for masses ;)

Now see I don't agree with you in some aspects. Naturally there's the people that are all about fairly bone stock STe's and Falcons and I am a bit all for that too since only my Falcon will truly be souped up in the end. But at the same time, even though the demoscene people love to get that extra ounce of performance out of an 030 and whatnot. When it comes to day to day useability apps this cocept fails. Either because the apps are too big to write completely in assembler (we have crazy people in our community that could rewrite windows 2000 in assembler probably ;-)) or because people don't see it as worth it. If they want to get every ounce of performance out of something they'd rather it be a pretty game or demo. Everybody needs games, but we need a fast web browser. That's why I like the highwire concept. I think the only difference between you and me is that I want my Falcon, bone stock, to do what I do in every day life, minus the impossible parts like dvd, divx, etc. I try to use my atari's more then my pc linux boxes ;-)

Mark
http://atari-source.com

1733. Re: FPU dilemma: 881 or 882?!?

Newsgroup: comp.sys.atari.st
Date: 2002-08-15 23:42:00 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <c%W69.7073$xL5.24886@news-server.bigpond.net.au>
Source record: 32793

I have been running a 68882 for a while with no ill effect's. The 68882 I would consider a better buy. If it only affected legacy apps I wouldn't worry to much. Realistically tho, the program has to be written to use the FPU, and if it did use it it should be perfectly aware of how to use it. Any app that didn't work 100% would probably be 80's vintage. Dedicated Falcon apps like Apex will love you for it.

Mark

"dogmeat" <KILLALLd0gm3a7SPAM@yahoo.co.uk> wrote in message news:C_P69.267$iA2.71393463@news.nnrp.ca...
> I am looking to buy an FPU for my Falcon. Best electronics have both 68881
> (50$) and 68882 (60$) in LPCC package. The difference in price in minimal,
> and 68882 is more advanced (i.e. can bee hardware hacked to operate at
> 50MHz). So I was considering 68882. But recently I came across info what
> with 68882 Falcon won't run certain ST apps, which it can run smooth with
> 68881...
>
> So now I'm in doubt, which FPU should I go for...
>
> Dear Ladies and Gentlemen! Your input will be highly appreciated!
>
> Wuf, wuf! -dogmeat
>
>
>

1734. Re: Atari ST/TT/Falcon virus killer (Ultimate Virus Killer 2000) Support Site

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 00:04:51 UTC
From: Roy <x.2.Roy@spamgourmet.com>
Message-ID: <MPG.17c6517c33283b0a989714@News.CIS.DFN.DE>
Source record: 32794
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

In article <mh5nlu8b2acfj0l5p8r34fr8gf7mti4mgl@4ax.com>, sorry@no.spam says...

> The program has been around for about 14
> years, and turned shareware a while ago. The latest version, 8.2, was
> released October 10 2001.
>

Are you saying that new virus to attack the Atari platform are still being written/circulated?

A former Atari user, and still a current owner, writes.......

Cheers,

Roy

1735. Re: New alternative platform (Was: GPL Reminder)

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 00:36:57 UTC
From: lp <gfa@basic.net>
Message-ID: <B981C169.87BE%gfa@basic.net>
Source record: 32795

in article %IP69.263$yY2.72977557@news.nnrp.ca, dogmeat at
KILLALLd0gm3a7SPAM@yahoo.co.uk wrote on 8/15/02 12:12 PM:

> I wouldn't ever think about buying Milan/Medusa/Hades, even if they
> would be cheaper then Falcon.

I used to think like that until I seen a Hades060 in real life. ;o)
Everything has an angle, for me the Hades lets me do alot more at once
since the speed allows for some nice tasking. It just does not bog down.
Get more done in less time, but I guess it does depend on what one is doing.
I sold my Falcon, it sat unused next to the Hades. Sad I know, but that
is what happened.

Lonny Pursell

1736. FA: Atari TT030

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 01:24:36 UTC
From: Don <atari@qnet.com>
Message-ID: <3D5C5454.A1D7AC27@qnet.com>
Source record: 32696

I have the following item up for auction

Atari TT030
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2046626033

Don

1737. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 06:18:56 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnalp5q7.76c.atari@core.preferuje.luzik.pl>
Source record: 32697

>>Even if a program runs on all TOS versions it doesn't mean that it is good
>>written program. Multitasking enviroment is much more complicated and you
>>have to stick to specifications more closely than in singletasking. Hack is
>>hack, even if works.
>
> True...
> But from a users viewpoint this means nothing. All the user is interested in
> is that the application runs and behaves like should be expected. No matter
> how many hacks the programmer implemented, personally I couldn't care less
> if a certain app is a hack... al that matters in the end is that it works
> for me.

That means that programmers will produce more hacks and incompatibile
software WE have to insist on software quality.

>>I think that it is not hard to write a program that will run clearly on all
>>AES versions we have. Most programs do. That means: programs that doesn't
>>need fixing. Yes, there may be bugs in N.AES, it isn't perfect (what is?).
>>But I've never seen a bug that would make programer drop funcitionality.
>>Just try harder, don't be lazy.
>
> I probably know the wrong type of programmers, but the ones I know are the
> lazy type... ;-) Just like some people who port Linux stuff don't want to
> spend any time making an elementary GEM interface, there are programmers
> out there that don't want to spend time making sure that their app works
> under MINT/N.AES.

If software is free, in 99% it is create to suit needs of programmer, and
depends only on his skills, and needs. If programmer does not need GEM
interface, you should not think he will do it. Unfortunetly, most
programmers like CLI tools and hate gui's. It is also a some kind of
layziness - they do not do what they doesn't want to. But this type of
layziness do not produce hacks, just programs that are hard to use.

Adam Klobukowski
atari@gabo.pl

1738. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 06:26:39 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnalp68l.76c.atari@core.preferuje.luzik.pl>
Source record: 32698

W artykule <shA69.233$YT2.72677585@news.nnrp.ca> dogmeat napisaï¿½(a):
>> Remember, if you are
>> going to use open source code in your programs you cannot charge for them,
>> even a shareware fee.
>
> Bullshit. Read the GPL, bud. You can sell programs, which include GPLed
> code. But: if a person, who bought software from you, require source code,
> you are supposed to give all source code to build your app. And you can't
> deny this request or charge extra for source. And the person is free to do
> whatever he/she wants with obtained source code, even simply building it and
> sell new binaries on his/her own. If you use a library under LGPL, as a
> workaround you can distribute private, non-GPL-based parts of code in binary
> form (object/library files). So don't freakin' be a wise arse ;) Learn to
> read first.

More: any program that uses GPL code must be licenced by GPL also, anyhing
other is violation.

Adam Klobukowski
atari@gabo.pl

1739. Re: How to read Atari formatted harddisk on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 06:29:23 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnalp6dp.76c.atari@core.preferuje.luzik.pl>
Source record: 32699

>> Linux can do it, you just have to recompile kernel with "Atari partition
>> table" support.
>>
>> Adam Klobukowski
>> atari@gabo.pl
>
> I am not able to find the correct place to enable this support
> while executing "make config". At least not in the 2.2.19 kernel.
>
> Do I have to do anything special?

Yes, update to newer version. I don't know if 2.2.x has it, try 2.4.x, it
has it for sure.

Btw, I haven't try it - I just know that it exist and I played Linux a bit
on my Falcon. I would recomend latest 2.4.19 version becose earlier version
had problems with recognizing extended partitions.

Adam Klobukowski
atari@gabo.pl

1740. Re: MagiC 6.20 UK

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 08:11:21 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <dc0fb4f6.0208160011.1305ff33@posting.google.com>
Source record: 32700

<derryck@.NOT~THIS~cix.co.uk> wrote in message
news:<1029338686-269930AEicMi@ntlworld.com>...
> 6.01 is the last official English release.

I will see if I find time to create an update package that updates
6.01 to 6.20. As I always kept English and French resources up to
date, it would be a pity, if the German version was the only one to be
released. Possibly this version will be 6.21, because I found some
(very!) minor bugs when I developed MagicMacX, and the new keyboard
routine of MagicMacX supports "dead" keys.

1741. Re: New alternative platform (Was: GPL Reminder)

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 08:48:30 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d5cca74da8ad1@pandora.be>
Source record: 32727

on Thu 15-08-2002 20:36 lp wrote:

>in article %IP69.263$yY2.72977557@news.nnrp.ca, dogmeat at
>KILLALLd0gm3a7SPAM@yahoo.co.uk wrote on 8/15/02 12:12 PM:
>
>> I wouldn't ever think about buying Milan/Medusa/Hades, even if they
>> would be cheaper then Falcon.
>
>I used to think like that until I seen a Hades060 in real life. ;o)
>Everything has an angle, for me the Hades lets me do alot more at once
>since the speed allows for some nice tasking. It just does not bog down.
>Get more done in less time, but I guess it does depend on what one is doing.
>I sold my Falcon, it sat unused next to the Hades. Sad I know, but that
>is what happened.

I know that feeling very well. Since I've my Hades, my beloved TT is
gathering dust. I still have the TT (plus a spare TT) but the last time
I've fired the TT up is more then a year ago.

CU
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1742. Re: FPU dilemma: 881 or 882?!?

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 09:59:56 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3d5ccb17.4081378@news.free.fr>
Source record: 32701

I have 5 x 68881 16Mhz PLCC to exchange
for jaguar or lynx games.
One 68881 for One game.

Europe only(I live in France) because of postage.

Thierry
-
Attention, adresse anti-spam

1743. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 10:51:05 UTC
From: vdjole@EUnet.yu
Message-ID: <ajilel$p2b$1@news.eunet.yu>
Source record: 32704

On 15 Aug 2002 10:12:12 , <derryck@.NOT~THIS~cix.co.uk> wrote:
>>>It could be that the patch has been incorporated into the update
>>>file, so it's possible that you need to download and run it again.
>>
>>Andreas Kromke wrote:
>>>There indeed was a problem with the clock routines which I finally fixed.
>
>This is an extract from the history file for the 6.10 to 6.20 update, You can
>see why I thought that the actual file had been fixed:
>
>--snip--
>
>List of the latest modification/remarks for MagiC 6.1=>6.2
>==
>[...]
>- Atari: new routines for real-time clocks. Should glitches occur, please
> report.
>- Atari: When reading and setting the IKBD clock, values 0..79 should be
> interpreted as 2000 through 2079 now. This should only affect older STs
> without RTC, though.
>
>--snap--

I understand the above text as that some new routines were introduced and
-that- seems to cause the problem on this type of machine. From Andreas's
post I understood that later he fixed the new routines- but maybe I
misunderstood?

With older versions of Magic and with any other OS (TOS1.4, TOS2.06, TOS+
Geneva...) the clock is read and set OK (note: MegaST has a RP5C15 real-time
clock chip besides the keyboard clock; I do not presume to know which one is
interrogated and set at what occasions).

The problem currently manifests itself as follows:

- Current year is recognized as year 2072
- Time is wrong; always some minutes after 12:00
- Time does not get updated in Xcontrol (always sits at e.g. 12:35)
- Repeated using of a program like SYSINFO resets the time always at 12:35
- Any attempt to -set- the time crashes either the utility or the OS itself.

Btw. is it only on MegaST(e) that this problem appears?

cu;

1744. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 10:54:57 UTC
From: rand@cd.chalmers.se
Message-ID: <ajilm1$c7t$1@nyheter.chalmers.se>
Source record: 32702

In article <1029359632.97751@pikachu.atari-source.com>,
Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote:
...
>witnessed first hand one but heard of 2 others). Remember, if you are
>going to use open source code in your programs you cannot charge for them,

As others have mentioned, that depends on the the specific open source
license, and the GPL has no such restriction.

Of course, there is often little point in trying to sell GPLed software,
since anyone who buys it is free to give copies away (or to sell them,
for that matter).

>include code. I know Porthos uses code from freetype. This could be a GPL

FreeType is not under the GPL.

>worked out. I also have heard of an Anodyne product being an exact replica
>of mkisofs with a gem interface. Again, if this is all original code then
>everything is great, but mkisofs is gpl'd.. period. and I do not have

If the GEM interface is a separate program, calling the GPLed one,
there is no violation.

>do, they're hurting us all in the end. Oh yeah, and if you link to GPL'd
>code, technically your code must be open source as well.

That is not a mere technicality, it's what the GPL is all about.
It's irrelevant whether you modify the GPLed code or use it as is.

>Isn't it funny how the GPL is less free and more restrictive then other

You have misunderstood the FSF concept of 'free software'.

>licenses but yet it is "free" software? I always loved that irony.. But

I don't consider it more restrictive. It simply 'enforces' freedom.
That is, no GPLed code can ever end up in something that is not as
free as the original.

Remember, 'free' in the sense used by the Free Software Foundation
(www.fsf.org) is not 'free' as in 'free beer', but rather 'free speech'.

On the fsf web site they mention the four kinds of freedom they refer to:
- The freedom to run the program, for any purpose (freedom 0).
- The freedom to study how the program works, and adapt it to your needs
(freedom 1). Access to the source code is a precondition for this.
- The freedom to redistribute copies so you can help your neighbor (freedom 2).
- The freedom to improve the program, and release your improvements to

the public, so that the whole community benefits. (freedom 3).
Access to the source code is a precondition for this.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1745. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 11:05:12 UTC
From: rand@cd.chalmers.se
Message-ID: <ajim98$c9n$1@nyheter.chalmers.se>
Source record: 32703

In article <shA69.233$YT2.72677585@news.nnrp.ca>,
dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk> wrote:
...
>Another thing: will someone, who still enjoy some sort of decent human live
>(go out, date, drink and drive, smoke pot etc.etc.) will ever think about
>suing anyone on the base of GPL violation because this someone used GPL code
>to build his/her shareware... But for a lonly old cranky geek it might be a

Anyone is of course free to use GPLed code to build a shareware program,
but the GPL will still apply to that shareware program.

Using GPLed code within your own program and then not giving up your
sources on request is little different from any other software piracy.
Ethically, it might even be considered a worse offense.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1746. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 11:28:29 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ajinkt$7tf$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32705

In article <shA69.233$YT2.72677585@news.nnrp.ca>,
dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk> wrote:
>
>Bullshit. Read the GPL, bud. You can sell programs, which include GPLed
>code. But: if a person, who bought software from you, require source code,

Correct. But you can *not* sell it as shareware, where the users may copy
the software, and the shareware licence that comes with it requires the user
to pay you a shareware fee. The GPL demands that a user that gets the
software is free to use it for whatever purpose, without paying anything.
Paying to *obtain* the software from you is a different thing.

>deny this request or charge extra for source. And the person is free to do
>whatever he/she wants with obtained source code, even simply building it and
>sell new binaries on his/her own.

The user can even give away the binaries he got from you without
re-compiling them on their own.

>Another thing: will someone, who still enjoy some sort of decent human live
>(go out, date, drink and drive, smoke pot etc.etc.) will ever think about
>suing anyone on the base of GPL violation because this someone used GPL code
>to build his/her shareware... But for a lonly old cranky geek it might be a

Definitely. If I give away some code under GPL, and someone else uses that
to build closeds-source software for which he charges money and restricts
copying, I would be quite pissed off. After all, he is using my works to get
money from his users.

It's quite simple: If you want to sell your software (in the sense that
other users are not free to copy and freely use it), then you must either
use code with compatible licenses (like BSD), or write the stuff yourself.

cu
Michael

1747. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 11:47:21 UTC
From: rand@cd.chalmers.se
Message-ID: <ajioo9cil1@nyheter.chalmers.se>
Source record: 32706

Replying to myself here...

In article <ajilm1$c7t$1@nyheter.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
>In article <1029359632.97751@pikachu.atari-source.com>,
>Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote:
...
>>include code. I know Porthos uses code from freetype. This could be a GPL
>
>FreeType is not under the GPL.

That should be "FreeType is not _only_ under the GPL.".

You have a choice between a BSD-style license and the GPL.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1748. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 12:22:14 UTC
From: edbaizjr@attbi.com
Message-ID: <W7679.55353$me6.7396@sccrnsc01>
Source record: 32707

On 14 Aug 2002 18:40:38 , "Martin \"Nightowl\" Byttebier" wrote:
>on Wed 14-08-2002 12:36 Djordje Vukovic wrote:
>
>>That is nice to hear, but I am still interested to know -WHAT- causes this
>>problem. Is it indeed some kind of timeout?
>
>I don't think it's a time out prob. You see I have a cable net
>connection. Downloading Porthos just take a sort while (maybe 10 sec.),
>even with Cab but yet I do have the same problem as describe by Edward.
>At least with the Cab-for-mintnet ovl. With the STing ovl (latest one) I
>could download it without problem. For me it looks like an ovl problem.
>The exact URL for Porthos is http://www.calamus.net/files/dl.php?File=PorthosD.zip
>
>My guess is that Cab has troubles with the question mark. That's
>probably the reason why Cab downloads it as dl.php
>
>CU
>Martin

Yes Martin, that is what I think also. The newest version of Dan Ackerman's
Ovl file (1.401, I think) does not get it all, but version 1.3101 does.
Still, Cab has trouble with that question mark. It was not there before as
far as I can remember.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1749. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 12:22:14 UTC
From: edbaizjr@attbi.com
Message-ID: <W7679.55354$me6.7387@sccrnsc01>
Source record: 32708

On 13 Aug 2002 09:36:30 , <derryck@.NOT~THIS~cix.co.uk> wrote:
>From: gokmase@fakenet.se (GokMasE)
>Date: Mon, 12 Aug 2002 10:01:41 +0000 (UTC)
>
>>> Do you know if Boxkite works on a Falcon?
>>>John G.
>>>
>>
>>Boxkite does work on a Falcon, and seems to be rather solid.
>
>It works fine, but I don't like the way that it fills the background window
>with pictures of WW1 biplanes ("kites"). Freedom is a much more powerful
>selector IMHO.

Hello,

Yes, I do not like those biplanes either, but I have gotten used to them. I
tried Freedom, but I could not get it work on my Hades.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1750. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 12:46:35 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fh0jic.tkao2ma33ywoN%donotusethisaddress@pandora.be.invalid>
Source record: 32709

Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:

> On 13 Aug 2002 09:36:30 , <derryck@.NOT~THIS~cix.co.uk> wrote:
> >From: gokmase@fakenet.se (GokMasE)
> >Date: Mon, 12 Aug 2002 10:01:41 +0000 (UTC)
> >
> >>> Do you know if Boxkite works on a Falcon?
> >>>John G.
> >>>
> >>
> >>Boxkite does work on a Falcon, and seems to be rather solid.
> >
> >It works fine, but I don't like the way that it fills the background window
> >with pictures of WW1 biplanes ("kites"). Freedom is a much more powerful
> >selector IMHO.
>
> Hello,
>
> Yes, I do not like those biplanes either, but I have gotten used to them. I
> tried Freedom, but I could not get it work on my Hades.

Freedom (all versions) certainly works on Hades. I've used it for years
but it's hack. I recently switched over to Boxkite because some newer
programs (like Calamus SL2002R3) did have serious problems with freedom
2.05.

CU,
Martin

1751. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 13:23:37 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0208161518450.191-100000@easymint>
Source record: 32711

On Fri, 16 Aug 2002, Martin Nightowl Byttebier wrote:

> > Yes, I do not like those biplanes either, but I have gotten used to them. I
> > tried Freedom, but I could not get it work on my Hades.
>
> Freedom (all versions) certainly works on Hades. I've used it for years
> but it's hack. I recently switched over to Boxkite because some newer

I use BoxKite on my Falcon. But a few programs I have do not like it (WordPlus 5, ergo!plus), nothing happens when a fileselector should appear with these programs. But in general I like it.

I also tried Freedom, but never got it working. I think it was that "liberty" autofolder thing that wouldn't load or something like that. I don't know if it is any good if it does work, I finally gave up.

Martin Tarenskeen

1752. Re: Atari ST/TT/Falcon virus killer (Ultimate Virus Killer 2000) Support Site

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 13:31:29 UTC
From: Richard <sorry@no.spam>
Message-ID: <qjvplukuh3khamv9eoghd87c0aruafdoca@4ax.com>
Source record: 32710

No, in fact it's only innocent bootsectors that are added to the virus killer recognition data files. And the latest update is October 2001.

On Fri, 16 Aug 2002 01:04:51 +0100, Roy <x.2.Roy@spamgourmet.com> wrote:

>In article <mh5nlu8b2acfj0l5p8r34fr8gf7mti4mgl@4ax.com>, sorry@no.spam
>says...
>
>> The program has been around for about 14
>> years, and turned shareware a while ago. The latest version, 8.2, was
>> released October 10 2001.
>>
>
>Are you saying that new virus to attack the Atari platform are still
>being written/circulated?
>
>A former Atari user, and still a current owner, writes.......
>
>Cheers,
>
>Roy

1753. STEINBERG AVALON 16 BIT D/A/ CONVERTER on EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 14:41:47 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <La879.1722$Hr.1653627@kent.svc.tds.net>
Source record: 32712

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=900245464

1754. ATARI TT030 OFFICIAL SERVICE MANUAL ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 14:43:20 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <cc879.1723$Hr.1654943@kent.svc.tds.net>
Source record: 32713

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1556078584

1755. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 15:33:14 UTC
From: swampfax@atlantic.net
Message-ID: <_W879.10$o5.3919@news1.atlantic.net>
Source record: 32716

On 16 Aug 2002 12:22:14 , Edward S. Baiz Jr. wrote:
>On 13 Aug 2002 09:36:30 , <derryck@.NOT~THIS~cix.co.uk> wrote:
>>From: gokmase@fakenet.se (GokMasE)
>>Date: Mon, 12 Aug 2002 10:01:41 +0000 (UTC)
>>
>>>> Do you know if Boxkite works on a Falcon?
>>>>John G.
>>>>
>>>
>>>Boxkite does work on a Falcon, and seems to be rather solid.
>>
>>It works fine, but I don't like the way that it fills the background window
>>with pictures of WW1 biplanes ("kites"). Freedom is a much more powerful
>>selector IMHO.
>
>Hello,
>
>Yes, I do not like those biplanes either, but I have gotten used to them. I
>tried Freedom, but I could not get it work on my Hades.
>Edward S. Baiz Jr.
> (Gamer)

Biplanes? All I get is the file selector!

John G.
P.S. Thanks Ed for the FTP address.

1756. Official ATARI Program Developer's Reference Set on EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 15:38:56 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <k0979.1744$Hr.1661774@kent.svc.tds.net>
Source record: 32715

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2046754029

1757. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 15:52:28 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d5d2dd25b40480@pandora.be>
Source record: 32728
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/gemview/koalagvl.lzh
(4.455 bytes) GEM-View load module for 8bit Koala Microillustrator images

**mint**
ftp://chapelie.rma.ac.be/atari/mint/gem/aes/n_aes/taskbar-3.99-beta.zip
(113.871 bytes) Bugfixed version of Taskbar. Porthos doesn't crash anymore. Works with
XaAES

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/organizers/spartime_111.zip
(355.279 bytes) spareTIME is a date planner/organizer.
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

1758. Boxkite vs. Freedom (was: Re: Cab question)

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 16:12:58 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d5d361c61bb360@pandora.be>
Source record: 32726

on Fri 16-08-2002 15:23 Martin Tarenskeen wrote:

>On Fri, 16 Aug 2002, Martin Nightowl Byttebier wrote:
>
>> > Yes, I do not like those biplanes either, but I have gotten used to them. I
>> > tried Freedom, but I could not get it work on my Hades.
>>
>> Freedom (all versions) certainly works on Hades. I've used it for years
>> but it's hack. I recently switched over to Boxkite because some newer
>
>I use BoxKite on my Falcon. But a few programs I have do not like it
>(WordPlus 5, ergo!plus), nothing happens when a fileselector should appear
>with these programs. But in general I like it.

You can add Outline art 3 to the list of program which have
problems with Boxkite. Wordplus 5 seems not to have problems with Boxkite
on my setup. I just did a brief test. I could load/save docs without any
problem.

What I don't like is that Boxkite keep complaining about long file
names when called from certain application. For instance Image copy and
Gemview. If I try to load a picture from a VFAT partition Boxkite always
comes up in 8+3 mode. I always have to switch on long file name support
myself. An djust before Boxkite passes the file to the application I get
that annoying message like this:
This application may not be able to progress long file names correctly.
I know in fact it's not the fault of Boxkite but of Imagecopy but it's
annoying. With Freedom I didn't had this problem at all.

>
>I also tried Freedom, but never got it working. I think it was that
>"liberty" autofolder thing that wouldn't load or something like that. I
>don't know if it is any good if it does work, I finally gave up.

I did love Freedom very much but again some program I use almost
daily has problems with it so...
Also Freedom doesn't like memory protection at all.

CU
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1759. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 16:14:54 UTC
From: dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Message-ID: <AR879.1$2N4.1423375@news.nnrp.ca>
Source record: 32714

> More: any program that uses GPL code must be licenced by GPL also, anyhing
> other is violation.

True, if it's available only under GPL. Most software is available under
several licenses:

- commercial
- gnu
- png/zlib

at the same time.

You choose commercial if you are ready to pay money and want solid product
support. You choose gpl if you care too much about future and freedoms and
blah blah blah. And you choose png/zlib if you just want to have fun, no
strings attached.

1760. Re: Atari TT030

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 16:42:25 UTC
From: Starlord <starlord@in>
Message-ID: <1X979.1642$2U1.187177061@news.inreach.com>
Source record: 32719

To bad I don't have that kind of $$ free and clear, it would go good with my
8meg TT030. That's a sitting and awaiting.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com

"Don" <atari@qnet.com> wrote in message news:3D5C5454.A1D7AC27@qnet.com...
> I have the following item up for auction
>
> Atari TT030
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2046626033
>
> Don
>

1761. UK Mail

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 16:44:39 UTC
From: Starlord <starlord@in>
Message-ID: <5Z979.1643$MT1.187158575@news.inreach.com>
Source record: 32717

Does aanyone know how long it takes packages to go from the UK to the US? A keyboard was suppostly mailed to me some time back, but I've not seen anything of it.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
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http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com

1762. Re: UK Mail

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 16:53:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <k6a79.74$Vjc4.19792056@news2.randori.com>
Source record: 32718

"Starlord reach.com>" <starlord@in<*> wrote in message
news:5Z979.1643$MT1.187158575@news.inreach.com...
> Does aanyone know how long it takes packages to go from the UK to the US?
A
> keyboard was suppostly mailed to me some time back, but I've not seen
anything
> of it.
>
>

I send stuff back and forth all the time, if its gone from our UK post
office if your lucky then it will take a week, but thats only letters, I
waited 3 months for a small jiffybag to arrive, though from U.S to UK only
took a week. Even saying that if it goes via boat then I wouldn't expect it
anytime this side of Christmass. In short, UK post office here are all thick
fu**ers
who couldn't get a parcle to arrive on time if thier lives depended on it.
I hope you got a better post office than us!

HTH,
Chris

>
> --
> The Babylon project was our last best hope for peace, it failed.
> But in the year of the Shadow War it became our last best hope
> for Victory. They year is 2260, the place is Babylon 5
>
>
> SIAR
> www.starlords.org
> Akumaizer Cattery
> http://akumaizer.united.net.kg
> Global Japanese Bobtail Club
> http://cathobbyist.com/gjbtc/
> Telescope Buyers FAQ
> http://home.inreach.com/starlord
> High Mojave Desert Iris
> http://desert-iris.netfirms.com/
> Starlords-ATM Page
> http://starlords-atm.netfirms.com
>
>
>
>

>

1763. Re: UK Mail

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 17:29:31 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029522507.900447@pikachu.atari-source.com>
Source record: 32720

Starlord wrote:

> Does aanyone know how long it takes packages to go from the UK to the US?
> A keyboard was suppostly mailed to me some time back, but I've not seen
> anything of it.
>
>
>
> --
> The Babylon project was our last best hope for peace, it failed.
> But in the year of the Shadow War it became our last best hope
> for Victory. They year is 2260, the place is Babylon 5
>
>
> SIAR
> www.starlords.org
> Akumaizer Cattery
> http://akumaizer.united.net.kg
> Global Japanese Bobtail Club
> http://cathobbyist.com/gjbtc/
> Telescope Buyers FAQ
> http://home.inreach.com/starlord
> High Mojave Desert Iris
> http://desert-iris.netfirms.com/
> Starlords-ATM Page
> http://starlords-atm.netfirms.com

I recently ordered EtherNEC's from the UK. They went out on August 7th (wednesday) and arrived yesterday (thursday) so just over 1 week, as was reported by the person who sent them. PS: I live in philadelphia so it was to the east coast US. I don't know where incoming overseas mail goes but I imagine it can't be far from philly (or might even be philly!)

Mark

1764. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 17:35:47 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029522883.472065@pikachu.atari-source.com>
Source record: 32721

Johan Klockars wrote:

>
> Replying to myself here...
>
> In article <ajilm1$c7t$1@nyheter.chalmers.se>,
> Johan Klockars <rand@cd.chalmers.se> wrote:
>>In article <1029359632.97751@pikachu.atari-source.com>,
>>Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote:
> ...
>>>include code. I know Porthos uses code from freetype. This could be a
>>>GPL
>>
>>FreeType is not under the GPL.
>
> That should be "FreeType is not _only_ under the GPL.".
>
> You have a choice between a BSD-style license and the GPL.
>
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johank@omicron.se
> | so hard to do | WWW: http://217.215.149.49
> Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

And that's why I said it was only possibly a GPL violation. Like I said, I'm not trying to start shit or spread FUD, I just wanted to let people know that that stuff is important and that people notice. I figured freetype had a BSD license but I didn't download and check. Anodyne's use of mkisofs is also perfectly legal as far as I can see without actually getting the software. Bah - humbug. I'm only trying to be nice.

Mark

1765. HighWire 0.0.8a Public Release

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 19:28:05 UTC
From: Dan <baldrick@youshouldknow.netset.com>
Message-ID: <3d5d51d0$0$1421$6d5eecc5@news.eurekanet.com>
Source record: 32722

Let me start off by apologizing for the delay in this message. I tried to send one out yesterday, but as of 27 hours later it has still to show up on any news server I can find.

In the effort to bring some excitement to these dog days of summer and to give everyone something else to discuss...

The HighWire Development Team would like to announce that the 0.0.8Alpha release of HighWire is now available for your use and entertainment.

Changes in this version include the following.

Extended menu bar, the current charset encoding can be seen and changed at menu title "View". Also de/increasing of the display font is available there.

Menu entry "Info.." will show now some basic information about the active frame.

Right mouse click now opens a popup menu.

Improved algorithm for line breaking to avoid splitting of text lines at wrong positions.

Implementation of memory caching of images avoids multiple loading of the same image. The pseudo URI "about:cache" now shows detailed information about cached images.

Implementation of <frame scrolling=..> attribute.

Bugfix < font > tags inside links breaking colouring.

And much more ..

Download links are on the HighWire site.

HighWire Development Team

http://highwire.atari-users.net

Also of note for programmers is the number of libs available on the coders information page, of the HighWire site (this can be found under join the team).

As of this time the current versions of gemlib, libungif and zlib are available for gcc, PureC and LatticeC.

With the Image caching in place in this release some real comparisons of speed can be made. To get an impression of

the speedup try imgtest.htm with the version 0.0.7 alpha package and compare it to the 0.0.8 alpha package.

Well have some fun and sorry again about the delay in the message.

1766. Re: Atari ST/TT/Falcon virus killer (Ultimate Virus Killer 2000) Support Site

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 19:37:27 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <3tkqlu8qhqe4aiphhedqvjqvp0g547kj6u@4ax.com>
Source record: 32723

Thanks Richard,

I needed it bad, I got more than 500 disks given to me by a friend and
they span the ages from 86 - 91 and thanks to yours and others hard
work we can reap the benefits of good virus checking. Also with the
purchase of any software on ebay, it comes in handy.

Thanks for the post, and keep up the good work, I appreciate it.

atarikid

On Fri, 16 Aug 2002 15:31:29 +0200, Richard <sorry@no.spam> wrote:

> No, in fact it's only innocent bootsectors that are added to the virus
>killer recognition data files. And the latest update is October 2001.
>
>On Fri, 16 Aug 2002 01:04:51 +0100, Roy <x.2.Roy@spamgourmet.com> wrote:
>
>>In article <mh5nlu8b2acfj0l5p8r34fr8gf7mti4mgl@4ax.com>, sorry@no.spam
>>says...
>>
>>> The program has been around for about 14
>>> years, and turned shareware a while ago. The latest version, 8.2, was
>>> released October 10 2001.
>>>
>>
>>Are you saying that new virus to attack the Atari platform are still
>>being written/circulated?
>>
>>A former Atari user, and still a current owner, writes.......
>>
>>Cheers,
>>
>>Roy

1767. Re: UK Mail

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 21:44:28 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D5D725F.2DD0BDDD@rogers.com>
Source record: 32725

"Starlord

> Does aanyone know how long it takes packages to go from the UK to the US? A
> keyboard was suppostly mailed to me some time back, but I've not seen anything
> of it.

the times I've dealt with people in the UK (I'm in canada) it typically takes 2
weeks or so after they send it.

1768. WTB: looking for a 68881 or 68882 in PLCC package

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 22:26:28 UTC
From: dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Message-ID: <_he79.43$nb.15408194@news.nnrp.ca>
Source record: 32724

Hi,

I need FPU for my Falcon. It have to be 68881 or 68882 in PLCC package. I already have a 68881 in PGA package, and it's useless for Falcon.

Please e-mail me your prices to:

a o b o r o c (at) t h t . n e t

Thank you.

Adrian

1769. Atari Online News, Etc. #04-33

Newsgroup: comp.sys.atari.st
Date: 2002-08-16 23:36:32 UTC
From: danap8@aol.com
Message-ID: <20020816193632.12459.00001219@mb-fm.aol.com>
Source record: 32729

```
A-ONE #0433 08/16/02

~ E-mail As Evidence! ~ People Are Talking! ~ New Power Macs!
~ March Supports DSS Act ~ Video Games Suit Dumped ~ Mow Grass Via Web!
~ Virus Lull A Concern? ~ Ready For Some Football ~ Turn Into "Turok"!
~ Web Site for Food Info ~ Songbird CGE2K2 Report ~ More HighWire News!

-* Fall Launch For MS Xbox Live *-
-* Future Bright For Web File Sharing! *-
-* Hiring for Tech Jobs Weak, Slows Recovery! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1770. Re: New alternative platform (Was: GPL Reminder)

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 01:14:20 UTC
From: lp <gfa@basic.net>
Message-ID: <B9831BAC.8807%gfa@basic.net>
Source record: 32730

in article 3d5cca74da8ad1@pandora.be, Martin "Nightowl" Byttebier at
donotusethisaddress@pandora.be.invalid wrote on 8/16/02 4:48 AM:

>> I used to think like that until I seen a Hades060 in real life. ;o)
>> Everything has an angle, for me the Hades lets me do alot more at once
>> since the speed allows for some nice tasking. It just does not bog down.
>> Get more done in less time, but I guess it does depend on what one is doing.
>> I sold my Falcon, it sat unused next to the Hades. Sad I know, but that
>> is what happened.
>
> I know that feeling very well. Since I've my Hades, my beloved TT is
> gathering dust. I still have the TT (plus a spare TT) but the last time
> I've fired the TT up is more then a year ago.

I fire up my TT now and then for some program tests, but other than that it
seems to sit idle. It would get more use if it was on my LAN. ;o)
One day I hope to do that.

Lonny Pursell

1771. Re: New alternative platform (Was: GPL Reminder)

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 04:56:19 UTC
From: dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk>
Message-ID: <u%j79.57$yR3.30750739@news.nnrp.ca>
Source record: 32731

So why are you guys don't sell your TTs? You'll make a (good) bit of money,
and someone will enjoy it for daily use!

I would love to buy a TT, even if I'm pretty cash strapped...

But if you are in Canada, let me know!

At least sell me an 68881 or 68882... I can't run Linux 68k on my Falcy...

My e-mail (spam proof form, remove all dashes):

a-obo-roc-@-t-ht.ne-t

"lp" <gfa@basic.net> wrote in message news:B9831BAC.8807%gfa@basic.net...
> in article 3d5cca74da8ad1@pandora.be, Martin "Nightowl" Byttebier at
> donotusethisaddress@pandora.be.invalid wrote on 8/16/02 4:48 AM:
>
> >> I used to think like that until I seen a Hades060 in real life. ;o)
> >> Everything has an angle, for me the Hades lets me do alot more at once
> >> since the speed allows for some nice tasking. It just does not bog
down.
> >> Get more done in less time, but I guess it does depend on what one is
doing.
> >> I sold my Falcon, it sat unused next to the Hades. Sad I know, but
that
> >> is what happened.
> >
> > I know that feeling very well. Since I've my Hades, my beloved TT is
> > gathering dust. I still have the TT (plus a spare TT) but the last time
> > I've fired the TT up is more then a year ago.
>
> I fire up my TT now and then for some program tests, but other than that
it
> seems to sit idle. It would get more use if it was on my LAN. ;o)
> One day I hope to do that.
>
> -------------
> Lonny Pursell
>
>

1772. Re: All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 05:32:43 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208162132.211e54ba@posting.google.com>
Source record: 32732

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D587257.296669F2@rogers.com>...
> sinclap@yahoo.com wrote:
>
> >
> >
> > What gay bashing? Need to read your earlier posts. Pot kettle Black!
> >
>
> Your gay bashing. YOu do need to read my earlier posts, I never bashed anyones sexuality,
I bashed you, but then you have no
> sexuality to speak of.

You obviously have alsheimers....

> In short: Sinplop --> Lies --> Loser!!! (YOU!!)

Hiding the fact that it is true...Why ashamed? Chunks' not pulling
his weight(literally) around the household chores?

> > Chunks' is from your back yard, a child hood friend and current one,
> > so don't deny it.
> >
>
> You dont live in my backyard so your imaginary cant live there. Judging from the
neighbours complaining from you not having showered
> in years, confirming that you have not left your mothers basement in years. Not
surprising since you lurk on usenet for days
> straight.

Did not known that you make trips down here to chat with my neighbors
considering you do not have my address.. Why the lie?

> > mom's basement is down south, my residence is SW MPLS.. Whats with
> > you and mom's basement. Is that were she keeps you and chunks plus
> > your adopted off springs there? Sounds like Lurch...
>
> YAWN. Another lie about where you live. Last time you claimed to be in Iowa, before that
Idaho, before that, in your words,
> "300 miles south of china" placing you firmly in the south china sea, or north korea.
Considiring your idiocy, either of those
> last two would be fitting places for you.

Nope, dip stix...You obviously failed comprehension.

1773. Re: New alternative platform (Was: GPL Reminder)

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 05:54:01 UTC
From: lp <gfa@basic.net>
Message-ID: <B9835D39.880F%gfa@basic.net>
Source record: 32733

in article u%j79.57$yR3.30750739@news.nnrp.ca, dogmeat at
KILLALLd0gm3a7SPAM@yahoo.co.uk wrote on 8/17/02 12:56 AM:

> So why are you guys don't sell your TTs? You'll make a (good) bit of money,
> and someone will enjoy it for daily use!
>
> I would love to buy a TT, even if I'm pretty cash strapped...
>
> But if you are in Canada, let me know!
>
> At least sell me an 68881 or 68882... I can't run Linux 68k on my Falcy...

I sold 2 TT's already. I'm down to my last one, and I wish to keep this
one. ;o)
There is one on ebay last I looked, but it was rather pricey, started at
$300 usd.

I do have odds an ends forsale at my webpage:
http://www.q1.net/~atari/

Lonny Pursell

1774. Re: MagiC 6.20 UK

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 09:42:02 UTC
From: <>
Message-ID: <1029571030-656882AEicMi@ntlworld.com>
Source record: 32734

From: Andreas.Kromke.nospam@gmx.de (Andreas Kromke)
Date: 16 Aug 2002 01:11:21 -0700

>> 6.01 is the last official English release.
>
>I will see if I find time to create an update package that updates
>6.01 to 6.20. As I always kept English and French resources up to
>date, it would be a pity, if the German version was the only one to be

The DDP section of my web site has a package to "Anglicise" 6.20, you are very welcome to take this as a basis for your work Andreas. As reported elsewhere though, the magxdesk.rsc file still contains some untranslated German in hidden objects. I simply haven't had time to look at them yet. We've used our usual style of upper and lowercase for menu items etc BTW.

Contact me by email if you want to take this further:

derryck @ ntlworld . com

with the spaces removed.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1775. Re: UK Mail

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 09:43:32 UTC
From: <>
Message-ID: <1029571032-657218AEicMi@ntlworld.com>
Source record: 32735

From: "Starlord" <starlord@in<*>reach.com>
Date: Fri, 16 Aug 2002 09:44:39 -0700

>Does aanyone know how long it takes packages to go from the UK to the US? A
>keyboard was suppostly mailed to me some time back, but I've not seen
>anything
>of it.

I'd have thought a week by airmail and 6-8 weeks by surface.

>for Victory. They year is 2260, the place is Babylon 5

^ BTW! :-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1776. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 09:45:56 UTC
From: <>
Message-ID: <1029571032-657498AEicMi@ntlworld.com>
Source record: 32736

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Fri, 16 Aug 2002 10:51:05 +0000 (UTC)

>Btw. is it only on MegaST(e) that this problem appears?

Steve Sweet's machine is a MegaSTe with a Frak/Pak upgrade.

Perhaps Andreas will have the answer.

Cheers

Derryck

--


```
____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1777. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 09:48:06 UTC
From: <>
Message-ID: <1029571034-657770AEicMi@ntlworld.com>
Source record: 32737

From: edbaizjr@attbi.com (Edward S. Baiz Jr.)
Date: Fri, 16 Aug 2002 12:22:14 GMT

>>>Boxkite does work on a Falcon, and seems to be rather solid.
>>
>>It works fine, but I don't like the way that it fills the background window
>>with pictures of WW1 biplanes ("kites"). Freedom is a much more powerful

>Yes, I do not like those biplanes either, but I have gotten used to them. I

I assumed that it was a way of dealing with redrawing the background window if the FS was moved - if you don't move it then the background stays as it should.

>tried Freedom, but I could not get it work on my Hades.

I keep meaning to go back to it :-)

Cheers

Derryck

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1778. Re: Downloading Porthos with Cab

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 09:50:20 UTC
From: <>
Message-ID: <1029571038-658714AEicMi@ntlworld.com>
Source record: 32738

From: edbaizjr@attbi.com (Edward S. Baiz Jr.)
Date: Fri, 16 Aug 2002 12:22:14 GMT

>>The exact URL for Porthos is
>http://www.calamus.net/files/dl.php?File=PorthosD.zip

>Still, Cab has trouble with that question mark. It was not there before as
>far as I can remember.

AFAIK the question mark is included to force the browser to reload the page,
rather than possibly re-use an older cached version of the page (and thus not
get an older version of the binary).

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1779. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 09:53:10 UTC
From: <>
Message-ID: <1029571040-659047AEicMi@ntlworld.com>
Source record: 32739

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Fri, 16 Aug 2002 15:23:37 +0200

>I use BoxKite on my Falcon. But a few programs I have do not like it
>(WordPlus 5, ergo!plus), nothing happens when a fileselector should appear
>with these programs. But in general I like it.
>
>I also tried Freedom, but never got it working. I think it was that

The advantage of Freedom! is that you can selectively disable it for those
programs that don't get along with it.

>"liberty" autofolder thing that wouldn't load or something like that. I
>don't know if it is any good if it does work, I finally gave up.

I used the previous version. I don't think that 2.05 adds any worthwhile
features, but ISTR something about being able to execute CPX files?

Cheers

Derryck

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1780. Re: Magic 6.20 and system clocks

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 09:58:52 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029618655.45462.3@iapetus.uk.clara.net>
Source record: 32657

Hi Derryck

> >Btw. is it only on MegaST(e) that this problem appears?
>
> Steve Sweet's machine is a MegaSTe with a Frak/Pak upgrade.

The PAK factor should be irrelevant as the custom TOS 3.06 clock code is un-modified

> Perhaps Andreas will have the answer.

I emailed him shortly after the release or the 6.2 package and got a reply of complete disinterest.

I was well disappointed especially considering the work I put into promoting Magic. How many people bought Magic following CC Club demo's I wonder?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1781. Re: ICD FA-ST Tape Backup Unit Help

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 10:05:42 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029618657.45462.4@iapetus.uk.clara.net>
Source record: 32659

Hi "Jean-Luc CECCOLI"

> I then bought a second hand Falcon, which came with - among others -
> Gemar. And then... 1 backup per month, never a problem (except when
> I saved corrupted data, then crashed my disk, and...).
> So, I suggest you dl the latest release (3.06) from the belgian FTP,
> try it for a while (it's a shareware, with some limitations like
> a message popping frequently during operation), and if satisfied,
> register...

Whilst I wholly support registration of Shareware I strongly suggest that any potential registree establish a line of contact with the author before posting money into the void. I never could establish contact with the author, either that or my questions and bug reports were simply ignored!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1782. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 10:10:24 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029618659.45462.5@iapetus.uk.clara.net>
Source record: 32656

Hi Martin

> I use BoxKite on my Falcon. But a few programs I have do not like it
> (WordPlus 5, ergo!plus), nothing happens when a fileselector should appear
> with these programs. But in general I like it.

It is possible to configure Freedom to provide the system fileselector for specific app's. I've talked to lots of people who's Freedom problems were cured by tweaking its config file.

> I also tried Freedom, but never got it working. I think it was that
> "liberty" autofolder thing that wouldn't load or something like that. I
> don't know if it is any good if it does work, I finally gave up.

I don't like being forced to use someone's proprietary extension system in order to use an app.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1783. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 10:14:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029618661.45462.6@iapetus.uk.clara.net>
Source record: 32658

Hi Derryck

> >tried Freedom, but I could not get it work on my Hades.
>
> I keep meaning to go back to it :-)

Pass your To-Do list, I'll pencil it in under "Paint the bathroom", just before "change my shorts", October 2004 is your target month!!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1784. Re: UK Mail

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 10:23:32 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029618664.45462.7@iapetus.uk.clara.net>
Source record: 32660

Hi Starlord

> Does aanyone know how long it takes packages to go from the UK to the US? A
> keyboard was suppostly mailed to me some time back, but I've not seen
anything
> of it.

Who did you purchase it from. Have you had any contact with the vendor.

Its not unknown for people to take your money and keep quiet. If its a company
and you've not had satisfactory contact with them then I suggest you approach
the British Embassy with a view to prosecuting for fraud / theft.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1785. Re: Boxkite vs. Freedom (was: Re: Cab question)

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 10:23:59 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0208171220050.55-100000@easymint>
Source record: 32740

On Fri, 16 Aug 2002, Martin "Nightowl" Byttebier wrote:

> >I use BoxKite on my Falcon. But a few programs I have do not like it
> >(WordPlus 5, ergo!plus), nothing happens when a fileselector should appear
> >with these programs. But in general I like it.
>
> You can add Outline art 3 to the list of program which have
> problems with Boxkite. Wordplus 5 seems not to have problems with Boxkite
> on my setup. I just did a brief test. I could load/save docs without any
> problem.
>

I just tried again, and you're right: It also works on my system. And suddenly ergo!plus didn't have problems with it anymore either. But it didn't work the other day. Maybe it's like "If you Believe in it, It Will Work" ;-)

Martin

1786. Printing ST-Guide hypertexts

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 10:27:45 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0208171224230.55-100000@easymint>
Source record: 32741

Is there an easy way to print out ALL pages of an ST-Guide hypertext ?
The only way I can think of is using HCP.TTP to convert it to ASCII, but
then the images won't be printed. Anyone ?

Martin Tarenskeen

1787. Re: How to read Atari formatted harddisk on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 13:18:14 UTC
From: bo <not@online.no>
Message-ID: <3D5E4D16.371F@online.no>
Source record: 32742

Adam Klobukowski wrote:
>
> >> Linux can do it, you just have to recompile kernel with "Atari partition
> >> table" support.
> >>
> >> Adam Klobukowski
> >> atari@gabo.pl
> >
> > I am not able to find the correct place to enable this support
> > while executing "make config". At least not in the 2.2.19 kernel.
> >
> > Do I have to do anything special?
>
> Yes, update to newer version. I don't know if 2.2.x has it, try 2.4.x, it
> has it for sure.
>
> Btw, I haven't try it - I just know that it exist and I played Linux a bit
> on my Falcon. I would recomend latest 2.4.19 version becose earlier version
> had problems with recognizing extended partitions.
>
> Adam Klobukowski
> atari@gabo.pl

I was able to compile kernel 2.4.5 or something with Atari support,
but the fdisk utility could still not find the partitions.
Debian have something called atari-fdisk.

Another way of transfering a lot of files could be through a cd-rom,
but then I have a new problem. How to make the Atari recognize this.

HDDRIVER give three bombs after showing the drive name (Pioneer ---)

Bent

1788. 1040STe, driver for IDE cd-rom wanted.

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 13:19:42 UTC
From: bo <not@online.no>
Message-ID: <3D5E4D6E.2090@online.no>
Source record: 32743

I would like to connect a cdrom to my IDEal IDE interface.
Any good suggestions anybody?

Bent

1789. ATARI JAGUAR w/CD and 26 games.

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 13:22:50 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <K6s79.1836$Hr.1844671@kent.svc.tds.net>
Source record: 32744

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1373704443&rd=1

1790. SLM804

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 14:58:06 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029599972-029572AEicMi@xs4all.nl>
Source record: 32745

A lot of threads ago there was someone who mentioned asort of shadowy image through the regular printout of a SLM804. I seem to have the same problem.What can be done about it? Do I have to replace the drum or is there something less radical? I also notice that there is a lot of toner on the box that contains the tonercartridge. Is that normal or has that been spilled due to transportation of something?

There's still a Epson at the side of the SLM so there is no big fuzz but I would like to use the SLM804 and not only because of his fine printout...

Thanks in advance,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1791. Re: 1040STe, driver for IDE cd-rom wanted.

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 15:36:31 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ajlqi5$1augjn$1@ID-40235.news.dfncis.de>
Source record: 32646

"bo" <not@online.no> wrote in message news:3D5E4D6E.2090@online.no...
> I would like to connect a cdrom to my IDEal IDE interface.
> Any good suggestions anybody?
>
> Bent

I think METADOS will work see

http://www.muenster.de/~reschke/soft_e.html

for info.

1792. Re: ATARI TT030 OFFICIAL SERVICE MANUAL ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 15:42:25 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ajlqt7$1biq2g$1@ID-40235.news.dfncis.de>
Source record: 32647

Is this the same as the one BestElectronics list at $50 canadian ?

"Donald and Cheryl" <dandc@merr.com> wrote in message
news:cc879.1723$Hr.1654943@kent.svc.tds.net...
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1556078584
>
>

1793. YAMAHA YEM8 2X8 MIDI EXPANDER on EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 17:04:03 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <7mv79.1854$Hr.1867451@kent.svc.tds.net>
Source record: 32648

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=900422226

1794. Reading ST floppies on PC

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 19:07:42 UTC
From: "Frederic G. MARAND" <fgm@osinet.fr>
Message-ID: <3d5e9eff$0$257$626a54ce@news.free.fr>
Source record: 32649

Hello,

I just found a bunch of my old ST floppies, and I can't read them on my PCn
although some of them has been formatted with TOS1.4. ST2DOS.EXE complains
about not being able to read their bootsector. I thought Saint could do it,
but apparently it only uses floppy images, not actual floppies.

The drive on my PC reads PC floppies without any problem, but I no longer
have my old ST.

Is there any hope ?

--
FGM

1795. Re: Printing ST-Guide hypertexts

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 19:45:34 UTC
From: Mike Kerslake <mike@kerslake.plus.com>
Message-ID: <rQx79.1113$sE1.118571@stones>
Source record: 32650

"Martin Tarenskeen" <nospam@zonnet.nl> wrote in message
news:Pine.MNT.4.31.0208171224230.55-100000@easymint...
>
> Is there an easy way to print out ALL pages of an ST-Guide hypertext ?
> The only way I can think of is using HCP.TTP to convert it to ASCII, but
> then the images won't be printed. Anyone ?

There was a German program which used GDOS to print out ST-Guide texts, I
did play about with it for a while, but don't remember getting very far with
it.

--
Mike K

EML: mike@kerslake.plus.com
FAX: 0870 7066299
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - RADIO - SCOOTERS - KERSLAKE

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Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/02

1796. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 20:32:27 UTC
From: edbaizjr@attbi.com
Message-ID: <vpy79.182845$uj.258253@rwcrnsc51.ops.asp.att.net>
Source record: 32651

On 16 Aug 2002 12:46:35 , Martin "Nightowl" Byttebier wrote:

>Freedom (all versions) certainly works on Hades. I've used it for years
>but it's hack. I recently switched over to Boxkite because some newer
>programs (like Calamus SL2002R3) did have serious problems with freedom
>2.05.

Hello,

That may have been why I do not use Freedom myself. Now I remember using it,
but I also remember the many bus errors I got. I did like the graphic
interface though.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1797. Re: UK Mail

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 20:32:27 UTC
From: edbaizjr@attbi.com
Message-ID: <vpy79.59585$983.71923@rwcrnsc53>
Source record: 32652

On 16 Aug 2002 09:44:39 , "Starlord" wrote:
>Does aanyone know how long it takes packages to go from the UK to the US? A
>keyboard was suppostly mailed to me some time back, but I've not seen anything
>of it.

I have gotten packages from the UK and Germany in about 1-2 weeks. There some
others that took longer though.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1798. Re: Reading ST floppies on PC

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 20:32:28 UTC
From: edbaizjr@attbi.com
Message-ID: <wpy79.59586$983.72384@rwcrnsc53>
Source record: 32654

On 17 Aug 2002 21:07:42 , "Frederic G. MARAND" wrote:
>Hello,
>
>I just found a bunch of my old ST floppies, and I can't read them on my PCn
>although some of them has been formatted with TOS1.4. ST2DOS.EXE complains
>about not being able to read their bootsector. I thought Saint could do it,
>but apparently it only uses floppy images, not actual floppies.
>
>The drive on my PC reads PC floppies without any problem, but I no longer
>have my old ST.
>
>Is there any hope ?

Hmmm?? Could be the drives in the ST and PC are not compatible. I have run into that before. I just formated a disk on my STe and put into the PC and it worked fine. I would say, just mail the disks to someone who has an Atari and have that person email you the data. I would do it, but if you have someone in your area, that would be better.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1799. Re: Boxkite vs. Freedom (was: Re: Cab quest

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 20:32:28 UTC
From: edbaizjr@attbi.com
Message-ID: <wpy79.182846$uj.258914@rwcrnsc51.ops.asp.att.net>
Source record: 32655

On 16 Aug 2002 18:12:58 , "Martin \"Nightowl\" Byttebier" wrote:

> You can add Outline art 3 to the list of program which have
>problems with Boxkite. Wordplus 5 seems not to have problems with Boxkite
>on my setup. I just did a brief test. I could load/save docs without any
>problem.
>
> What I don't like is that Boxkite keep complaining about long file
>names when called from certain application. For instance Image copy and
>Gemview. If I try to load a picture from a VFAT partition Boxkite always
>comes up in 8+3 mode. I always have to switch on long file name support
>myself. An djust before Boxkite passes the file to the application I get
>that annoying message like this:
>This application may not be able to progress long file names correctly.
>I know in fact it's not the fault of Boxkite but of Imagecopy but it's
>annoying. With Freedom I didn't had this problem at all.

For me there is no contest. Boxkite is much better than any other file
selector I have used on the Hades. About the long-filename thing, sometimes I
have to switch on the long filename support, but most of the time I do not. I
have yet to figure out why this happens, but I do not mind it. The bottom
line is that it works.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1800. Re: 1040STe, driver for IDE cd-rom wanted.

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 20:32:29 UTC
From: edbaizjr@attbi.com
Message-ID: <xpy79.154365$sA3.232286@rwcrnsc52.ops.asp.att.net>
Source record: 32653

On 17 Aug 2002 13:19:42 , bo wrote:
>I would like to connect a cdrom to my IDEal IDE interface.
>Any good suggestions anybody?
>
>Bent

The newest version of Extendos has some IDE support. Below was cut from a
section of the latest update:
==========

2. Added SCSIDRV support. This allows ExtenDOS Gold to access busses
for which it does not have built-in support: for example, the IDE
bus on the Falcon, or the SCSI bus available via a plug-in board
on the Hades. In order for this to work, a driver that supports
the SCSIDRV protocol on your system must be available; check your
system documentation to see if one is supplied. If not, you may
wish to investigate the HDDRIVER hard disk driver (by Uwe Seimet),
which provides SCSIDRV support on many systems.
NOTE If the SCSIDRV interface is available, ExtenDOS Gold will
use it by default for ALL devices, including those on the standard
Atari ACSI and SCSI buses. In order to use the builtin support
for ACSI and SCSI in these circumstances, you must specify "No"
for the "use SCSIDRV" option (S=N switch). See below for more
information.

3. Added command-set support for ATAPI revisions 1.2 & 2.6, both
CD-ROM & CD-R(W). This means that most modern ATAPI/IDE CD
devices should work on systems with the appropriate hardware
(e.g. Falcon or Milan).
NOTE In order to send the commands across the IDE bus, ExtenDOS
Gold uses the SCSIDRV protocol. Therefore an appropriate SCSIDRV
driver must be installed for the bus in question.

4. The following additional devices are supported:
CD recorders:
. Mustek MRW-121032
. Panasonic 7502
. Plextor PX4/12, PX8/20
. Ricoh 7060S
. Sony 145
. TEAC 50S, 55S
CD-ROM drives:
. Nakamichi MJ-5.16S
. TEAC CD-50, 532S
The default for otherwise unrecognised TEAC SCSI-2 devices has

been changed to be the same as the TEAC 532S. The default for
Yamaha CD-RWs is now the same as other SCSI3/MMC devices.
In addition, SCSI-3/MMC compatibility has been improved, so
more SCSI-3/MMC-compliant drives should work automatically.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

1801. Re: Reading ST floppies on PC

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 22:00:59 UTC
From: "Frederic G. MARAND" <fgm@osinet.fr>
Message-ID: <3d5ec79c$0$10521$626a54ce@news.free.fr>
Source record: 32661

Thanks for your suggestion. I'll check if I can still find the person who bought my ST. Maybe he would do this ...

"Edward S. Baiz Jr." <edbaizjr@attbi.com> a écrit dans le message news: wpy79.59586$983.72384@rwcrnsc53...
> On 17 Aug 2002 21:07:42 , "Frederic G. MARAND" wrote:
> >Hello,
> >
> >I just found a bunch of my old ST floppies, and I can't read them on my PCn
> >although some of them has been formatted with TOS1.4. ST2DOS.EXE complains
> >about not being able to read their bootsector. I thought Saint could do it,
> >but apparently it only uses floppy images, not actual floppies.
> >
> >The drive on my PC reads PC floppies without any problem, but I no longer
> >have my old ST.
> >
> >Is there any hope ?
>
>
> Hmmm?? Could be the drives in the ST and PC are not compatible. I have run
> into that before. I just formated a disk on my STe and put into the PC and it
> worked fine. I would say, just mail the disks to someone who has an Atari and
> have that person email you the data. I would do it, but if you have someone
> in your area, that would be better.
[...]

1802. Re: UK Mail

Newsgroup: comp.sys.atari.st
Date: 2002-08-17 23:07:22 UTC
From: Starlord <starlord@in>
Message-ID: <UFA79.1757$L75.199883875@news.inreach.com>
Source record: 32662

I'll not be out of any money, it's a donation by another user that does post here very offen, just doesn't seem to answer e-mail offen. As it's a freebie I figured they'd ship it the "Slow Boat from China" way. but figured I'd just ask.

If it wasn't for some other things that have used up my money, I would have seen if I could have bough a TT keyboard here, but blast it, every time I think I'm going to have a bit of extra money, something goes wrong and I end up broke again.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1029618664.45462.7@iapetus.uk.clara.net...
> Hi Starlord
>
> > Does aanyone know how long it takes packages to go from the UK to the US? A
> > keyboard was suppostly mailed to me some time back, but I've not seen
> anything
> > of it.
>
> Who did you purchase it from. Have you had any contact with the vendor.
>
> Its not unknown for people to take your money and keep quiet. If its a company
> and you've not had satisfactory contact with them then I suggest you approach
> the British Embassy with a view to prosecuting for fraud / theft.
>
> --
>
> Regards, Steve. S.

>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
> ---
> Outgoing mail has been scanned by AVG and is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002
>
>

1803. Re: Reading ST floppies on PC

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 07:31:52 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3D5F6905.C915E748@ev1.net>
Source record: 32663

"Frederic G. MARAND" wrote:
>
> Hello,
>
> I just found a bunch of my old ST floppies, and I can't read them on my PCn
> although some of them has been formatted with TOS1.4. ST2DOS.EXE complains
> about not being able to read their bootsector. I thought Saint could do it,
> but apparently it only uses floppy images, not actual floppies.
>
> The drive on my PC reads PC floppies without any problem, but I no longer
> have my old ST.
>
I have been able to read most of my ST floppies on my 68k Mac.
If the Mac has a translator to read PC disks, it should be able
to read the ST floppies.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

1804. Re: Reading ST floppies on PC

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 08:05:57 UTC
From: "Frederic G. MARAND" <fgm@osinet.fr>
Message-ID: <3d5f5566$0$10514$626a54ce@news.free.fr>
Source record: 32664

Thanks for the suggestion. I happen to know one (Power)Mac user ; I'll ask him. Is there something I should tell him or should the Mac read these automatically ?

"Charles Richmond" <richmond@ev1.net> a crit dans le message news: 3D5F6905.C915E748@ev1.net...
> "Frederic G. MARAND" wrote:
> >
> > Hello,
> >
> > I just found a bunch of my old ST floppies, and I can't read them on my PCn
> > although some of them has been formatted with TOS1.4. ST2DOS.EXE complains
> > about not being able to read their bootsector. I thought Saint could do it,
> > but apparently it only uses floppy images, not actual floppies.
> >
> > The drive on my PC reads PC floppies without any problem, but I no longer
> > have my old ST.
> >
> I have been able to read most of my ST floppies on my 68k Mac.
> If the Mac has a translator to read PC disks, it should be able
> to read the ST floppies.
[...]

1805. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 08:25:06 UTC
From: <>
Message-ID: <1029743340-137287AEicMi@ntlworld.com>
Source record: 32550

From: "Steve Sweet" <stevesweet@freeuk.com>
Date: Sat, 17 Aug 2002 11:14:06 +0100

>> I keep meaning to go back to it :-)
>
>Pass your To-Do list, I'll pencil it in under "Paint the bathroom", just
>before "change my shorts", October 2004 is your target month!!. 8~)

I've also got Texel 2.20's resources to sort out, the ones we prepared for the
non-released 2.30 don't work correctly :-(

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1806. Re: Printing ST-Guide hypertexts

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 08:27:10 UTC
From: <>
Message-ID: <1029743342-137805AEicMi@ntlworld.com>
Source record: 32551

From: "Mike Kerslake" <mike@kerslake.plus.com>
Date: Sat, 17 Aug 2002 20:45:34 +0100

>martin Tarenskeen" <nospam@zonnet.nl> wrote in message
>news:Pine.MNT.4.31.0208171224230.55-100000@easymint...
>>
>> Is there an easy way to print out ALL pages of an ST-Guide hypertext ?

>There was a German program which used GDOS to print out ST-Guide texts, I
>did play about with it for a while, but don't remember getting very far with
>it.

HYP2GDOS if I'm not mistaken. IIRC it won't print some pages linked to in a
certain way or similar :-(

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1807. Re: ICD FA-ST Tape Backup Unit Help

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 08:32:40 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.0c01a9a5.88284942.chongdochongdo@ichongdo.com>
Source record: 32666

Dans le message <1029618657.45462.4@iapetus.uk.clara.net>
Steve Sweet a ï¿½crit:
>Hi "Jean-Luc CECCOLI"

>> I then bought a second hand Falcon, which came with - among others -
>> Gemar. And then... 1 backup per month, never a problem (except when
>> I saved corrupted data, then crashed my disk, and...).
>> So, I suggest you dl the latest release (3.06) from the belgian FTP,
>> try it for a while (it's a shareware, with some limitations like
>> a message popping frequently during operation), and if satisfied,
>> register...

>Whilst I wholly support registration of Shareware I strongly suggest that any
>potential registree establish a line of contact with the author before posting
>money into the void. I never could establish contact with the author, either
>that or my questions and bug reports were simply ignored!.

Er...? Steffen didn't reply to your messages ?
Excuse, please, if I feel astonished, but the fact is he *always*
replied to mine...
The only thing annoying with Gemar, is that it will be no further
developped (but still supported though!).

J.-Luc

--
+======+
|eC.cu|r| Les adresses en ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de
|c+=+L|f| spammeurs. Pour me rï¿½pondre, partir du centre vers
|c|J|-|.| l'extï¿½rieur du labyrinthe ci-contre.
|o|ean|o| -=oOo=-
|l+===+o| The adresses in "From" and "Reply-To" are spammers'. If
|i@wanad| you wish to contact me, use the adress going from centre
+=======+ to outside the maze on the left.

1808. [ANN] spareTIME 1.12

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 09:19:25 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0208180119.323c3871@posting.google.com>
Source record: 32665

spareTIME, the organizer software is out in v1.12. That's new:

New in this release:
- English hypertext (first version)
- French RSC more complete
- Bugfix: buttons in the reminder dialog were not deselected

spareTIME is available for only 16 EUR.
http://www.mypenguin.de/shop/
http://sparetime.atari.org/

Matthias

1809. Gasteiner hard disk help

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 09:50:37 UTC
From: chris_thorley@lineone.net
Message-ID: <df8947a2.0208180150.1219896c@posting.google.com>
Source record: 32667

hi all. I recently aquired a Gasteiner hard disk, 120MB i think. I thought T'd clean it up and reformatted it using AHDI but now it won't work. I think it needs special driver software called SDManage which was what I think it was originally supplied with. Can anyone help?

Chris Thorley.

1810. Re: Reading ST floppies on PC

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 11:01:55 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ajnur9$1cootd$1@ID-40235.news.dfncis.de>
Source record: 32668

If your PC has a WIN9X based OS you might also try the Gemulator Explorer 2.03 which you can download from

http://www.emulators.com/download.htm

near the bottom of the page.

"Frederic G. MARAND" <fgm@osinet.fr> wrote in message news:3d5e9eff$0$257$626a54ce@news.free.fr...
> Hello,
>
> I just found a bunch of my old ST floppies, and I can't read them on my PCn
> although some of them has been formatted with TOS1.4. ST2DOS.EXE complains
> about not being able to read their bootsector. I thought Saint could do it,
> but apparently it only uses floppy images, not actual floppies.
>
> The drive on my PC reads PC floppies without any problem, but I no longer
> have my old ST.
>
> Is there any hope ?
>
>
> --
> FGM
>
>

1811. SLMtrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 12:52:50 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029678816-052086AEicMi@xs4all.nl>
Source record: 32669

It got even more worse....After replacing the drumkit and all its perepherals it start to look like if there's even more spilling of toner...It seems that the drum is not being cleaned and that previous prints go with the next one. If I print 5 copies at the same time the last one is unreadable due to all these prints over each other...Does anyone recognize this and has a solution?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1812. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 13:02:07 UTC
From: Sproutey <Sprout@Crumble.Com>
Message-ID: <tl6vluckdi5es0760s2vivmb22vc9qv43i@4ax.com>
Source record: 32670

On Sun, 21 Jul 2002 19:26:07 +0200, "Klaus Seiner"
<kseiner@edu.uni-klu.ac.at> wrote:

>Hi!
>
>Well i own a STacy2 and a STacy4 (both came from european online auctions
>for 100$ and 150$:)))
>And i sold my 2 STBooks (yes, i had two - both bought for a total of 100$)
>for 500$ each (3 years ago).
>
>Hunt3r
>

By ST Book, are you talking about the small (A5ish), grey ring bound
Software Catalogue with hundreds of pages of all the software and
hardware etc that was (going to be) available for the ST ?

I'm sitting on an excellent UK edition and I have never seen another.
Are they rare?

1813. Re: [PROG] Documentation of video extensions for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 14:04:27 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <bh9oja.ge.ln@127.0.0.1>
Source record: 32671

Dans l'article <3d5ba7b7.153124040@nntp.swampdog>, "Guy Harrison"
<swampdog@ntlworld.com> a tapoti¿½ avec ses petits doigts:

> How are you building SDL - environment, options etc?

I cross-compile SDL for atari from my linux box. You need binutils and
gcc to produce m68k-atari-mint code. Then you need the mintlib include
and libs to build the final program. See my WWW site for more info on
this, there are cross-compilation howto pages.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spi¿½cialiti¿½: Di¿½veloppement, jeux

1814. Re: Gasteiner hard disk help

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 15:11:46 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.e339469d.82ee49e0.doyene@zetnet.co.uk>
Source record: 32672

In message <df8947a2.0208180150.1219896c@posting.google.com>
atarimad wrote:
>hi all. I recently aquired a Gasteiner hard disk, 120MB i think. I
>thought T'd clean it up and reformatted it using AHDI but now it won't
>work. I think it needs special driver software called SDManage which
>was what I think it was originally supplied with. Can anyone help?

Hei Chris.
Have you tried any other software like HDDriver or GESoft. If you do not have these, I would
gladly drop a copy of each.

regards

john

--
-
****
** A true Englishman believes in fairplay **
** and I try to hold to that belief as true**
** Atarian user. ------------------- **
** - ATARIAN FOREVER - **
** ------------------- **
****
| emailto: doyene@zetnet.co.uk |
| John Nicholas Oakes A.L.M. User |
| New Moston, Manchester. England. |
==

1815. Re: ATARI TT030 OFFICIAL SERVICE MANUAL ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 15:13:01 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <lPO79.1478$h4.101797@newsfep1-win.server.ntli.net>
Source record: 32674

Hello.

"David Wade" <g8mqw@yahoo.com> wrote in message
news:ajlqt7$1biq2g$1@ID-40235.news.dfncis.de...
> Is this the same as the one BestElectronics list at $50 canadian ?

I think it's the same one I have.....

Barrie at Keychange.

1816. Re: Gasteiner hard disk help

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 15:14:54 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.ejplschb@localhost>
Source record: 32675

John N Oakes wrote:
>
> In message <df8947a2.0208180150.1219896c@posting.google.com>
> atarimad wrote:
> >hi all. I recently aquired a Gasteiner hard disk, 120MB i think. I
> >thought T'd clean it up and reformatted it using AHDI but now it
> >won't work. I think it needs special driver software called SDManage
> >which was what I think it was originally supplied with. Can anyone
> >help?
>
> Hei Chris.
> Have you tried any other software like HDDriver or
> GESoft.
> If you do not have these, I would
> gladly drop a copy of each.

Better keep in mind that HDDriver is still a commercial (and supported)
product. You can find a demoversion and some information on it here:

http://www.seimet.de/hddriver_english.html

Regards,

Joakim

1817. STRam for TT

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 15:18:20 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.e4304194.849449e0.doyene@zetnet.co.uk>
Source record: 32673

Hei All.
What is the maximum ST Rams you can put in a TT030. Also who is still active in selling these goods.

regards
jno

--
-
****
** A true Englishman believes in fairplay **
** and I try to hold to that belief as true**
** Atarian user. ------------------- **
** - ATARIAN FOREVER - **
** ------------------ **
****
| emailto: doyene@zetnet.co.uk |
| John Nicholas Oakes A.L.M. User |
| New Moston, Manchester. England. |
==

1818. ROLAND " THE SYNTHESIZER" MINT! on EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 16:56:41 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <dlQ79.1921$Hr.2046249@kent.svc.tds.net>
Source record: 32677

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1557003295&ssPageName=ADM
E:B:LC:US:1

1819. @ ROLAND "THE SYNTHESIZER" MINT! ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 16:59:05 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <tnQ79.1922$Hr.2047627@kent.svc.tds.net>
Source record: 32678

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1557003295&ssPageName=ADM
E:B:LC:US:1

1820. Re: Hmmm

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 17:02:13 UTC
From: AtariMad <nospam@not.telling.u.ok>
Message-ID: <xqQ79.29915$DG5.11640@news-binary.blueyonder.co.uk>
Source record: 32679

> Didn't you goto a Atari show in stafford a few years ago around the time
> when ST+ fanzine was still running ?

That's the one, been to all of the Stafford shows, even had a stall there :)

Ahhh, the good ol days :)

AM.
I think therefore I AM.

1821. Re: STRam for TT

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 17:07:53 UTC
From: lp <gfa@basic.net>
Message-ID: <B9854CA9.8876%gfa@basic.net>
Source record: 32680

in article WS3.e4304194.849449e0.doyene@zetnet.co.uk, John N Oakes at doyene@zetnet.co.uk wrote on 8/18/02 11:18 AM:

> Hei All.
> What is the maximum ST Rams you can put in a TT030. Also who is still active
> in selling these goods.

There is 2mb on the motherboard. Atari themselves sold 2mb and 8mb addon boards, so you could have 4mb or 10mb total. I do not know about any third party boards, there may have been some. If so they are almost certainly not made anymore. Over here (US) if you find a board at a dealer they want a fortune for it.

Lonny Pursell

1822. Re: MagiC 6.20 UK

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 17:35:49 UTC
From: vdjole@EUnet.yu
Message-ID: <ajoltj$5nd$1@news.eunet.yu>
Source record: 32681

On 17 Aug 2002 08:42:02 , <derryck@.NOT~THIS~cix.co.uk> wrote:

>The DDP section of my web site has a package to "Anglicise" 6.20, you are very
>welcome to take this as a basis for your work Andreas. As reported elsewhere
>though, the magxdesk.rsc file still contains some untranslated German in
>hidden objects.

And, unfortunately, there are some texts embedded in the binary of magxdesk,
and, iirc, those texts appear rather frequently in normal use.

cu;

1823. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 17:51:35 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1029693095.586572@pikachu.atari-source.com>
Source record: 32676

Sproutey wrote:

> On Sun, 21 Jul 2002 19:26:07 +0200, "Klaus Seiner"
> <kseiner@edu.uni-klu.ac.at> wrote:
>
>>Hi!
>>
>>Well i own a STacy2 and a STacy4 (both came from european online auctions
>>for 100$ and 150$:)))
>>And i sold my 2 STBooks (yes, i had two - both bought for a total of 100$)
>>for 500$ each (3 years ago).
>>
>>Hunt3r
>>
>
>
> By ST Book, are you talking about the small (A5ish), grey ring bound
> Software Catalogue with hundreds of pages of all the software and
> hardware etc that was (going to be) available for the ST ?
>
> I'm sitting on an excellent UK edition and I have never seen another.
> Are they rare?

STbook was an Atari laptop which from what I saw was MUCH better (smaller)
then the STacy.

Mark
I think it was only prototype and never made it to production but there's a
couple flying around.

1824. Re: How to set up NEWSie's killfile

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 18:24:43 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029702890.45918.3@demeter.uk.clara.net>
Source record: 32685

Yo!, Derryck

> >Thanks for the info, I was starting to suspect that filtering the usenet
> >postings wasn't possible. Hopefully there will be some possibility to do
>
> ASH's Emailer allows for this, you can filter both news and emails.

Didn't some friendly local group do the translation for that doohickie?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1825. SLMtrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 18:35:06 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029699372-139874AEicMi@xs4all.nl>
Source record: 32682

Is there an SLMexpert in this group? Or anyone
who is familiar with it?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1826. Re: 1040STe, driver for IDE cd-rom wanted.

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 18:37:30 UTC
From: bo <not@online.no>
Message-ID: <3D5FE96B.7891@online.no>
Source record: 32683

Edward S. Baiz Jr. wrote:
>
> On 17 Aug 2002 13:19:42 , bo wrote:
> >I would like to connect a cdrom to my IDEal IDE interface.
> >Any good suggestions anybody?
> >
> >Bent
>
> The newest version of Extendos has some IDE support. Below was cut from a
> section of the latest update:
> ==========
>
> 2. Added SCSIDRV support. This allows ExtenDOS Gold to access busses
> for which it does not have built-in support: for example, the IDE
> bus on the Falcon, or the SCSI bus available via a plug-in board
> on the Hades. In order for this to work, a driver that supports
> the SCSIDRV protocol on your system must be available; check your
> system documentation to see if one is supplied. If not, you may
> wish to investigate the HDDRIVER hard disk driver (by Uwe Seimet),
> which provides SCSIDRV support on many systems.

Do I have to do anything special with the HDDRIVER??
Is there some SCSI simulation for IDE devices?

HDDRIVER list the CD-ROM at bootup, but the EXTENDOS does not find
any devices.

Bent

1827. Re: Gasteiner hard disk help

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 19:02:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029702891.45918.4@demeter.uk.clara.net>
Source record: 32686

Hi John

> >hi all. I recently aquired a Gasteiner hard disk, 120MB i think. I
> >thought T'd clean it up and reformatted it using AHDI but now it won't
> >work. I think it needs special driver software called SDManage which
> >was what I think it was originally supplied with. Can anyone help?
>
> Hei Chris.
> Have you tried any other software like HDDriver or GESoft. If
you do not have these, I would
> gladly drop a copy of each.

My Gasteiner *ega8rive hard drive used a GE board and was supplied with the GE
soft driver.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1828. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 19:22:26 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3D5FF3F2.6020209@wanadoo.be>
Source record: 32684

Frederic Fouche wrote:

>Programmers shot themselves in the foot along with the users who thought
>the ST was an incredible machine for ALL usage. No need to upgrade, either
>OS, extension or hardware. But oh well, such is life.
>
>
>
>
Katherine ....
Not very serious all this .....
Isn't it ?

--
Jo

1829. Re: STRam for TT

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 20:30:12 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.cf326a96.878c4ac2.chongdochongdo@ichongdo.com>
Source record: 32687

Hello, John,

Dans le message <WS3.e4304194.849449e0.doyene@zetnet.co.uk>
John N Oakes a ï¿½crit:
>Hei All.
> What is the maximum ST Rams you can put in a TT030. Also who is st
>ill active in selling these goods.
Up to 14 MB, but this needs some de/soldering skill

J.-Luc

--
+======+
|eC.cu|r| Les adresses en ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de
|c+=+L|f| spammeurs. Pour me rï¿½pondre, partir du centre vers
|c|J|-|.| l'extï¿½rieur du labyrinthe ci-contre.
|o|ean|o| -=oOo=-
|l+===+o| The adresses in "From" and "Reply-To" are spammers'. If
|i@wanad| you wish to contact me, use the adress going from centre
+=======+ to outside the maze on the left.

1830. Re: Emailertrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 20:35:56 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029747264-222384AEicMi@xs4all.nl>
Source record: 32552

Hi Derryck,

>f you can't find it, you can use Oliver
>Booklage's one which also works.

Doesn't that one not only work with STIK/STING?

>You could also check my article on setting
>IConnect up on the MyAtari web site

I'll get into it, thanks.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1831. Re: How to set up NEWSie's killfile

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 21:33:17 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.oftfprcn@localhost>
Source record: 32688

<derryck@.NOT~THIS~cix.co.uk> wrote:
>
> From: gokmase@fakenet.se (GokMasE)
> Date: Mon, 12 Aug 2002 09:57:59 +0000 (UTC)
>
> >>Joakim, NEWSie's killfile is for mail only: there is none for NGs,
> >>much to my regret too.
>
> >Thanks for the info, I was starting to suspect that filtering the
> >usenet postings wasn't possible. Hopefully there will be some
> >possibility to do
>
> ASH's Emailer allows for this, you can filter both news and emails.

That is nice, but will does it demand MagiC or/and Iconnect?

Regards,

Joakim

1832. Re: SLM804

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 22:43:39 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <ajp7ur$3b0$1@reader2.panix.com>
Source record: 32689

The first thing to do is confirm that what is probably
the problem is the problem. Take out the wiper blade, which
is just behind the drum, by removing two screws. It
probably looks yellowed, because even a new one is 20 years
old. Rub then end surface on a flat file, and put it back in.
If that helps, you need a new wiper blade.

One Australian fellow posted that he had some new ones,
not old stock but really new, but would not ship outside of
australia. One other person said he knew how to make them,
but nobody wanted to buy one from him. Still true, I guess.

I made one for me. I took an Epson CX blade, and, lacking
a bending press, bashed it out flat with a big hammer, and
then bent the metal holding the plastic wiper blade to exactly
15 degrees, to match the old one. Then I cut away everything
that did not fit, and made new mounting holes, so that the
new blade would not fold over against the drum. It should
not lean very hard against the drum.

Actual hole position is hard to measure, but it is about
1/2 inch behind the working tip of the wiper blade.

This is a small bother to do, and I could make another,
but someone recently posted that he was looking for
that business. He could probaly sell a dozen or so.
There are at least that many people with an SLM804 parked and
waiting for a new wiper blade.

Mine works fine, but looks like it was done with a big hammer.
It is not pretty, but it works.

Topic two: toner on top of the box is a bad sign. If that
was shipped without removing the drum and toner, there could
be conductive toner everywhere, and you will soon get
proficient at taking a SLM804 apart into really small
pieces. If it is causing no trouble, do not worry about it.

Jim

Raoul Teulings <rt@xs4all.nl> writes:

: A lot of threads ago there was someone who
: mentioned asort of shadowy image through the
: regular printout of a SLM804. I seem to have the
: same problem.What can be done about it? Do I have
: to replace the drum or is there something less

: radical? I also notice that there is a lot of
: toner on the box that contains the
: tonercartridge. Is that normal or has that been
: spilled due to transportation of something?

: There's still a Epson at the side of the SLM so
: there is no big fuzz but I would like to use the
: SLM804 and not only because of his fine
: printout...

: Thanks in advance,

: Raoul Teulings
: 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1833. Re: Reading ST floppies on PC

Newsgroup: comp.sys.atari.st
Date: 2002-08-18 22:50:01 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3D604036.FC2B0890@ev1.net>
Source record: 32690

```
"Frederic G. MARAND" wrote:
>
> "Charles Richmond" <richmond@ev1.net> a ï¿½crit dans le message news:
> 3D5F6905.C915E748@ev1.net...
> > "Frederic G. MARAND" wrote:
> > >
> > > Hello,
> > >
> > > I just found a bunch of my old ST floppies, and I can't read them on my
> PCn
> > > although some of them has been formatted with TOS1.4. ST2DOS.EXE
> complains
> > > about not being able to read their bootsector. I thought Saint could do
> it,
> > > but apparently it only uses floppy images, not actual floppies.
> > >
> > > The drive on my PC reads PC floppies without any problem, but I no
> longer
> > > have my old ST.
> > >
> > I have been able to read most of my ST floppies on my 68k Mac.
> > If the Mac has a translator to read PC disks, it should be able
> > to read the ST floppies.
> [...]
>
> Thanks for the suggestion. I happen to know one (Power)Mac user ; I'll ask
> him. Is there something I should tell him or should the Mac read these
> automatically ?
>
The newer Power Macs have *no* floppy drives at all...perhaps your
friend has an older model. The one I used was a 68k Mac, and the
reading as automatic and required *no* special efforts...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

1834. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 01:21:09 UTC
From: t1hopper@yahoo.com
Message-ID: <61776a04.0208181721.5766ab01@posting.google.com>
Source record: 32691

Sproutey <Sprout@Crumble.Com> wrote in message
news:<tl6vluckdi5es0760s2vivmb22vc9qv43i@4ax.com>...
> By ST Book, are you talking about the small (A5ish), grey ring bound
> Software Catalogue with hundreds of pages of all the software and

I think he's talking about the successor to the STacy: the very light,
portable version of the 1040ST. A search of Google brings up plenty
of pages; here's one:
<http://www.old-computers.com/museum/computer.asp?c=283>

1835. Re: STRam for TT

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 02:18:42 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.0823ad87.84aa4c40.doyene@zetnet.co.uk>
Source record: 32693

In message <WS3.cf326a96.878c4ac2.chongdochongdo@ichongdo.com>
Jean-Luc CECCOLI wrote:
>Hello, John,

>Dans le message <WS3.e4304194.849449e0.doyene@zetnet.co.uk>
>John N Oakes a ï¿½crit:
>>Hei All.
>> What is the maximum ST Rams you can put in a TT030. Also who is st
>>ill active in selling these goods.
>Up to 14 MB, but this needs some de/soldering skill
Bonjour.J.-Luc.
Long time no hear it must be a while since we last emailed ;-)
I suspect it might be a tough job. I have 4mb st rams, but I remember that I have a board as well.
Thanks for the info I must drop in for a cup of tea sometime.

regards
jno

>--
>+======+
>|eC.cu|r| Les adresses en ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de
>|c+=+L|f| spammeurs. Pour me rï¿½pondre, partir du centre vers
>|c|J|-|.| l'extï¿½rieur du labyrinthe ci-contre.
>|o|ean|o| -=oOo=-
>|l+===+o| The adresses in "From" and "Reply-To" are spammers'. If
>|i@wanad| you wish to contact me, use the adress going from centre
>+=======+ to outside the maze on the left.

--
-
****
** A true Englishman believes in fairplay **
** and I try to hold to that belief as true**
** Atarian user. ------------------- **
** - ATARIAN FOREVER - **
** ------------------ **
****
| emailto: doyene@zetnet.co.uk |
| John Nicholas Oakes A.L.M. User |
| New Moston, Manchester. England. |
==

1836. Re: Hmmm

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 02:24:50 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.325897fc.86324c40.doyene@zetnet.co.uk>
Source record: 32695

In message <xqQ79.29915$DG5.11640@news-binary.blueyonder.co.uk>
AtariMad wrote:
>> Didn't you goto a Atari show in stafford a few years ago around the time
>> when ST+ fanzine was still running ?

>That's the one, been to all of the Stafford shows, even had a stall there :)

>Ahhh, the good ol days :)
Quite so. It is a pity that there no show ever a sad loss!.

regards
jno ex 16mu worker stafford lover####
>AM.
>I think therefore I AM.

--
-
****
** A true Englishman believes in fairplay **
** and I try to hold to that belief as true**
** Atarian user. ------------------- **
** - ATARIAN FOREVER - **
** ------------------ **
****
| emailto: doyene@zetnet.co.uk |
| John Nicholas Oakes A.L.M. User |
| New Moston, Manchester. England. |
==

1837. Re: Gasteiner hard disk help

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 02:32:48 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.335596f1.88304c40.doyene@zetnet.co.uk>
Source record: 32692

In message <1029702891.45918.4@demeter.uk.clara.net>
Steve Sweet wrote:
>Hi John

>> >hi all. I recently aquired a Gasteiner hard disk, 120MB i think. I
>> >thought T'd clean it up and reformatted it using AHDI but now it won't
>> >work. I think it needs special driver software called SDManage which
>> >was what I think it was originally supplied with. Can anyone help?
>>
>> Hei Chris.
>> Have you tried any other software like HDDriver or GESoft. If
>you do not have these, I would
>> gladly drop a copy of each.

>My Gasteiner *ega8rive hard drive used a GE board and was supplied with the GE
>soft driver.
hei Steve.
The only problem I have had with it was formatting 6gb. It just bombs or stall and giving me false
reading and not making my life any easier etc etc king and i.

regards bottom lip looker
jno
>--

>Regards, Steve. S.

>Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

>---
>Outgoing mail has been scanned by AVG and is certified Virus Free.
>Checked by AVG anti-virus system (http://www.grisoft.com).
>Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

--
-
****
** A true Englishman believes in fairplay **
** and I try to hold to that belief as true**
** Atarian user. ------------------- **
** - ATARIAN FOREVER - **
** ------------------- **
****
| emailto: doyene@zetnet.co.uk |
| John Nicholas Oakes A.L.M. User |
| New Moston, Manchester. England. |

==========

1838. Re: Gasteiner hard disk help

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 02:35:50 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.346391c7.88f24c40.doyene@zetnet.co.uk>
Source record: 32694

In message <Usenet.ejplschb@localhost>
GokMasE wrote:
>John N Oakes wrote:
>>
>> In message <df8947a2.0208180150.1219896c@posting.google.com>
>> atarimad wrote:
>> >hi all. I recently aquired a Gasteiner hard disk, 120MB i think. I
>> >thought T'd clean it up and reformatted it using AHDI but now it
>> >won't work. I think it needs special driver software called SDManage
>> >which was what I think it was originally supplied with. Can anyone
>> >help?
>>
>> Hei Chris.
>> Have you tried any other software like HDDriver or
>> GESoft.
>> If you do not have these, I would
>> gladly drop a copy of each.

>Better keep in mind that HDDriver is still a commercial (and supported)
>product. You can find a demoversion and some information on it here:
Hei Joakim.
Sorry I broke the cardinal rule
med hilsen
jno
>http://www.seimet.de/hddriver_english.html

>Regards,

>Joakim

--
-
****
** A true Englishman believes in fairplay **
** and I try to hold to that belief as true**
** Atarian user. ------------------- **
** - ATARIAN FOREVER - **
** ------------------ **
****
| emailto: doyene@zetnet.co.uk |
| John Nicholas Oakes A.L.M. User |
| New Moston, Manchester. England. |
==

1839. Re: Forgive me, but... I just can't resist!

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 04:10:14 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d606bea$1_3@corp.newsgroups.com>
Source record: 32546

It's a nice idea, I think, but will probably never happen. But I'll certainly pursue it as far as I can. If it's "affordable" to attempt ($50,000 or less to make the prototype) by an outside entity with bucks, I may submit the idea to Infogrames and see if they bite. Can't hurt to try, but wish I could finance it with my own money... I'd feel better taking the risk myself than pitching it to someone else and having it fail, for whatever reason. It looks better when you die on your own two feet (taking the risk yourself) than having someone else saying "you duped us!" I think it shows more integrity. But, sadly, I shall never see the kind of money a project like this would require... and, so, it simply MUST be pitched to someone else with more money than I shall ever see.

BTW, anyone wanna see my sketch drawing of what it might look like? Remember... it's going to be based on laptop case design (same foldable case and LCD display), but a pure game system otherwise.

Personally, I don't understand why someone else hasn't done this yet... it would be sooo cool! I mean, can you imagine an XBOX in a laptop case? You *KNOW* they could do it. Might even buy one JUST to have such an awesome game system in that size package!

I think I should update my previous specification... the "Lynx II LTGS" should have Jaguar-quality gaming performance. The Jaguar II LTGS should have Dreamcast quality performance.

$300 price tag (max) for the Jaguar II LTGS. $200 price tag (max) for the Lynx II LTGS. Seem reasonable?

sigh Such dreams that shall probably never see the light of day...

Jared
---
dogmeat <KILLALLd0gm3a7SPAM@yahoo.co.uk> wrote in message news:giC69.243$d33.73414864@news.nnrp.ca...
> Game Angel is already busy with http://english.gamepark.com/ - the only
> viable cheap GBA alternative (GB/GBC is dead by now, just like Lynx, NGP,
> game.com, VMU, PocketStation and Tamagochi). It's true, Japan got SWAN
> Crystal, but it's backed by ill-fated Bandai, was technically outdated long
> before released, and only sells because of Final Fantasy 1&2 franchise.
>
> X-Box (x86-based gaming platform) is a multibillion moneysucker for
> Microsoft Corporation. Do you have a couple of billions behind you to back
> your plans?
>
> > 1) We are approaching from the gaming angel... Infogrames does that.

> > 2) We show them the machine we've just finished and give them the
> > opportunity to SEE the product before commiting to supporting the idea
of
> > starting an Atari hardware division.
> > 3) The machine is really little more than a specifically modified PC
> laptop!
> >
> > Hey, if Microsoft can get away with building an ultra-awesome game
system
> > (which is a huge, tonnage-bound mammoth block of a thing), based on
> nothing
> > but specialized PC hardware, why can't we do the same with making a
laptop
> > game system for Atari?
> >
> > Atari is best known for games, so why not start from that beginning
again?
> >
> > We're not trying to take over the gaming industry (I think Sony runs the
> > zoo, even if the Xbox is more powerful)... just trying to find a niche
> like
> > before. Based on name and uniqueness.
> >
> > I talk as one abnormally possessed, but the fragments of my sanity will
> > prove most useful indeed... if anyone wishes to listen. :-)
>
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1840. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 07:33:05 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnam179k.def.atari@core.preferuje.luzik.pl>
Source record: 32547

W artykule <AR879.1$2N4.1423375@news.nnrp.ca> dogmeat napisaï¿½(a):
>
>> More: any program that uses GPL code must be licenced by GPL also, anyhing
>> other is violation.
>
> True, if it's available only under GPL. Most software is available under
> several licenses:
>
> - commercial
> - gnu
> - png/zlib

Code that is avialible under GPL is avialible *ONLY* under GPL. If similar
code is avialible under other license then it was developed without using
any GPL code (even if it looks similar and the same person wrote it).

GPL license does not allow to distribute GPL software under any other license
that would make software less free than it is with GPL.

Adam Klobukowski
atari@gabo.pl

1841. Re: ATARI TT030 OFFICIAL SERVICE MANUAL ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 07:35:00 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ajq735$1dlvd5$1@ID-40235.news.dfncis.de>
Source record: 32548

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:lPO79.1478$h4.101797@newsfep1-win.server.ntli.net...
> Hello.
>
> "David Wade" <g8mqw@yahoo.com> wrote in message
> news:ajlqt7$1biq2g$1@ID-40235.news.dfncis.de...
> > Is this the same as the one BestElectronics list at $50 canadian ?
>
> I think it's the same one I have.....
>
>
> Barrie at Keychange.
>
>

I bet you have a complete set of diagnostics cartridges as
well.............

1842. Re: New alternative platform (Was: GPL Reminder)

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 07:36:18 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnam17fl.def.atari@core.preferuje.luzik.pl>
Source record: 32549

> At least sell me an 68881 or 68882... I can't run Linux 68k on my Falcy...

Linux is very slooow on standard Falcon, I know it, I'm installing it...
since 2 days... ;)

btw. I thought there is FPU emulation m68k Linux, anyone correct me please?

Adam Klobukowski
atari@gabo.pl

1843. AB040 wiring?

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 08:54:54 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0208190054.735333bc@posting.google.com>
Source record: 32553

Finally got round to fixing some Falcons
that need attention. I have one fitted with
an AB040 card - but there is a loose wire from
the 8 pin connector block on the top side of
the AB040 card. Its from pin 1. Does anyone know
where this goes?

Also there appears to be a wire from F2 (Fuse 2)
on the Falcon main board (no fuse is fitted) on
the Falcon PCB through a fuse holder to a loose
wire - again any one know where this might go.

This is a professionally re-housed Falcon in a
PC tower case so its powered of a PC PSU if thats
significant.

Thanks

PT.

1844. Re: SLM804

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 09:10:12 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029751984-163805AEicMi@xs4all.nl>
Source record: 32554

Dear Jim,

>The first thing to do is confirm that what is
>probably
>the problem is the problem.

You are of great help! I took it out and cleaned
it. It's hard to distinguish whether it's became
smaller over the yaers or not. It probably did..

I don't have the time right now to get really
into it. I'll do that this evening and let you
know.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x
STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1845. SLM 804 wiper blade...

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 09:12:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1029751990-164349AEicMi@xs4all.nl>
Source record: 32555

Has anyone a spare wiper blade for the SLM 804?
I've just read that there are several
posibilities to get one..

Could the guys who spoke about that in this group
send me a mail?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1846. Re: SLM 804 wiper blade...

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 09:45:19 UTC
From: Oracle <Someone@home.com>
Message-ID: <H%289.9620$g9.31717@newsfeeds.bigpond.com>
Source record: 32556

I'm the aussie Hp/canon technician, also with a fetish for atari gear...

Rather than bother with those old Tec based lasers atari uses, I'm trying to find out wether the Atari controler will work with the Canon video interface, if so, much newer and better printers can be connected to the atari controller, using the same driver, and the printers would actualy be servicable, with better print quality. Just waiting for a printer to come in with the optional video interface to try it out, i beleive it will work.

I will call up one of my dealers and see if i can get maybe 50 slm804 wiperblades manufactured, i dont think they would bother for any less, so maybe i will have to sell to people maybe 5 at a time, i will see.. Due to lack of interest ive never really bothered persuing it.. If there were hundreds of people with these printers wanting drums/wiperblades, something could be sorted..

"Raoul Teulings" <rt@xs4all.nl> wrote in message
news:1029751990-164349AEicMi@xs4all.nl...
> Has anyone a spare wiper blade for the SLM 804?
> I've just read that there are several
> posibilities to get one..
>
> Could the guys who spoke about that in this group
> send me a mail?
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
Jaguar, 1 x Lynx.
>

1847. What software can I use to record audio into a FALCON

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 10:11:18 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <nc70mu8h397d57b8td88n8i80slmals9dp@4ax.com>
Source record: 32557

Judt through the mic socket will do, unless someone knows something better.
(I am getting a soundpool interface soon, but I'll need to locate a cable first)

Thanks for any info.. RJ

1848. Re: SLM 804 wiper blade...

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 10:15:55 UTC
From: Oracle <Someone@home.com>
Message-ID: <ns389.9658$g9.31845@newsfeeds.bigpond.com>
Source record: 32558

alternativly, you can just peal off the the rubber and replace it with a new strip, this may be another avenue...

I will wait for a responce about manufacturing them anyway... I will let you know.

"Oracle" <Someone@home.com> wrote in message
news:H%289.9620$g9.31717@newsfeeds.bigpond.com...
> I'm the aussie Hp/canon technician, also with a fetish for atari gear...
>
> Rather than bother with those old Tec based lasers atari uses, I'm trying to
> find out wether the Atari controler will work with the Canon video
> interface, if so, much newer and better printers can be connected to the
> atari controller, using the same driver, and the printers would actualy be
> servicable, with better print quality. Just waiting for a printer to come in
> with the optional video interface to try it out, i beleive it will work.
>
> I will call up one of my dealers and see if i can get maybe 50 slm804
> wiperblades manufactured, i dont think they would bother for any less, so
> maybe i will have to sell to people maybe 5 at a time, i will see.. Due to
> lack of interest ive never really bothered persuing it.. If there were
> hundreds of people with these printers wanting drums/wiperblades, something
> could be sorted..
>
>
>
>
> "Raoul Teulings" <rt@xs4all.nl> wrote in message
> news:1029751990-164349AEicMi@xs4all.nl...
> > Has anyone a spare wiper blade for the SLM 804?
> > I've just read that there are several
> > posibilities to get one..
> >
> > Could the guys who spoke about that in this group
> > send me a mail?
> >
> > Raoul Teulings
> > 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
> Jaguar, 1 x Lynx.
> >
>

>

1849. Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 10:44:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208190340090.2278-100000@shell1.aracnet.com>
Source record: 32559
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/whybuyben.htm Well, the contest is nearly half-over! Times getting short. So submit your entry, while you have time!

http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm announcing a Contest! Whoever can write the best Submission for the "Why you should buy Atari from Bravo Sierra Contest!" My Customers are living examples of why to buy from Bravo Sierra! More satisfied Customers & the number keeps growing! Submissions judged on persuasiveness. Originality would be nice but not required. Personal testimonials preferred! Please include your real name (No aliases without your real name!) and where your from. Please submit your entry by Thursday, August 15th. Contest will last 6 weeks, but could last longer should I deem necessary. Prize for the most persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can come from any Country! All entries become the property of Bravo Sierra Computers! Please E-Mail all entries to atari@aracnet.com plus results will be shown at the HotLink Below!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1850. Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 10:46:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208190344260.2278-100000@shell1.aracnet.com>
Source record: 32560
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/specials.htm Today's Specials!
Usually these sales run in July, but I wasnt ready to run it until August!
I'm offering Atarians a Discount giving an opportunity to Buy while I work
on adding more Inventory to my Atari Catalogs. So I'm Currently offering a
25% Discount on All References/Books & Games/SoftWare for Classic 8 Bit &
Atari ST Computer Lines! And while your at it, check out Jaguar HardWare &
Games Catalogs!For Discount Details Check my HotLink above at specials.htm
And you can View/Download all my FREE Atari Catalogs at the HotLink Below!
http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Downloading Area

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/whatsnew.htm Incoming New Atari Stock!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar,
8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1851. Re: MagiC 6.20 UK

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 11:00:38 UTC
From: <>
Message-ID: <1029833714-113714AEicMi@ntlworld.com>
Source record: 32590

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Sun, 18 Aug 2002 17:35:49 +0000 (UTC)

>>The DDP section of my web site has a package to "Anglicise" 6.20,

>And, unfortunately, there are some texts embedded in the binary of magxdesk,
>and, iirc, those texts appear rather frequently in normal use.

Andreas will be able to sort that out without a problem though.

If nothing comes of an official English release of MagiC 6.20, I may well be
able to provide a solution for the binary (and AES etc) sometime soon.

I'd prefer an official solution though, not least because it's likely to
include the clock patch that Andreas mentioned earlier.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1852. Re: How to set up NEWSie's killfile

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 11:03:06 UTC
From: <>
Message-ID: <1029833714-113990AEicMi@ntlworld.com>
Source record: 32591

From: GokMasE <fake_email@spamblock.no>
Date: Sun, 18 Aug 2002 21:33:17 GMT

>> ASH's Emailer allows for this, you can filter both news and emails.
>
>That is nice, but will does it demand MagiC or/and Iconnect?

MagiC yes, but it will work with Magxnet and its IConnect gateway, which AFAIK has still to be released.

BTW does anyone know how Vassilis is progressing with BNet and so on?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1853. Re: Emailertrouble...

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 11:04:16 UTC
From: <>
Message-ID: <1029833716-114270AEicMi@ntlworld.com>
Source record: 32592

From: Raoul Teulings <rt@xs4all.nl>
Date: Sun, 18 Aug 2002 22:35:56 +0200

>>f you can't find it, you can use Oliver
>>Booklage's one which also works.
>
>Doesn't that one not only work with STIK/STING?

Works with IConnect also :-)

>>You could also check my article on setting
>>IConnect up on the MyAtari web site
>
>I'll get into it, thanks.

Any use?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1854. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 11:15:23 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1029755724.61661@pikachu.atari-source.com>
Source record: 32561
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Bravo Sierra Computers wrote:

> http://www.aracnet.com/~atari/whybuyben.htm Well, the contest is nearly
> half-over! Times getting short. So submit your entry, while you have time!
>
> http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!
>
> Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New
> Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm
> announcing a Contest! Whoever can write the best Submission for the "Why
> you should buy Atari from Bravo Sierra Contest!" My Customers are living
> examples of why to buy from Bravo Sierra! More satisfied Customers & the
> number keeps growing! Submissions judged on persuasiveness. Originality
> would be nice but not required. Personal testimonials preferred! Please
> include your real name (No aliases without your real name!) and where your
> from. Please submit your entry by Thursday, August 15th. Contest will last
> 6 weeks, but could last longer should I deem necessary. Prize for the most
> persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can
> come from any Country! All entries become the property of Bravo Sierra
> Computers! Please E-Mail all entries to atari@aracnet.com plus results
> will be shown at the HotLink Below!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@aracnet.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Bravo Sierra Computers has moved to a new Internet Provider
> atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software,
> Hardware/Accessories & References/ Books. FREE Catalogs on the web at
> http://www.aracnet.com/~atari or at Ben's SubDomain at
> http://www.atari.benjamin.net Catalogs Requested by and Received Through
> E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari
> 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

ARRRgggh!?

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

1855. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 11:22:16 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.netnsaqm@localhost>
Source record: 32562

Bravo Sierra Computers wrote:

<snip>

</snip>

Did it ever occur to you that if you annoy people to death in here,
less potential buyers are left?

/Joakim

1856. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 13:33:30 UTC
From: lp <gfa@basic.net>
Message-ID: <B9866BEA.88B1%gfa@basic.net>
Source record: 32563

in article Usenet.netnsaqm@localhost, GokMasE at fake_email@spamblock.no
wrote on 8/19/02 7:22 AM:

> Did it ever occur to you that if you annoy people to death in here,
> less potential buyers are left?

Indeed, he's got some books I want but I've decided to wait until they
appear on ebay. Since I KNOW when to stop bidding and I can use my
credit card! :oP

Lonny Pursell

1857. ATARI CALAMUS SL on EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 14:19:36 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <Y7789.1979$Hr.2175555@kent.svc.tds.net>
Source record: 32564

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2047410479

1858. BEWARE: Earthlink Users!

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 14:27:51 UTC
From: swampfax@atlantic.net
Message-ID: <Hf789.22$kx1.14262@news1.atlantic.net>
Source record: 32565

Hi All,
Although this is not Atari related, I feel that in the Atari spirit I
should share this info:

I received an E-mail stateing that my account info was flushed, lost
and to re-enter it by going to earthlinkservice.net. Since I have
trouble with SSL, I called them and they said the letter was false and
the address is wrong and may be a re-direct.

John G.

1859. Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 14:59:48 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <1j12muglmcrjmm6u25i2et1bvaq4odmtm3@4ax.com>
Source record: 32566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I remember eon's ago getting something similar to a
wordprocessor on an st format coverdisk, the difference being, what I
typed, the st would read back to me.

Does anyone know what this was called, or if a similar program exists,
and where I might find it.

Thanks.. RJ

1860. Re: 1040STe, IDE cd-rom now working.

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 16:59:12 UTC
From: bo <not@online.no>
Message-ID: <3D6123E2.7C06@online.no>
Source record: 32567

David Wade wrote:
>
> "bo" <not@online.no> wrote in message news:3D5E4D6E.2090@online.no...
> > I would like to connect a cdrom to my IDEal IDE interface.
> > Any good suggestions anybody?
> >
> > Bent
>
> I think METADOS will work see
>
> http://www.muenster.de/~reschke/soft_e.html
>
> for info.

Metados correct configured to use SPIN_SD.BOS is now working.

1861. Re: Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 17:20:21 UTC
From: Tobias Kerner <tk@tkware.de>
Message-ID: <3D6128D5.8070303@tkware.de>
Source record: 32568
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

Rob wrote:
| I remember eon's ago getting something similar to a
| wordprocessor on an st format coverdisk, the difference being, what I
| typed, the st would read back to me.
|
| Does anyone know what this was called, or if a similar program exists,
| and where I might find it.
|
| Thanks.. RJ

it's called STSPEECH and you will find it with google or on some ftps.

tobi
-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.7 (GNU/Linux)
Comment: Using GnuPG with Mozilla - http://enigmail.mozdev.org

iD8DBQE9YSjV7pG3vWJbprkRAq+AAJ9+1o78naftGPVDMhs3naXvV8LK0QCguz6Y
ZUit9F5OSqRg1QXHNYalZtw=
=AbhC
-----END PGP SIGNATURE-----
```

1862. Re: Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 17:38:23 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <_3a89.1527$2O1.259244@newsfeed.slurp.net>
Source record: 32569
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I think it's called SmoothTalker. I used to have and have been looking for
it forever.

Joshua.

"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:1j12muglmcrjmm6u25i2et1bvaq4odmtm3@4ax.com...
> I remember eon's ago getting something similar to a
> wordprocessor on an st format coverdisk, the difference being, what I
> typed, the st would read back to me.
>
> Does anyone know what this was called, or if a similar program exists,
> and where I might find it.
>
> Thanks.. RJ

1863. Can I sync up my music computers to make things easier. (using SMPTE) (falcon - st - pc)

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 18:31:21 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <63e2muoh4p7feontars7rq9rn7m8jmq81g@4ax.com>
Source record: 32571

Then, when using something like cubase, it would make things much more convinent (i think)

1864. Re: Reading ST floppies on PC

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 19:13:02 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3d61352e@news.victoria.tc.ca>
Source record: 32570

Frederic G. MARAND (fgm@osinet.fr) wrote:
: Hello,

: I just found a bunch of my old ST floppies, and I can't read them on my PCn
: although some of them has been formatted with TOS1.4. ST2DOS.EXE complains
: about not being able to read their bootsector. I thought Saint could do it,
: but apparently it only uses floppy images, not actual floppies.

: The drive on my PC reads PC floppies without any problem, but I no longer
: have my old ST.

: Is there any hope ?

The big problem is that the atari format does not write some key bytes of data onto the diskette. In fact, at the hardware level the PC reads the diskette just fine, but the operating system tells you there's an error because it isn't sure the diskette is in the correct format because those bytes in the boot area have the wrong values.

It's also possible that the atari diskette is formatted with more than the normal number of tracks, in which case soem pc diskette drives may have a hard time reading the disk. In this case a different PC might be able to read the disk.

There is at least one gem emulator program for PC/windows that can be used to read the diskette. It works because it's disk access does not check the signature bytes mentioned above.

In the past I have read these diskettes on my PC using linux. I forget the details I used, perhaps the diskette could be read directly, or I might have used a program such as dd to transfer the data from the atari disk to a preformatted PC diskette. Format the PC diskette ahead of time with the same format as the atari (normally just 720 K), and then use dd to skip some bytes at the start of each diskette and simply copy the rest. The result should be a PC compatible diskette with the atari data layout.

1865. Re: STRam for TT

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 19:40:44 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.ff7b5adf.8a2c4ea2.chongdochongdo@ichongdo.com>
Source record: 32572

Hello,

Dans le message <WS3.0823ad87.84aa4c40.doyene@zetnet.co.uk>
John N Oakes a ï¿½crit:

> Long time no hear it must be a while since we last email
>ed ;-)
>I suspect it might be a tough job. I have 4mb st rams, but I remember that I
> have a board as well.
>Thanks for the info I must drop in for a cup of tea sometime.

You will find much more than you wish on Martin's pages :
http://pp.fishpool.fi/~q-funk/TT030/
It's explained how-to, but...

>regards
>jno

J.-Luc

--
+======+ ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de spammeurs. Pour
|eC.cu|r| me rï¿½pondre, lire mon adresse en partant du centre vers
|c+=+L|f| l'extï¿½rieur de la spirale ci-contre, en sens inverse de
|c|J|-|.| celui des aiguilles d'une montre.
|o|ean|o| -=oOo=-
|l+===+o| "From" and "Reply-To" are spammers' adresses. If you wish
|i@wanad| to contact me, read my adress going counterclockwise from
+=======+ centre to outside the spiral on the left.

1866. Re: Reading ST floppies on PC

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 19:53:55 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <fpgrja.kqt.ln@speaker.rodsbooks.com>
Source record: 32573

In article <3d61352e@news.victoria.tc.ca>,
yf110@vtn1.victoria.tc.ca (Malcolm Dew-Jones) writes:
>
> In the past I have read these diskettes on my PC using linux. I forget
> the details I used, perhaps the diskette could be read directly, or I
> might have used a program such as dd to transfer the data from the atari
> disk to a preformatted PC diskette. Format the PC diskette ahead of time
> with the same format as the atari (normally just 720 K), and then use dd
> to skip some bytes at the start of each diskette and simply copy the rest.
> The result should be a PC compatible diskette with the atari data layout.

IIRC, Linux is pretty smart about handling Atari ST floppies, so a
normal "mount" command should do the trick. It's been a while since
I've tried this, though, so I can't make any promises. The Linux/UNIX
mtools package may also be worth a try. This package includes commands
like those in DOS, but with "m" prepended (mdir, mcopy, etc.), to
access DOS floppies. IIRC, it's not as good as handling Atari ST
floppies as Linux, but it might work.

In either case, even if you don't normally run Linux, you can try these
by using a Linux demo CD, like SuSE's demo CD or DemoLinux. Check
http://www.linuxiso.org for links to some of these. Download the image
file and burn it to CD-R *AS AN IMAGE FILE* (the file includes an
ISO-9660 filesystem, so it needs to be copied "raw"). Most Windows CD-R
packages will do this if you double-click the image file or select an
option called "burn from ISO image," "create disc from image file," or
something similar.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

1867. Re: Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 20:43:35 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d6154bd$1_2@corp.newsgroups.com>
Source record: 32574
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
There was a copy of SmoothTalker on eBay about a month ago... ya just missed
it. It sure brought back memories, seeing it, tho.

Jared
---------
Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
news:_3a89.1527$2O1.259244@newsfeed.slurp.net...
> I think it's called SmoothTalker. I used to have and have been looking for
> it forever.
>
> Joshua.
>
> "Rob" <rob.jenkins2@btopenworld.com> wrote in message
> news:1j12muglmcrjmm6u25i2et1bvaq4odmtm3@4ax.com...
> > I remember eon's ago getting something similar to a
> > wordprocessor on an st format coverdisk, the difference being, what I
> > typed, the st would read back to me.
> >
> > Does anyone know what this was called, or if a similar program exists,
> > and where I might find it.
> >
> > Thanks.. RJ
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----
```

1868. Re: Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 21:18:16 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <6id89.1862$2O1.363751@newsfeed.slurp.net>
Source record: 32576
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know, I saw it... I stay away from evilBay though...

Joshua.

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:3d6154bd$1_2@corp.newsgroups.com...
> There was a copy of SmoothTalker on eBay about a month ago... ya just
missed
> it. It sure brought back memories, seeing it, tho.
>
> Jared
> ---------
> Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> news:_3a89.1527$2O1.259244@newsfeed.slurp.net...
> > I think it's called SmoothTalker. I used to have and have been looking
for
> > it forever.
> >
> > Joshua.
> >
> > "Rob" <rob.jenkins2@btopenworld.com> wrote in message
> > news:1j12muglmcrjmm6u25i2et1bvaq4odmtm3@4ax.com...
> > > I remember eon's ago getting something similar to a
> > > wordprocessor on an st format coverdisk, the difference being, what I
> > > typed, the st would read back to me.
> > >
> > > Does anyone know what this was called, or if a similar program exists,
> > > and where I might find it.
> > >
> > > Thanks.. RJ
> >
> >
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1869. SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 21:40:28 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1029789732-322858AEicMi@adel6.freeserve.co.uk>
Source record: 32575

Hi All

After purchasing an Adtron PC Card Reader earlier this year, and sorting out the strange case of the extra LUN associated with it, I now find that this third device upsets the rest of the chain!!

Physical chain ID# HD Driver setup
Falcon CT2B 7 7.00
CDRW 1 1.00
GT9500 2 2.00
Adtron 6 6.00 (with test 2 LUN - OFF) TERMINATED

I found that trying to use the CDRW without the Adtron being ON was impossible - in fact before I switched ON the Adtron no CDs were recognised by the system!! This was the same when operating the Adtron without the CDRW being ON - the card could be read but the files according to Kobold were corrupt and JPGs were corrupt according to PhotoTip, Aniplay and IC4+.

I then switched ON the CDRW and these problems disappeared although I did get corrupted images on screen when I tried to load the pictures into PhotoTip directly from the Card Reader. I then copied the same pictures onto a hard drive and there was no problems apart from 1 with a bit of Huffman corruption. Is there some sort of interference on the chain?

Is there anyway of curing this? I am using HD Driver v8.04 & Magic 6.20, also Extendos Gold v3.40 (for the CDRW).

Any thoughts would be helpful!

Thanx

Neil :-)
3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

1870. Wanted - ST HD Interface

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 22:09:56 UTC
From: The Caver! <caver99@ntlworld.com>
Message-ID: <O0e89.4003$2v5.129960@newsfep1-win.server.ntli.net>
Source record: 32577

I am looking for a ready build ide/scsi interface for a STE?

1871. Re: Wanted - ST HD Interface

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 22:14:19 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ajrqjr$1brlld$1@ID-40235.news.dfncis.de>
Source record: 32578

"The Caver!" <caver99@ntlworld.com> wrote in message
news:O0e89.4003$2v5.129960@newsfep1-win.server.ntli.net...
> I am looking for a ready build ide/scsi interface for a STE?
>
>
>

www.keychange.co.uk or http://gem.win.co.nz/mb/atarihw/

I know the second is in NZ but he does have a UK dealer

1872. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 22:23:37 UTC
From: Impmon <Impmon@digi.mon>
Message-ID: <8qr2mu0aguo5tfha6e9ea3hklrn4kpajbq@4ax.com>
Source record: 32579
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Enough is enough!

PLONK
--
All viruses and spams are automatically removed by my ISP before
reaching my inbox. To reply, change digi.mon to tds.net
Free virus check: http://housecall.antivirus.com/housecall/start_corp.asp

1873. Re: STRam for TT

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 22:59:46 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <1Me89.4942$V6.137268@newsfep1-gui.server.ntli.net>
Source record: 32580

Hello.

"lp" <gfa@basic.net> wrote in message news:B9854CA9.8876%gfa@basic.net...
> in article WS3.e4304194.849449e0.doyene@zetnet.co.uk, John N Oakes at
> doyene@zetnet.co.uk wrote on 8/18/02 11:18 AM:
>
> > Hey All.
> > What is the maximum ST Rams you can put in a TT030. Also who is still
active
> > in selling these goods.

I have some of the 2mb ST ram boards, if anyone in the UK can find some 1mb
x 4 20 pin DIPS, one of the boards is already socketed for upgrade......

Suitable chips are
a.. MN414400-70
b.. TMS44400DM-10
c.. uPD424400AGS-80
d.. HM514410AT-8
e.. KM44C1000BV-8
f.. MB814400A-80
g.. TC514400AFT-80
Need 16 for each board, must be DIPS not J legs.

Barrie at Keychange. www.keychange.co.uk

1874. Re: Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st
Date: 2002-08-19 23:23:13 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <n7v2mugloblopr61vqob5ncrc0vq1vftif@4ax.com>
Source record: 32581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Hi All,thanks for the info, found something that will do the job
here...
http://fp.modula.f9.co.uk/1/Disk%20Images/My%20Disks/On-line/website/menu.html

Great site of a load of atari stuff.

On Mon, 19 Aug 2002 17:18:16 -0400, "Joshua Kaijankoski"
<gaiyan@vianet.ca> wrote:

>I know, I saw it... I stay away from evilBay though...
>
>Joshua.
>
>"Jared Falvo" <luposian@azob.quik.com> wrote in message
>news:3d6154bd$1_2@corp.newsgroups.com...
>> There was a copy of SmoothTalker on eBay about a month ago... ya just
>missed
>> it. It sure brought back memories, seeing it, tho.
>>
>> Jared
>> ---------
>> Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
>> news:_3a89.1527$2O1.259244@newsfeed.slurp.net...
>> > I think it's called SmoothTalker. I used to have and have been looking
>for
>> > it forever.
>> >
>> > Joshua.
>> >
>> > "Rob" <rob.jenkins2@btopenworld.com> wrote in message
>> > news:1j12muglmcrjmm6u25i2et1bvaq4odmtm3@4ax.com...
>> > > I remember eon's ago getting something similar to a
>> > > wordprocessor on an st format coverdisk, the difference being, what I
>> > > typed, the st would read back to me.
>> > >
>> > > Does anyone know what this was called, or if a similar program exists,
>> > > and where I might find it.
>> > >
>> > > Thanks.. RJ
>> >
>> >
>>
>>
```

>>
>>
>> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
>> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
>> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----
>

1875. Re: Cab question

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 00:17:03 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029869450.40309.1@iris.uk.clara.net>
Source record: 32611

Yo!, Delboy

> >> I keep meaning to go back to it :-)
> >
> >Pass your To-Do list, I'll pencil it in under "Paint the bathroom", just
> >before "change my shorts", October 2004 is your target month!!. 8~)
>
> I've also got Texel 2.20's resources to sort out, the ones we prepared for the
> non-released 2.30 don't work correctly :-(

I don't care, underwear change is 'penned' in for October 2004, like it or not.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

1876. Re: Forgive me, but... I just can't resist!

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 00:58:23 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <Pug89.20154$Dw2.5919@nwrddc01.gnilink.net>
Source record: 32582

What in the world would be the market for this game machine/laptop display device?

home user? no, because you would use your existing PC or a machine hooked to the TV

traveler? no, too big, not enough battery life

just who would you sell these to in enough quantities for a major corp to even look at you??

1877. Re: Wanted - ST HD Interface

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 03:14:03 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1029813243.954980@pikachu.atari-source.com>
Source record: 32583

The Caver! wrote:

> I am looking for a ready build ide/scsi interface for a STE?

SCSI Interface, Atari-workshop.co.uk or myatari.com, IDE interface search google for "Mario Becroft" and you'll find him. I think his website is at gem.wiz.co.nz. He sells an IDE interface but I don't know what his status. There's other interfaces that someone will surely chime in with.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

1878. Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 05:04:36 UTC
From: Jon <jonm@pclv.com>
Message-ID: <E5k89.256387$L02.10342891@news1.west.cox.net>
Source record: 32584

I'm looking for the ROM port ethernet adapter that was available a couple of years back. Anyone got one or have the schematics to make one? This is for all Atari's with the cartridge port.

1879. MIDI View now available

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 05:18:29 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0208192118.10889699@posting.google.com>
Source record: 32585

Hi All

This morning,Simon (of Unstable Sounds...or Unstable Simon as he is called on Atari-MIDI:-) told me about MIDIVIEW , a MIDI monitor program by Jim Johnson (Tunesmith) that was in an ST mag cover disc as well as an article. I wrote Jim, and he agreed to a freeware release. So I quickly made the page and it is now available:

http://tamw.atari-users.net/midiview.htm

Hows that for a Quick Draw McGraw!!??

This seems like a great program...try it! I immediatly found out my Yamaha PSR510 sends Active Sensing messages!! All this time I was wondering why it acted up on certain MIDI programs!

Tim
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

1880. Atari Memory Upgrade manuals Online

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 05:24:44 UTC
From: Don <atari@qnet.com>
Message-ID: <3D61D29C.9FC5EF1E@qnet.com>
Source record: 32586

I have posted a few memory upgrade manuals online. I have a couple more
to add and will do so soon. Thanks to the few people who sent me copies
of the manuals they had. If you would like to add to this please email
me the manual.

Check it out at

http://www.qnet.com/~dons

Theres some other Atari items of interest ther too.

Thanks,
Don

1881. Cubase Audio Pitch Change

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 06:22:32 UTC
From: <>
Message-ID: <lel89.2126$Xk2.248701152@newssvr16.news.prodigy.com>
Source record: 32587

When I try to record a stereo track (choosing "any" for channel) in Cubase Audio Falcon, the pitch is lowered significantly (It sounds really cool, but would only work for a sound effect :-)). It works fine with a mono track. I'm new to this, and I have an Falcon Digital Interface attached (no Cubase clock). In addition, I cannot bring up the MIDI mixer. The module is installed. Thanks in advance!

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

1882. Atari 600XL TORONTO FREE!!!

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 06:44:20 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <apl89.2366$sY3.671908@news20.bellglobal.com>
Source record: 32588

pickup in Toronto

1883. Re: Atari 600XL TORONTO FREE!!!

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 06:46:32 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <erl89.2367$sY3.671947@news20.bellglobal.com>
Source record: 32589

computer only, no adapters, no nothing

> pickup in Toronto

1884. Re: Wanted - ST HD Interface

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 09:17:47 UTC
From: AtariMad <nospam@not.telling.u.ok>
Message-ID: <HOn89.36020$DG5.27254@news-binary.blueyonder.co.uk>
Source record: 32593

> www.keychange.co.uk or http://gem.win.co.nz/mb/atarihw/
> I know the second is in NZ but he does have a UK dealer

Yup, that would be our Robot Wars veteran, Chris Crosskey :)

I just had to say that :)

AM.
I think therefore I AM.

1885. Re: Hmmm

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 10:03:49 UTC
From: AtariMad <nospam@not.telling.u.ok>
Message-ID: <Fto89.36075$DG5.3062@news-binary.blueyonder.co.uk>
Source record: 32594

> > Now now children, can't we all just get along all nice now :)
> We get along fine. Just some people cannot grasp the concept of a
killfile.
> Unless everyone is using newsie?! ;o)

Ahhh, the good old killfile, I remember it well :)
I would even put myself in it to stop myself sending obscene messages to me
:)

> Not seen you on IRC for a while!

I know, I've become lazy, I still use ICQ though, when it works, the pile of
crap that it is :P

I might check IRC out again if I get a chance :)

Not that there is any bias on your part as to which IRC program I should be
using ;)

AM.
I think therefore I AM.

1886. Re: Wanted - ST HD Interface

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 10:04:28 UTC
From: Rafal Kawecki <kawecki@pwr.wroc.pl>
Message-ID: <3D62142C.5020606@pwr.wroc.pl>
Source record: 32595

AtariMad wrote:
>>www.keychange.co.uk or http://gem.win.co.nz/mb/atarihw/
>>I know the second is in NZ but he does have a UK dealer
>>
>
> Yup, that would be our Robot Wars veteran, Chris Crosskey :)
>
> I just had to say that :)
>
> AM.
> I think therefore I AM.

You can also visit this page:
http://www.rsi.pl/paskud/

This guy builds a very nice HD interfaces for all STs :-) (and it's
really cheap).

--

Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

1887. Re: SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 11:13:08 UTC
From: <>
Message-ID: <1029854930-356586AEicMi@ntlworld.com>
Source record: 32599

From: Neil Chester <neil@adel6.freeserve.co.uk>
Date: Mon, 19 Aug 2002 21:40:28 GMT

>After purchasing an Adtron PC Card Reader earlier this year, and sorting
>out the strange case of the extra LUN associated with it, I now find that
>this third device upsets the rest of the chain!!

Sounds like a termination issue to me - does the card reader have active
termination? If it's anything like the Zip drive then you have to have it
switched on to activate termination.

I'd recommend double- and triple-checking that all terminations are removed,
and if possible, select external termination on that card reader and use a
good quality terminator block. And at least one device should provide TERMPWR
to the bus, although your Falcon should take care of that.

First though try the reader in the chain by itself and see what happens.

Cheers

Derryck

--

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/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1888. Re: Calamus and CVG files

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 11:14:54 UTC
From: <>
Message-ID: <1029854932-356862AEicMi@ntlworld.com>
Source record: 32598

From: "Edward S. Baiz Jr." <edbaizjr@.attbi.com>
Date: Mon, 19 Aug 2002 22:15:22 GMT

>I am trying to get Calamus to load in a CVG file that I created using
>Porthos.
>When I try to load it in, Calamus just processes. After 20 minutes I gave up.

I haven't tried that myself, but the demo fractal tree file that comes with
Calamus takes so long to process that my hair greys even more!

Cheers

Derryck

--


```
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1889. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 11:16:26 UTC
From: <>
Message-ID: <1029854932-357147AEicMi@ntlworld.com>
Source record: 32600

From: Impmon <Impmon@digi.mon>
Date: Mon, 19 Aug 2002 22:23:37 GMT

>Enough is enough!
>
>*PLONK*

I think that the most annoying thing is that BS obviously doesn't read this
newsgroup, yet persists in posting these ads despite being asked several times
not to.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1890. Re: Cubase Audio Pitch Change

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 11:19:38 UTC
From: <>
Message-ID: <1029854936-357686AEicMi@ntlworld.com>
Source record: 32601

From: jdplace@<sick-of-spam>prodigy.net (Joseph D. Place)
Date: Tue, 20 Aug 2002 06:22:32 GMT

>When I try to record a stereo track (choosing "any" for channel) in Cubase
>Audio Falcon, the pitch is lowered significantly (It sounds really cool,

You must use the same sampling rate for playback as you did for record. Cubase
experts will give chapter and verse, but this is the most likely candidate.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1891. Re: Wanted - ST HD Interface

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 13:38:32 UTC
From: Lannie Schafroth <lannie_schafroth@spam.hotmail.com>
Message-ID: <3d624670_3@news.teranews.com>
Source record: 32596

Is there an English version?

"Rafal Kawecki" <kawecki@pwr.wroc.pl> wrote in message
news:3D62142C.5020606@pwr.wroc.pl...
> AtariMad wrote:
> >>www.keychange.co.uk or http://gem.win.co.nz/mb/atarihw/
> >>I know the second is in NZ but he does have a UK dealer
> >>
> >
> > Yup, that would be our Robot Wars veteran, Chris Crosskey :)
> >
> > I just had to say that :)
> >
> > AM.
> > I think therefore I AM.
>
> You can also visit this page:
> http://www.rsi.pl/paskud/
>
> This guy builds a very nice HD interfaces for all STs :-) (and it's
> really cheap).
>
>
> --
>
> Regards
>
> Rafal Kawecki
>
> **************************
> * Polish Atari News Page
> * http://kawecki.atari.org
> * kawecki@atari.org
> *
>

1892. [PRG] Mad cow for Atari :-)

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 13:54:01 UTC
From: atarirulez@go2.pl
Message-ID: <ajthlo$g3e$1@news.tpi.pl>
Source record: 32597

Hi,

In my endless Atari devotion I have just prepared an extremally
useless application ;-) It is... erm... it is a multimedia tutorial
for you to learn how to recognise a mad cow disease :-)

You need Atari STE, TT or Falcon. It does not work with ST.
Works even in monochrome, but 16 color display is suggested.
Sorry, the images are in 16 colors only (no 256 color ones) ;-(

This is a conversion of a Windows program called KROWY.EXE.
The texts are translated into English.

See it for yourself at http://gregory.atari.pl/madcow.htm
and have fun!

--
Grzegorz Pawlik
http://marijuana.atari.org/

1893. [NEW] LDG 2.30

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 14:58:31 UTC
From: Dominique Bereziat <Dominique.Bereziat@inria.fr>
Message-ID: <rw58z31a86g.fsf@vortex.inria.fr>
Source record: 32602

Hi all,
a new version of LDG (2.30) is available.
See http://ldg.atari.org/ for download and details.
Regards.
--
D.Bï¿½rï¿½ziat (and the LDG-team)

1894. Re: Gasteiner hard disk help

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 15:49:53 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D626521.6060501@seimet.de>
Source record: 32603

John N Oakes wrote:

> Have you tried any other software like HDDriver or GESoft. If you do not have these, I would
> gladly drop a copy of each.

HDDRIVER is commercial software, not some kind of freeware. What you are
offering is an illegal copy :-(.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1895. Re: 1040STe, driver for IDE cd-rom wanted.

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 15:51:41 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D62658D.70307@seimet.de>
Source record: 32604

bo wrote:
>
> Do I have to do anything special with the HDDRIVER??
> Is there some SCSI simulation for IDE devices?

Yes, exactly. HDDRIVER provides SCSI emulations for IDE drives and ATAPI devices (which is not the same). The HDDRIVER manual provides more information. Note that HDDRIVER is commercial software. What's your registration number?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1896. Re: SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 15:54:37 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D62663D.9050306@seimet.de>
Source record: 32605

Neil Chester wrote:

> Is there anyway of curing this? I am using HD Driver v8.04 & Magic 6.20,
> also Extendos Gold v3.40 (for the CDRW).

This is definitely a problem caused by your hardware. The SCSI standard mandates that devices that are switched off must not influence other devices. If they do something is wrong. With cables are termination, or even with the device electronics.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1897. Re: Memory check

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 16:37:31 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <Sgu89.26782$t4.19343@nntpserver.swip.net>
Source record: 32606

Hi,

The STE uses 30 pinn SIMM memory modules.
If all slots are filled, it either has 1mb (4 x 256kb) or 4mb (4 x 1mb) ram.
(OK, it is possible to have 2.5 mb, but not without a patch program.)

/Peter

1898. Re: [PRG] Mad cow for Atari :-)

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 16:57:55 UTC
From: baldrick <baldrick@youshouldknow.netset.com>
Message-ID: <3d627494$0$1428$6d5eecc5@news.eurekanet.com>
Source record: 32607

Grzegorz Pawlik <atarirulez@go2.pl> wrote in message
news:ajthlo$g3e$1@news.tpi.pl...
> Hi,
>
> In my endless Atari devotion I have just prepared an extremally
> useless application ;-) It is... erm... it is a multimedia tutorial
> for you to learn how to recognise a mad cow disease :-)
>
> You need Atari STE, TT or Falcon. It does not work with ST.
> Works even in monochrome, but 16 color display is suggested.
> Sorry, the images are in 16 colors only (no 256 color ones) ;-(
>
> This is a conversion of a Windows program called KROWY.EXE.
> The texts are translated into English.
>
> See it for yourself at http://gregory.atari.pl/madcow.htm
> and have fun!
>

The program runs under MagicPC, but I get no sound here :<

How can I tell the difference with out the sound effects ;)

Dan Ackerman
aka baldrick

1899. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 17:55:30 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1029866084.18444.0.nnrp-07.3e31118f@news.demon.co.uk>
Source record: 32608

I have three and I am willing to part with two for a reasonable price, they have never been used and they are the official ones made by hmmm that chap with the cool name in Germany, they use the Genius pocket things (well any RTL8019 based ones I think).

I am in the UK, mail me if you are interested.

Elliot...

"Jon" <jonm@pclv.com> wrote in message news:E5k89.256387$L02.10342891@news1.west.cox.net...
> I'm looking for the ROM port ethernet adapter that was available a couple of
> years back. Anyone got one or have the schematics to make one? This is
> for all Atari's with the cartridge port.
>
>

1900. Re: SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 18:03:53 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d62928c374a590@tripnet.se>
Source record: 32609

On Tue 20-08-2002 17:54 (+0200) Uwe Seimet wrote:

>Neil Chester wrote:
>
>> Is there anyway of curing this? I am using HD Driver v8.04 & Magic 6.20,
>> also Extendos Gold v3.40 (for the CDRW).
>
>This is definitely a problem caused by your hardware. The SCSI standard
>mandates that devices that are switched off must not influence other
>devices. If they do something is wrong. With cables are termination, or
>even with the device electronics.

I'm facing a sort of similair problem with a MP7040S Ricoh CD-R/RW and a Quantum Fireball SE harddisk. The Ricoh simply doesn't like the Quantum drive at all!

When powered up together something hangs the burner totally. It does not show up un HDDriver and even the eject button refuses to work!

This happens even on the simpliest of setups: the Quantum drive connected only with the burner with a single short flat cable and both terminated. No computer involved. The same eject button failure occurs here too.

But, if I first power up all other items on the chain, the Quantum and three other harddisks and a TT, and then manually connect the power connector to the burner after a few seconds everything is just fine!

It looks like the Quantum drive sends something out on the bus that kills the burner on startup.

The Quantum drive is a SCSI-3 device that requires initiator identification and is not possible to boot from on my TT.

I'm planning to solve this dilemma by simply add a delay power up relay to the CD burner.

Another possible solution would be if there are any other "soft settings" than those that show up in HDDRUTIL?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1901. Re: Cubase Audio Pitch Change

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 18:25:00 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0208201025.5d33683d@posting.google.com>
Source record: 32610

jdplace@<sick-of-spam>prodigy.net (Joseph D. Place) wrote in message
news:<Iel89.2126$Xk2.248701152@newssvr16.news.prodigy.com>...
> When I try to record a stereo track (choosing "any" for channel) in Cubase
> Audio Falcon, the pitch is lowered significantly (It sounds really cool,
> but would only work for a sound effect :-)). It works fine with a mono
> track. I'm new to this, and I have an Falcon Digital Interface attached
> (no Cubase clock). In addition, I cannot bring up the MIDI mixer. The
> module is installed. Thanks in advance!
>
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |
> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|

I don't know why it would be different for stereo, but check to see
that the sample rate is not being changed somehow. Is your FDI hooked
up to a DAT? Does the sample rate changed on it?

1902. Re: Forgive me, but... I just can't resist!

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 19:51:17 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d6299f6$1_4@corp.newsgroups.com>
Source record: 32612

tony rudzki <tony.rudzki@nu-metrics.com> wrote in message
news:Pug89.20154$Dw2.5919@nwrddc01.gnilink.net...
> What in the world would be the market for this game machine/laptop display
> device?

The person who wants games *exclusive* to it... games like remakes of Adventure, Haunted House, Dodge-Em, Circus Atari, etc. The fact that they are remakes of old 2600 games makes them even better... because almost no one has done them (I think Circus Linux is the only one)!

> home user? no, because you would use your existing PC or a machine hooked
> to the TV

The person who wants both worlds in one package. There are probably more of them than you think.

> traveler? no, too big, not enough battery life

It's a game system, not a true laptop... if you use a Via C3 processor (lowest of all Socket 370 processors on power requirement) and solid state HD, with automatic screen shutdown after so many minutes of inactivity (or the pause button is hit, which shuts the screen down and "hibernates" the game) and such, you should be able to squeeze at least 1-2 hours of gameplay per battery charge. Have two batteries in it (my wife's Sony Vaio has a spare battery compartment) and you've just doubled your game time.

> just who would you sell these to in enough quantities for a major corp to
> even look at you??

People like those I've mentioned. I have little to no doubt it *could* work... but so could restoring Atari and bringing back Atari computers... not that anyone ever listens to me.

It's the how of making them affordable that's the hard part... you *might* be able to build the prototype cheap enough, to show by getting a cheap laptop off eBay, tearing it apart and making some fill-in/adapted plastics for the now non-existant keyboard/trackpad, adapting a top-load CD-ROM drive to the keyboard area and such... The thing would definately look mickey-moused, but... when you had a few games written for it and showed it off... I think the "concept" might just sell!

I looking into the viability of DOS games for speed and performance. FreeDOS would be your OS. OpenGEM would be your user-options interface (only shown if there is no CD- in the drive, otherwise the game loads immediately off the CD). The hardware isn't what makes money (so making it as cheap/affordable as possible is key)... it's the games!

Anyone want to see my rough concept draft?

I mean, can you tell me you wouldsn't absolutely salivate at seeing a new Atari game system, housed in a sleek laptop-styled case? You can play games on the road (even off road... the solid-state HD has no moving parts, so it can take lots of abuse) when you like and plug it in to your big-screen A/V-capable TV (plug in the wall adapter, too, to recharge your batteries) when you reach your destination!

The best of both worlds...

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1903. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 19:52:43 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aju6mf$1dmr04$1@ID-40235.news.dfncis.de>
Source record: 32613

"Jon" <jonm@pclv.com> wrote in message
news:E5k89.256387$L02.10342891@news1.west.cox.net...
> I'm looking for the ROM port ethernet adapter that was available a couple
of
> years back. Anyone got one or have the schematics to make one? This is
> for all Atari's with the cartridge port.
>
>

The older variety used a specific PC printer port adaptor. There is a new
version which needs an RTL8019 ISA card available at hardware.atari.org

1904. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 20:55:03 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1029876858.24699.0.nnrp-07.3e31118f@news.demon.co.uk>
Source record: 32614

This is true, you should have an adaptor for these cards (which can be hard to find now), they recommend the Genius Pocket LAN however there are some others that work, these are based on the same chipset as the Genius (which I think is a RTLxxxx something) but I have not tried them.

Unless you have these or can find them then they are useless to you.

Elliot...

"David Wade" <g8mqw@yahoo.com> wrote in message
news:aju6mf$1dmr04$1@ID-40235.news.dfncis.de...
>
> "Jon" <jonm@pclv.com> wrote in message
> news:E5k89.256387$L02.10342891@news1.west.cox.net...
> > I'm looking for the ROM port ethernet adapter that was available a
couple
> of
> > years back. Anyone got one or have the schematics to make one? This
is
> > for all Atari's with the cartridge port.
> >
> >
>
> The older variety used a specific PC printer port adaptor. There is a new
> version which needs an RTL8019 ISA card available at hardware.atari.org
>
>

1905. Re: Gasteiner hard disk help

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 21:16:09 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10208201614530.17331-100000@coazter.myip.org>
Source record: 32615

Or simply the demo version (also available on your site)?

Let's hope.

On Tue, 20 Aug 2002, Uwe Seimet wrote:

> John N Oakes wrote:
>
> > Have you tried any other software like HDDriver or GESoft. If you do not have these, I would
> > gladly drop a copy of each.
>
> HDDRIVER is commercial software, not some kind of freeware. What you are
> offering is an illegal copy :-(.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>
>
>

1906. Atari-source Indiscretions

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 22:17:53 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1029881874.188402@pikachu.atari-source.com>
Source record: 32616
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.atari,fr.comp.sys.atari

Hello everyone,

It seems I have gone and become a hypocrite myself, and in my mission to further make a fool of myself I have screwed up. This is a personal apology to all those involved with ACS Pro, including the author, Martin Elsaesser, for my comments regarding ACS Pro. It seems as though an email that I thought I had sent to him was never even sent from my end! An article of retraction is also posted on http://atari-source.com , and is available by following this mammoth link:

http://pikachu.atari-source.com/modules.php?op=modload&name=Sections&file=index&req=viewarticle&artid=19&page=1

Again, this is a personal and public apology to Martin Elsaesser of ACS Pro fame and possibly many more people as the article is discussed and read more. The article in question is 'A Sour Taste' published a few days ago under the "Personal Notes" section of Atari-source.com.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

1907. ST Monitor Switcher

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 22:37:27 UTC
From: The Caver! <caver99@ntlworld.com>
Message-ID: <lwz89.37545$IU4.1141416@newsfep2-win.server.ntli.net>
Source record: 32617

Has anyone got the info required to build the colour-mono switch box?

1908. Re: MagiC 6.20 UK

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 22:52:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ajuh7sirm1@thorium.cix.co.uk>
Source record: 32618

In message <ajoltj$5nd$1@news.eunet.yu>, vdjole@EUnet.yu said:

>And, unfortunately, there are some texts embedded in the binary of magxdesk,
>and, iirc, those texts appear rather frequently in normal use.

I could only find three German phrases in Magxdesk.app: They
translate as Drive info, Folder info and File info. These were not
present in the '6.01' version. Oh, and the version/date is given
as 'vom' instead of 'of'. Hardly a problem:-)

Or did you mean magic.ram? That binary has been translated by DDP
(twice!).

Regards, /Peter/

1909. Re: Calamus and CVG files

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 23:05:37 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029891448.8747.9@iapetus.uk.clara.net>
Source record: 32620

Hi Derryck

> >I am trying to get Calamus to load in a CVG file that I created using
> >Porthos.
> >When I try to load it in, Calamus just processes. After 20 minutes I gave up.
>
> I haven't tried that myself, but the demo fractal tree file that comes with
> Calamus takes so long to process that my hair greys even more!

Perhaps you should change your brand of washing powder, or lower the temperature.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 03/08/2002

1910. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-08-20 23:11:39 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029891450.8747.10@iapetus.uk.clara.net>
Source record: 32619

Hi Derryck

> >Enough is enough!
> >
> >*PLONK*
>
> I think that the most annoying thing is that BS obviously doesn't read this
> newsgroup, yet persists in posting these ads despite being asked several times
> not to.

I think this is very amusing, when I was bitching him for this everyone tried climbing up my arse in his defence cos he's such a sorry brain damaged wanker, but now its annoying them. Ha Ha!!..

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 03/08/2002

1911. Re: Cubase Audio Pitch Change

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 02:22:54 UTC
From: <>
Message-ID: <2QC89.1457$PO5.1313@newssvr19.news.prodigy.com>
Source record: 32621

On 20 Aug 2002 11:25:00 , Wayne Martz wrote:
>jdplace@<sick-of-spam>prodigy.net (Joseph D. Place) wrote in message
news:<Iel89.2126$Xk2.248701152>@newssvr16.news.prodigy.com>...
>> When I try to record a stereo track (choosing "any" for channel) in Cubase
>> Audio Falcon, the pitch is lowered significantly (It sounds really cool,
>> but would only work for a sound effect :-)). It works fine with a mono
>> track. I'm new to this, and I have an Falcon Digital Interface attached
>> (no Cubase clock). In addition, I cannot bring up the MIDI mixer. The
>> module is installed. Thanks in advance!
>>
>> |Joseph D. Place |
>> |/|\ ATARI Falcon030 |
>> |1040STe, Stacy4 |
>> |Portfolio, 400, 130XE|
>
>
>I don't know why it would be different for stereo, but check to see
>that the sample rate is not being changed somehow. Is your FDI hooked
>up to a DAT? Does the sample rate changed on it?
>.
There is no DAT attached. Does there need to be one attached for the
sample rate to lock correctly? As far as I can tell it is locking at
44,100.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

1912. AKAI ME20A MIDI SEQUENCE ARPEGGIATOR ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 05:27:15 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <TwF89.2353$Hr.2513546@kent.svc.tds.net>
Source record: 32622

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=901172595

1913. Re: SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 05:34:59 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D632683.3090107@seimet.de>
Source record: 32623

Kenneth Medin wrote:

> Another possible solution would be if there are any other "soft settings"
> than those that show up in HDDRUTIL?

Again, this is something that cannot be solved with software settings.
Problems like that are most likely caused by wrong termination and
cables. Note that there are cables that have such a bad quality that
they do not work reliably. I have such a cable at home: It's very short
and so you wouldn't expect it to cause problems, but it does.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1914. GENEDIT UNIVERSAL SYNTH EDITOR ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 07:01:00 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <MUG89.2355$Hr.2533146@kent.svc.tds.net>
Source record: 32624

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=901178804

1915. ATARi TT030 ORIGINAL MONITOR ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 07:14:00 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <Y4H89.2356$Hr.2538274@kent.svc.tds.net>
Source record: 32626

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2047857537

1916. ATARI GYBRID ARTS MIDI TRACK w/ RARE SYNC BOX ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 07:49:06 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <SBH89.2357$Hr.2532775@kent.svc.tds.net>
Source record: 32627

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=901181343

1917. ATARI HYBRID ARTS MIDI TRACK W/ RARE SYNC BOX ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 07:49:45 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <tCH89.2358$Hr.2542192@kent.svc.tds.net>
Source record: 32628

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=901181343

1918. New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 08:11:27 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208210011.45773be7@posting.google.com>
Source record: 32629
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Wow...In 2002, new titles for the wonder classic.... Very
tasteless...Will vote with my dollars elsewhere..

http://www.eyewitnessgames.com/

1919. Re: SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 08:55:22 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <14156_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 32625

In uno strano messaggio del 20 Aug 02 us@seimet.de (2:333/608.1) scrisse al
povero All :
u> This is definitely a problem caused by your hardware. The SCSI standard
u> mandates that devices that are switched off must not influence other
u> devices. If they do something is wrong. With cables are termination, or
u> even with the device electronics.

Uh ? I've always known that scsi standard mandates that no device on the bus
can be switched off !

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
COBOL - Completely Obsolete Business Oriented Language

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

1920. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 09:18:10 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <YWI89.26804$t4.19475@nntpserver.swip.net>
Source record: 32630

Hi,

There is a new one called ethernea/ethernec which allows a standard
NE2000-compatible ISA card to be connected to the ACSI or cartridge port.
Don't remember the url.

/Peter

1921. Re: SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 09:24:17 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d636a403829c1@tripnet.se>
Source record: 32631

On Wed 21-08-2002 07:34 (+0200) Uwe Seimet wrote:

>Kenneth Medin wrote:
>
>> Another possible solution would be if there are any other "soft settings"
>> than those that show up in HDDRUTIL?
>
>Again, this is something that cannot be solved with software settings.
>Problems like that are most likely caused by wrong termination and
>cables. Note that there are cables that have such a bad quality that
>they do not work reliably. I have such a cable at home: It's very short
>and so you wouldn't expect it to cause problems, but it does.

Agreed, but I really think I can exclude bad cables and terminations in
this case.

1. Evererything wrorks perfect without the troublesome Quantum disk.

2. With the disk on the bus but powered down everything is OK.

3. If I power up the CD burner slightly later than the other units
everything works perfect too.

4. The same happens with a minimalistic setup with only the Quantum drive
and CD burner and no computer. The eject button freezes if I power
them both up at the same time.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1922. Re: STRam for TT

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 10:44:02 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.445ae1fe.8b025582.chongdochongdo@ichongdo.com>
Source record: 32632

(I posted this message 2 days ago, but as it still doesn't appear
here, I post it again, hopping there will be no problem this time)

Hello,

Dans le message <WS3.0823ad87.84aa4c40.doyene@zetnet.co.uk>
John N Oakes a ï¿½crit:

> Long time no hear it must be a while since we last email
>ed ;-)
>I suspect it might be a tough job. I have 4mb st rams, but I remember that I
> have a board as well.
>Thanks for the info I must drop in for a cup of tea sometime.

You will find much more than you wish on Martin's pages :
http://pp.fishpool.fi/~q-funk/TT030/
It's explained how-to, but...

>regards
>jno

J.-Luc

--
+======+ ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de spammeurs. Pour
|eC.cu|r| me rï¿½pondre, lire mon adresse en partant du centre vers
|c+=+L|f| l'extï¿½rieur de la spirale ci-contre, en sens inverse de
|c|J|-|.| celui des aiguilles d'une montre.
|o|ean|o| -=oOo=-
|l+===+o| "From" and "Reply-To" are spammers' adresses. If you wish
|i@wanad| to contact me, read my adress going counterclockwise from
+=======+ centre to outside the spiral on the left.

1923. Re: Printing ST-Guide hypertexts

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 10:55:12 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0208211252300.100-100000@easymint>
Source record: 32633

On Sun, 18 Aug 2002, it was written:

> From: "Mike Kerslake" <mike@kerslake.plus.com>
> Date: Sat, 17 Aug 2002 20:45:34 +0100
>
> >martin Tarenskeen" <nospam@zonnet.nl> wrote in message
> >news:Pine.MNT.4.31.0208171224230.55-100000@easymint...
> >>
> >> Is there an easy way to print out ALL pages of an ST-Guide hypertext ?
>
> >There was a German program which used GDOS to print out ST-Guide texts, I
> >did play about with it for a while, but don't remember getting very far with
> >it.
>
> HYP2GDOS if I'm not mistaken. IIRC it won't print some pages linked to in a
> certain way or similar :-(
>

I have tried to find that HYP2GDOS, but the URL that I found with some
search engines doesn't exist (anymore).

Martin Tarenskeen

1924. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 11:14:22 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ajvsmi$1eo1gl$1@ID-40235.news.dfncis.de>
Source record: 32634

"Peter Persson" <pep@mbox306.swipnet.se> wrote in message
news:YWI89.26804$t4.19475@nntpserver.swip.net...
> Hi,
>
> There is a new one called ethernea/ethernec which allows a standard
> NE2000-compatible ISA card to be connected to the ACSI or cartridge port.
> Don't remember the url.
>
> /Peter
>
>

The Etherenea (ASCI) will work with a number of ISA cards. The EHERNEC (Cartridge Port) needs RTL8019 based ISA cards, which are getting a bit rare at present, but some times show up at computer fairs and junk sales.

http://hardware.atari.org/ will get you to info on both. Lyndon has some of the required cards as well as the interface.

Dave.

1925. Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 14:38:16 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>
Source record: 32637
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi, apologies if this is dead obvious.Only recently got a falcon and trying to figure out my way round the atari os again after 11 years away.

What it is, is that in future, I'll be getting zero-X, which is an audio program that can handle wav files. Very useful to ba able to transfer between my PC and falcon, on the same disk (and my sampler too for that matter).

Also, all the software I'm currently getting, off the net, it's a bit of a ball ache transferring it onto floppy disk to go and put it on the falcon.
Is there a way I can make both the Falcon and the PC read the same iomega zip disk so that I can bump everything onto it and transfer it over like that.

(For info purposes, I have HD Driver 8 which I'm using to format the zip disks on currently)

Thanks if anyone can offer up some pointers... RJ

1926. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 14:39:54 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d63a279$1_3@corp.newsgroups.com>
Source record: 32638
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Maybe you didn't realize it's a click-less website... in other words, those "games" aren't real. You can't click on anything on that page to get or do anything! In fact, I doubt the photo of the family playing is real... what is that multi-cartridge contraption hanging off that poor 2600?

Anyhow... I don't see the point of the web page... it's just there for for "being there"'s sake or something? Silly.

Jared

<sinclap@yahoo.com> wrote in message
news:27ff51c3.0208210011.45773be7@posting.google.com...
> Wow...In 2002, new titles for the wonder classic.... Very
> tasteless...Will vote with my dollars elsewhere..
>
> http://www.eyewitnessgames.com/

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1927. Re: MagiC 6.20 UK

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 14:59:18 UTC
From: <>
Message-ID: <1029936908-285978AEicMi@ntlworld.com>
Source record: 32635

From: xlator@cix.compulink.co.uk
Date: Tue, 20 Aug 2002 22:52:44 +0000 (UTC)

>>And, unfortunately, there are some texts embedded in the binary of magxdesk,
>>and, iirc, those texts appear rather frequently in normal use.
>
>I could only find three German phrases in Magxdesk.app: They

What was meant was that there were some German phrases left in the _resource_
file of MagXDesk (Specifically in the "Options/Preferences..." menu). We'd
translated the first panel of this dialog box only.

Anyway, that gives me the chance to say that I've refreshed the MagiC 6.20
archive to include the amended resource files (applicat had some residual
German also), and the result can be downloaded from the DDP section of my web
site, URL in sig.

In the News section of the same web site you (anyone) can find a link to
download just the two resource files themselves so you don't have to grab the
whole lot again. I'll take that file down in a few weeks.

Peter, you and Dennis have been sent the two files by email.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1928. Re: Printing ST-Guide hypertexts

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 15:02:14 UTC
From: <>
Message-ID: <1029936910-286278AEicMi@ntlworld.com>
Source record: 32636

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Wed, 21 Aug 2002 12:55:12 +0200

>I have tried to find that HYP2GDOS, but the URL that I found with some
>search engines doesn't exist (anymore).

If Chapelie doesn't have it then I'll send it to you by email, just need a
valid address.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1929. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 15:17:45 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D63AF43.BF153725@rogers.com>
Source record: 32639
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

sinclap@yahoo.com wrote:

> Wow...In 2002, new titles for the wonder classic.... Very
> tasteless...Will vote with my dollars elsewhere..
>
> http://www.eyewitnessgames.com/

Hey spork bait.

Only one thing about your post is correct. YOU are very tasteless. But then your a DELLL user so thats no surprise. "will vote with my dollars elsewhere' since the site is a fake as are you. Not that its a surprise that you never had anything with the atari label on it. You never even had the mac you've pretended to advocate.

To anyone else reading this. Within days or weeks, sinplop will recover once again from being sporked and come here drooling his usual idiocy about some fantasy homophobic "atari jihad" that exists only in his mind.

1930. Re: Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 16:36:59 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <4kP89.2532$nJ.17356@newsfep3-gui.server.ntli.net>
Source record: 32640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com...
> Hi, apologies if this is dead obvious.

> Is there a way I can make both the Falcon and the PC read the same
> iomega zip disk so that I can bump everything onto it and transfer it
> over like that.

HDDriver v7 manual, page 17........

Barrie at Keychange.

www.keychange.co.uk

1931. Re: [PRG] Mad cow for Atari :-)

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 17:42:37 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1fha0w6.dxcqyg11br6j8N%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 32641

baldrick <baldrick@youshouldknow.netset.com> wrote:

> Grzegorz Pawlik <atarirulez@go2.pl> wrote in message
> news:ajthlo$g3e$1@news.tpi.pl...
> > Hi,
> >
> > In my endless Atari devotion I have just prepared an extremally
> > useless application ;-) It is... erm... it is a multimedia tutorial
> > for you to learn how to recognise a mad cow disease :-)
> >
> > You need Atari STE, TT or Falcon. It does not work with ST.
> > Works even in monochrome, but 16 color display is suggested.
> > Sorry, the images are in 16 colors only (no 256 color ones) ;-(
> >
> > This is a conversion of a Windows program called KROWY.EXE.
> > The texts are translated into English.
> >
> > See it for yourself at http://gregory.atari.pl/madcow.htm
> > and have fun!
> >
>
> The program runs under MagicPC, but I get no sound here :<

Sounds and pictures works fine under MagiCMac.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1932. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 18:34:46 UTC
From: Video61@webtv.net
Message-ID: <7161-3D63DD46-7@storefull-2115.public.lawson.webtv.net>
Source record: 32642

i release new games for atari cart based machines all of the time
sindummy, guess what? they sell you moron.
if only the apple two had a cart port, then it could have been called a
real retro machine.
but today atari rules in the retro category just check e-bay pimple
head!

lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

1933. Re: Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 20:19:01 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0208211219.7c84548f@posting.google.com>
Source record: 32643
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Rob <rob.jenkins2@btopenworld.com> wrote in message
news:<s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>...
> Is there a way I can make both the Falcon and the PC read the same
> iomega zip disk so that I can bump everything onto it and transfer it
> over like that.
I believe that HDriver has that option. Have you checked the manual?

Galen

1934. Re: [PRG] Mad cow for Atari :-)

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 20:23:16 UTC
From: swampfax@atlantic.net
Message-ID: <UES89.80$kx1.117388@news1.atlantic.net>
Source record: 32644

On 20 Aug 2002 13:54:01 , Grzegorz Pawlik wrote:
>Hi,
>
>In my endless Atari devotion I have just prepared an extremally
>useless application ;-) It is... erm... it is a multimedia tutorial
>for you to learn how to recognise a mad cow disease :-)
>
>You need Atari STE, TT or Falcon. It does not work with ST.
>Works even in monochrome, but 16 color display is suggested.
>Sorry, the images are in 16 colors only (no 256 color ones) ;-(
>
>This is a conversion of a Windows program called KROWY.EXE.
>The texts are translated into English.
>
>See it for yourself at http://gregory.atari.pl/madcow.htm
>and have fun!
>
>--
>Grzegorz Pawlik
>http://marijuana.atari.org/
>.

Hi Greg,
Works fine on a single TOS Falcon. Love it!
John G.

1935. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 20:39:13 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d63f6af$1_4@corp.newsgroups.com>
Source record: 32645

Oh, yeah... NEW games... more like OLD games that have never sold, so they're just unopened and sold as "new" because they technically are.

I think we're talking about New games as in "freshly programmed", "made yesterday", kinda stuff...

Jared

Lance Ringquist <Video61@webtv.net> wrote in message news:7161-3D63DD46-7@storefull-2115.public.lawson.webtv.net...
> i release new games for atari cart based machines all of the time
> sindummy, guess what? they sell you moron.
> if only the apple two had a cart port, then it could have been called a
> real retro machine.
> but today atari rules in the retro category just check e-bay pimple
> head!
>
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1936. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-21 21:00:06 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.icptqean@localhost>
Source record: 32496

James Alexander wrote:

> Hey spork bait.
>
> Only one thing about your post is correct. YOU are very tasteless.
> But then your a DELLL user so thats no surprise. "will vote with my
> dollars elsewhere' since the site is a fake as are you. Not that its
> a surprise that you never had anything with the atari label on it.
> You never even had the mac you've pretended to advocate.
>
> To anyone else reading this. Within days or weeks, sinplop will
> recover once again from being sporked and come here drooling his
> usual idiocy about some fantasy homophobic "atari jihad" that exists
> only in his mind.

Just one suggestion, don't feed the trolls.

Regards,

Joakim

1937. FS: Atari Mouse

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 01:48:32 UTC
From: Newsreader <nowhereman@nowhereland.com>
Message-ID: <1029980980.236722@teuthos>
Source record: 32498

It's white, has two buttons, and has the Atari logo on it. My guess is that it belongs to an Atari ST. It has PCM1 written on the underside too.

For some reason, I have it and I want it out out out....

Mail me at riobaan@hotmail.com if interested. Name your price (highest one wins).

1938. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 01:53:14 UTC
From: dogmeat <IHATESPAMd0gm3a7@yahooSPAM.coSPAM.uk>
Message-ID: <8OW89.253$_z.277049376@news.nnrp.ca>
Source record: 32497

> Code that is avialible under GPL is avialible *ONLY* under GPL. If similar
> code is avialible under other license then it was developed without using
> any GPL code (even if it looks similar and the same person wrote it).
>
> GPL license does not allow to distribute GPL software under any other
license
> that would make software less free than it is with GPL.

Case study specially for Adam: (GPL == viral infection)

1) Mr.X used GPL application - let's say WGET (mouse with viral infection)
to build his own highly successful download manager XGET (clone of infected
mouse, which is clearly infected, since genetic material was already
infected). XGET should be under GPL, or else it's a violation. This is
probably what you think of, and can't think about anything else.

2) Mr.C wrote highly successful game Q without using any GNU code (clean
mouse). He is an author of the software, and if he wishes, he is free to
release particular snapshot of Q engine source version X.X under GPL (i.e.
he cloned clean mouse and then infected it). This absolutley doesn't mean
that all derived products from original product are restricted by GPL (clean
mouse is still healfy). The only result of releasing Q version X.X source
under GNU is that anyone is free to pickup Q X.X source and do whatever
he/she wants,as long as GPL is not violated.

Still Mr.C is free to continue his developments and release major new
versions of his work (Q2, Q3, D3, Q4 etc.)

Are we clear now? ;)

GPL works like a virus in benefit of software user. But it can't criple
original author. He is still free to do whatever he wants to. But he can't
restrict GPLed product freedom, since once GPLed, it's free from any obuse
(at least teoreticly).

Ok, buy, it takes too much time

1939. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 02:04:59 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D6446F6.2A97C159@rogers.com>
Source record: 32499

GokMasE wrote:

> James Alexander wrote:
>
> > Hey spork bait.
> >
> > Only one thing about your post is correct. YOU are very tasteless.
> > But then your a DELLL user so thats no surprise. "will vote with my
> > dollars elsewhere' since the site is a fake as are you. Not that its
> > a surprise that you never had anything with the atari label on it.
> > You never even had the mac you've pretended to advocate.
> >
> > To anyone else reading this. Within days or weeks, sinplop will
> > recover once again from being sporked and come here drooling his
> > usual idiocy about some fantasy homophobic "atari jihad" that exists
> > only in his mind.
>
> Just one suggestion, don't feed the trolls.
>
> Regards,
>
> Joakim

Hi Joakim

I didnt really feed him. If you'll take a few minutes to notice that even when left alone for weeks or months that drivelling moron known as sinpoop manages to come back to spew more bollox. If he wants to have his ass kicked in public then so be it.

1940. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 03:37:51 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208211937.2e10c8a5@posting.google.com>
Source record: 32500
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:<3d63a279$1_3@corp.newsgroups.com>...
> Maybe you didn't realize it's a click-less website... in other words, those
> "games" aren't real. You can't click on anything on that page to get or do
> anything! In fact, I doubt the photo of the family playing is real... what
> is that multi-cartridge contraption hanging off that poor 2600?

No sh*t sherlock.. I dunno about the multi cartridge contraption..

> Anyhow... I don't see the point of the web page... it's just there for for
> "being there"'s sake or something? Silly.

Its a spoof from the Apple Dooms Day Clock site..MGABRY's is seeing
how artistic he is..

1941. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 03:52:17 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208211952.e12b409@posting.google.com>
Source record: 32501
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D63AF43.BF153725@rogers.com>...
> sinclap@yahoo.com wrote:
>
> > Wow...In 2002, new titles for the wonder classic.... Very
> > tasteless...Will vote with my dollars elsewhere..
> >
> > http://www.eyewitnessgames.com/
>
> Hey spork bait.
>
> Only one thing about your post is correct. YOU are very tasteless. But then
> your a DELLL user so thats no surprise. "will vote with my dollars
> elsewhere' since the site is a fake as are you. Not that its a surprise that
> you never had anything with the atari label on it. You never even had the
> mac you've pretended to advocate.

Thats news to me. Any your base your fiction on...?

> To anyone else reading this. Within days or weeks, sinplop will recover
> once again from being sporked and come here drooling his usual idiocy about
> some fantasy homophobic "atari jihad" that exists only in his mind.

Sounds like you need some help...What's the matter...Chunks' not using
the plug properly?

1942. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 03:58:27 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208211958.1b397db5@posting.google.com>
Source record: 32502

Ooh good one...Did you foam at the mouth? So you design and publish
for the A2600?

Don't get bent out...A spoof from one(not me, not way near artistic)
who has artisctic time on his hands, well a tasteless one ...until
clients come flocking...

Almost stopped in Stacy to see how folks live on the way home from
Duluth..

Video61@webtv.net (Lance Ringquist) wrote in message
news:<7161-3D63DD46-7@storefull-2115.public.lawson.webtv.net>...
> i release new games for atari cart based machines all of the time
> sindummy, guess what? they sell you moron.
> if only the apple two had a cart port, then it could have been called a
> real retro machine.
> but today atari rules in the retro category just check e-bay pimple
> head!
>
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

1943. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 05:09:09 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <UI_89.125046$2p2.5705435@bin4.nnrp.aus1.giganews.com>
Source record: 32503
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <MPG.17ba548bce2579e998971d@News.CIS.DFN.DE>,
netguy <netguy@netguy.net> wrote:

>?? I don't get it. Where would we be without eBay or other www auction
>sites? That's easy, back to conducting auctions on this newsgroup.

Those were the days...

--

$ lynx http://www.eff.org/alerts/20020322_eff_cbdtpa_alert.html
$ rm -fr CBDTPA SSSCA 'Senator Fritz Hollings (D-SC)'

1944. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 05:16:02 UTC
From: Jon <jonm@pclv.com>
Message-ID: <ms_89.285318$L02.10895222@news1.west.cox.net>
Source record: 32504

To those who replied, THANKS! You all have been much help!

Yes, Elliot, I am interested. What do you want for the device to ship it
to Nevada?

Also, what's your email address?

"Elliot" <stuff@recycledsteel.co.uk> wrote in message
news:1029866084.18444.0.nnrp-07.3e31118f@news.demon.co.uk...
> I have three and I am willing to part with two for a reasonable price,
they
> have never been used and they are the official ones made by hmmm that chap
> with the cool name in Germany, they use the Genius pocket things (well any
> RTL8019 based ones I think).
>
> I am in the UK, mail me if you are interested.
>
> Elliot...
>
>
> "Jon" <jonm@pclv.com> wrote in message
> news:E5k89.256387$L02.10342891@news1.west.cox.net...
> > I'm looking for the ROM port ethernet adapter that was available a
couple
> of
> > years back. Anyone got one or have the schematics to make one? This
is
> > for all Atari's with the cartridge port.
> >
> >
>
>

1945. Re: SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 05:32:03 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D647753.1070308@seimet.de>
Source record: 32505

Mike De.Petris wrote:

> Uh ? I've always known that scsi standard mandates that no device on the bus
> can be switched off !

I'm afraid your information is wrong then.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1946. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 05:53:53 UTC
From: Video61@webtv.net
Message-ID: <27149-3D647C71-32@storefull-2111.public.lawson.webtv.net>
Source record: 32507

jared said,
Oh, yeah... NEW games... more like OLD games that have never sold, so
they're just unopened and sold as "new" because they technically are.
I think we're talking about New games as in "freshly programmed", "made
yesterday", kinda stuff...
Jared
---

well well well, another pimplehead who has stuck his foot sideways in
his mouth and is attempting to use his mind.
here is a partial list of games/utilities that i have personaly
aquired, or pay royalties, or permission to release that have never
released to the public, and have been done in the past 7 years.
these are all for the atari 8-bit, and are on cartridge. i have some
5200 games, and even a unfinished 2600 game right from a coder who
worked at atari.
i also have a lynx game, and i am beta-testing a new game for release
on the lynx in the near futue, all of these are done from scratch
stupid.
games,
bumpers,
concentration,
jailbreak,
jigsaw puzzles,
lights out,
mahjong,
paddle wars,
puzzler,
paddle pack pong,
ricochet,
solitaire,
video slots,
video poker,
utilities,
speedo the rpm disk drive checker,
spartados 3.3c
i have more including a rpogramming cart tool for the 7800/2600.

lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

1947. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 06:01:44 UTC
From: Video61@webtv.net
Message-ID: <27149-3D647E48-33@storefull-2111.public.lawson.webtv.net>
Source record: 32506

living in duluth now huh? i wondered why they wre doing a gang sweep up there.
you must have had to leave till the sweep was over.
oh right, i forgot, you work for comp u.s.a., but i have not encountered any trolls working here in mpls./st.paul area, so you must have moved north.
there might be only one comp u.s.a. in duluth, so next tme i am up there i will visit you:)
when is the next time that you work?, i am minutes from you if i visit friends.

lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

1948. Re: SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 06:51:02 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.81922436.8cc25902.chongdochongdo@ichongdo.com>
Source record: 32508

Hello,

Dans le message <3d636a403829c1@tripnet.se>
Kenneth Medin a ï¿½crit:

>Agreed, but I really think I can exclude bad cables and terminations in
>this case.

>1. Evererything wrorks perfect without the troublesome Quantum disk.

>2. With the disk on the bus but powered down everything is OK.

>3. If I power up the CD burner slightly later than the other units
> everything works perfect too.

>4. The same happens with a minimalistic setup with only the Quantum drive
> and CD burner and no computer. The eject button freezes if I power
> them both up at the same time.

What about the Termpower jumper on the Quantum ?

J.-Luc

--
+======+ ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de spammeurs. Pour
|eC.cu|r| me rï¿½pondre, lire mon adresse en partant du centre vers
|c+=+L|f| l'extï¿½rieur de la spirale ci-contre, en sens inverse de
|c|J|-|.| celui des aiguilles d'une montre.
|o|ean|o| -=oOo=-
|l+===+o| "From" and "Reply-To" are spammers' adresses. If you wish
|i@wanad| to contact me, read my adress going counterclockwise from
+=======+ centre to outside the spiral on the left.

1949. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 07:15:44 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnam93ci.30d.atari@core.preferuje.luzik.pl>
Source record: 32509

> 2) Mr.C wrote highly successful game Q without using any GNU code (clean
> mouse). He is an author of the software, and if he wishes, he is free to
> release particular snapshot of Q engine source version X.X under GPL (i.e.
> he cloned clean mouse and then infected it). This absolutley doesn't mean
> that all derived products from original product are restricted by GPL (clean
> mouse is still healfy). The only result of releasing Q version X.X source
> under GNU is that anyone is free to pickup Q X.X source and do whatever
> he/she wants,as long as GPL is not violated.
>
> Still Mr.C is free to continue his developments and release major new
> versions of his work (Q2, Q3, D3, Q4 etc.)

Well, I'm not a lawyer, but it is clear to me that his new versiona should
be also GPL (as all work based on GPL code must be GPL too) and he cannot
change licensce to more restictive.

> Are we clear now? ;)

I hope so :-)

> GPL works like a virus in benefit of software user. But it can't criple
> original author. He is still free to do whatever he wants to. But he can't
> restrict GPLed product freedom, since once GPLed, it's free from any obuse
> (at least teoreticly).

But even author of software that is under GPL (as author I understnad
intelectual rights owner) must obey GPL as a normal user.

Adam Klobukowski
atari@gabo.pl

1950. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 08:17:15 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <ak26mc$9e8$1@mail.idoox.com>
Source record: 32510

Hi!

dogmeat wrote:
> Case study specially for Adam: (GPL == viral infection)

Nice :)

> 2) Mr.C wrote highly successful game Q without using any GNU code (clean
> mouse). He is an author of the software, and if he wishes, he is free to
> release particular snapshot of Q engine source version X.X under GPL (i.e.
> he cloned clean mouse and then infected it). This absolutley doesn't mean
> that all derived products from original product are restricted by GPL (clean
> mouse is still healfy). The only result of releasing Q version X.X source
> under GNU is that anyone is free to pickup Q X.X source and do whatever
> he/she wants,as long as GPL is not violated.
>
> Still Mr.C is free to continue his developments and release major new
> versions of his work (Q2, Q3, D3, Q4 etc.)
>
> Are we clear now? ;)

Yes, but who will ensure that the author doesn't use some pieces from
the previously GPLed and further developed mouse. No one has control
over this. You are just forced to trust the person.

BTW: This is exactly the case of UAE and Amithlon products.

regards

STan

1951. Re: Forgive me, but... I just can't resist!

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 10:08:42 UTC
From: Christopher Coxon <Gusbucket@btopenworld.com>
Message-ID: <ak2d79$a9c$1@venus.btinternet.com>
Source record: 32511

Jared,
Your vision for the Lynx II and Jaguar II is commendible if a little optimistic, many people said that I wouldnt easily be able to make a joystick adaptor for the Jaguar that let you plug a standard ST joystick in and Fly Blue Lightning with a joystick, but a few days work and a bit of innovative engineering put paid to all the gainsayers.

It seems people are always very quick to put people down to find reasons for why something cant work rather than try and help find a way to make it work, hey its tons easier and less effort for starters!

I for one would love to see your sketches for Lynx II and Jag II I have a design for Jag II based on the fuzzy photos available of the original Jag II with CD, but with an additional Flip up 5.6" color LCD TFT screen stored above the CD Lid.

I would be happy to join any comittee of people serious about this project. Alas Im no guardian angel with massive funds available to spend on development, but Im not too shabby on ideas and problem solving.

Cheers
Chris C

> > "Jared Falvo" <luposian@azob.quik.com> wrote in message
> > news:3d5adb50_4@corp.newsgroups.com...
> >> In a few days or so, a lady is going to be giving me her old, antiquated
> > PC
> >> laptop when she gets a complete minitower setup to replace it with.
> >> I'll be getting paid to install Win98 on it, so it's beneficial to me in
> >> two ways...
> >>
> >> I think the laptop is an old 486 at most. Really of little to no use to
> > me,
> >> so why am I bringing this up at all?
> >>
> >> What if you had a game system that was completely portable... a bit like
> >> a PSOne with the LCD display (is that just an add-on or is it built-in?),
> > but
> >> only larger? The whole "hand-held" game system arena is ruled by GameBoy
> >> [Advance], so going that route just isn't convenient and would end up

> > being
> >> more expensive anyways. But what if... your game system was bigger?
> > Bigger
> >> screen. Bigger sound. Faster processor. And...
> >>
> >> It was an Atari Lynx II!
> >>
> >> [Yuck! Get these rotten tomatoes OFF OF ME!!!]
> >>
> >> I know what you're thinking... "Oh, no... Jared's ranting again about
his
> >> dream to restart Atari".
> >>
> >> But... I think the key we have here is:
> >>
> >> 1) We are approaching from the gaming angel... Infogrames does that.
> >> 2) We show them the machine we've just finished and give them the
> >> opportunity to SEE the product before commiting to supporting the idea
of
> >> starting an Atari hardware division.
> >> 3) The machine is really little more than a specifically modified PC
> > laptop!
> >>
> >> Hey, if Microsoft can get away with building an ultra-awesome game
system
> >> (which is a huge, tonnage-bound mammoth block of a thing), based on
> > nothing
> >> but specialized PC hardware, why can't we do the same with making a
> >> laptop game system for Atari?
> >>
> >> Atari is best known for games, so why not start from that beginning
> >> again?
> >>
> >> We're not trying to take over the gaming industry (I think Sony runs
the
> >> zoo, even if the Xbox is more powerful)... just trying to find a niche
> > like
> >> before. Based on name and uniqueness.
> >>
> >> I talk as one abnormally possessed, but the fragments of my sanity will
> >> prove most useful indeed... if anyone wishes to listen. :-)
> >>
> >> Jared

1952. FA: Complete Atari 1040STe system - 4MB, 500MB HD, High Res monitor, MORE....

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 15:26:25 UTC
From: BEGONEdharmazYOU442@hotmailSPAM.com
Message-ID: <3d6501f2.5836710@news.compuserve.com>
Source record: 32512
Cross-posted to: alt.music.4-track,alt.music.midi,comp.sys.atari.st,rec.music.makers.synth

Ready ti go and working system, perfect for all Atari ST apps,
especially MIDI/Music. NO RESERVE!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2048082567

1953. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 16:31:45 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d650e36_1@corp.newsgroups.com>
Source record: 32514

Ok, so these games *are* new, relatively speaking (7 years new, if you can call something 7 years old "new", regardless of it's availability at the time or present). How many people even use a 2600 or 8-bit Atari anymore? Gonna run some awesome 2D/3D games with THOSE puppies! Ooooh! Can you say "LESS than 320x200 resolutions graphics"? I knew you could. :-) The Lynx prospect(s) are the most interesting of the bunch... got any new Jaguar titles in the making?

Jared
Modern sequels of the games that came out for those two systems would be worth more than playing games on those two systems, I think.

Lance Ringquist <Video61@webtv.net> wrote in message news:27149-3D647C71-32@storefull-2111.public.lawson.webtv.net...
> jared said,
> Oh, yeah... NEW games... more like OLD games that have never sold, so
> they're just unopened and sold as "new" because they technically are.
> I think we're talking about New games as in "freshly programmed", "made
> yesterday", kinda stuff...
> Jared
> ------------
>
> well well well, another pimplehead who has stuck his foot sideways in
> his mouth and is attempting to use his mind.
> here is a partial list of games/utilities that i have personaly
> aquired, or pay royalties, or permission to release that have never
> released to the public, and have been done in the past 7 years.
> these are all for the atari 8-bit, and are on cartridge. i have some
> 5200 games, and even a unfinished 2600 game right from a coder who
> worked at atari.
> i also have a lynx game, and i am beta-testing a new game for release
> on the lynx in the near futue, all of these are done from scratch
> stupid.
> games,
> bumpers,
> concentration,
> jailbreak,
> jigsaw puzzles,
> lights out,
> mahjong,
> paddle wars,
> puzzler,
> paddle pack pong,
> ricochet,

> solitaire,
> video slots,
> video poker,
> utilities,
> speedo the rpm disk drive checker,
> spartados 3.3c
> i have more including a rpogramming cart tool for the 7800/2600.
>
> lance
>
>
>
>
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1954. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 16:41:26 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.sihmratg@localhost>
Source record: 32515

Jared Falvo wrote:
>
> Ok, so these games *are* new, relatively speaking (7 years new, if
> you can call something 7 years old "new", regardless of it's
> availability at the time or present). How many people even use a
> 2600 or 8-bit Atari anymore? Gonna run some awesome 2D/3D games with
> THOSE puppies! Ooooh! Can you say "LESS than 320x200 resolutions
> graphics"? I knew you could. :-) The Lynx prospect(s) are the most
> interesting of the bunch... got any new Jaguar titles in the making?

I think it is called nostalgia, and some people fancies that.
Do have a point somewhere, or are you just trying to be rude?

Regards,

Joakim

http://aicq.atari-users.net
http://topp.atari-users.net

1955. Re: Forgive me, but... I just can't resist!

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 16:52:00 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d6512f0_4@corp.newsgroups.com>
Source record: 32516

Blue Lightning was released for the Jaguar? I thought it was only a Lynx title!

I'll send you a scan as soon as I have some free time (today, hopefully)... also want to clean up the sketch. My initial draft is an absolute mess.

The Jag II LTGS would be virtually identical to the Lynx II LTGS, just more powerful (and more expensive, but... not by much, I would guess, since it would most likely use the same resolution screen, if not a more performance-bearing version of the LCD)

I think I'll be getting the Compaq LTE 486/33c laptop today... ooh, I'm excited! My plans will soon be in motion!

By the way... anyone reading this post, please go to the following link and vote! Even if you hate my guts, though, PLEASE vote honestly to your feelings about the idea itself, say, if it were posted by your best friend. I'd like to see just how many people would genuinely want what what I suggest as an idea.

http://forum.qbasicnews.com/viewtopic.php?p=5903#5903

Thanks.

Jared

Christopher Coxon <Gusbucket@btopenworld.com> wrote in message news:ak2d79$a9c$1@venus.btinternet.com...
> Jared,
> Your vision for the Lynx II and Jaguar II is commendible if a little
> optimistic, many people said that I wouldnt easily be able to make a
> joystick adaptor for the Jaguar that let you plug a standard ST joystick in
> and Fly Blue Lightning with a joystick, but a few days work and a bit of
> innovative engineering put paid to all the gainsayers.
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> It seems people are always very quick to put people down to find reasons for
> why something cant work rather than try and help find a way to make it work,
> hey its tons easier and less effort for starters!
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> design for Jag II based on the fuzzy photos available of the original Jag II
> with CD, but with an additional Flip up 5.6" color LCD TFT screen stored

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> I would be happy to join any comittee of people serious about this
project.
> Alas Im no guardian angel with massive funds available to spend on
> development, but Im not too shabby on ideas and problem solving.
>
> Cheers
> Chris C
>
>
> > > "Jared Falvo" <luposian@azob.quik.com> wrote in message
> > > news:3d5adb50_4@corp.newsgroups.com...
> > >> In a few days or so, a lady is going to be giving me her old,
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> > > PC
> > >> laptop when she gets a complete minitower setup to replace it with.
> > >> I'll be getting paid to install Win98 on it, so it's beneficial to me
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> > >> two ways...
> > >>
> > >> I think the laptop is an old 486 at most. Really of little to no use
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> > > me,
> > >> so why am I bringing this up at all?
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> > >> What if you had a game system that was completely portable... a bit
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> > >> [Advance], so going that route just isn't convenient and would end up
> > > being
> > >> more expensive anyways. But what if... your game system was bigger?
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> > >> It was an Atari Lynx II!
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> > >> 3) The machine is really little more than a specifically modified PC
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> > >>
> > >> Jared
>
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

1956. Re: 1040STe, driver for IDE cd-rom wanted.

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 17:20:22 UTC
From: bo <not@online.no>
Message-ID: <3D651D5D.5A51@online.no>
Source record: 32517

Uwe Seimet wrote:
>
> bo wrote:
> >
> > Do I have to do anything special with the HDDRIVER??
> > Is there some SCSI simulation for IDE devices?
>
> Yes, exactly. HDDRIVER provides SCSI emulations for IDE drives and ATAPI
> devices (which is not the same). The HDDRIVER manual provides more
> information. Note that HDDRIVER is commercial software. What's your
> registration number?

I am still in the exploring fase:

HDDRIVER 8 does not detect my IBM Travelstar 10Gb, or my CD_Writer.
AHDI 6.06 detect my 10Gb, but freezes after formatting.
IDEPCNT can read small partitions if formatted on a PC, won't write.
Metados and Spin detect my CD_Writer, but not my HD.
Extendos has not been a sucess yet.

I am not interested in bying all of these products when I am not
able to make them work. That I consider to be a waste of money.

If you wish, I can consentrate my efforts on AHDI and Metados/Spin.

There could also be hardware issues with long IDE cables.

Bent

1957. Re: Gasteiner hard disk help

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 17:26:40 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.d288772c.86a85a20.doyene@zetnet.co.uk>
Source record: 32513

In message <Pine.SGI.4.10.10208201614530.17331-100000@coazter.myip.org>
Frederic Fouche wrote:

>Or simply the demo version (also available on your site)?

>Let's hope.

OH I agree whole heartly. But I would like to raise an issue over what is comercially value to you the product or the name. You see HDDriver is good for allowing access to yours and mine
Hard drive. The more functions you add is better for in you value and added bonus to me. But still
it selling point is for accessing Harddrive use only. So regardless whether you obtain HDDriver 1 to
7 and beyond, I have bought the product for the purpose of access. I could quite easily hand him or her
the disk with only the necessities for access only. This is what a demo is for, too allow people to judge
and inquire or enquire. I would the first person next to Uwe Seimet in defending his product and fight
for his right to sell. In the end you have great product but you allowed the access to copy. How about
creating software on disk that cannot be copied.

regards

John
>On Tue, 20 Aug 2002, Uwe Seimet wrote:

>> John N Oakes wrote:
>>
>> > Have you tried any other software like HDDriver or GESoft.
> If you do not have these, I would
>> > gladly drop a copy of each.
>>
>> HDDRIVER is commercial software, not some kind of freeware. What you are
>> offering is an illegal copy :-(.
>>
>> --
>> --
>> Dr. Uwe Seimet mailto:us@seimet.de
>> http://www.seimet.de
>>
>>
>>

--
-
****
** A true Englishman believes in fairplay **
** and I try to hold to that belief as true**
** Atarian user. ------------------- **
** - ATARIAN FOREVER - **
** ------------------- **
****
| emailto: doyene@zetnet.co.uk |
| John Nicholas Oakes A.L.M. User |
| New Moston, Manchester. England. |
==

1958. Re: ST bbs software

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 17:28:14 UTC
From: Chris <capw@rogers.com>
Message-ID: <3D651F84.2DD88494@rogers.com>
Source record: 32518

James Alexander wrote:

> Hi there.
>
> I've got a Mega 4 ST setup (with hard disk & cd-rom) that I've been wanting
> to setup a bbs on. I've been trying a number of shareware and pd bbs programs
> and found them all to be unsatisfactory (either dont run properly or
> impossible to setup, literally). I've been thrhough stadel, citadel,
> fnordadel, nitelite, I even have a few commercial bbs programs I've bought
> used (bbs express, QMI bb/st, GIME) and so far havent found one that worked
> properly. Gime actaully came close but it kept screwing up dates every few
> seconds.
>
> Does anyone have a bbs program that actually works properly?
>
> thanks
> James

Hi James,

I've got MichTron BBS 3.0
The beauty of this software is that it comes with it's own programming language.
A cross between BASIC and C and comes with a compiler.
So you can customize the BBS to your own liking.

If interested, please make an offer.

Chris
g'day
mailto:capw@rogers.com

1959. TOS 2.6?

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 18:06:23 UTC
From: The Caver! <caver99@ntlworld.com>
Message-ID: <xK999.46243$IU4.1420492@newsfep2-win.server.ntli.net>
Source record: 32520

I have an ste with tos 1.6, the machine has the 30pin sockets so i beleve i can listall the tos 2.6 directily, is this right or am i totaly off?

1960. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 18:17:16 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d6526ea_3@corp.newsgroups.com>
Source record: 32521

Nostalgia works for me too. I can download Adventure and play it on a 2600VCS emulator. It's fun, for a short while, but real life comes back and I realize, today ain't yesteryear. I downloaded all the audio files for TCB's "Enchanted Land"... the music is just as good as it ever was, but... it's not quite as awesome/exciting as it was back then.

I am nostalgic to a point. But I'd rather have "back then", in the "here and now". Memories of the past are a poor substitute for living it *today*. And, for those that simply say "Get yourself an ST and relive the past!" That won't work. The ST and all past hardware are just that... PAST hardware.

Why do you think I am so excited about the AmigaOne? Because it's a piece of the past (at least the OS and company are) that is coming to be used/available/supported TODAY! Having my cake and eating it too... now THAT'S fun!

Jared

GokMasE <fake_email@spamblock.no> wrote in message news:Usenet.sihmratg@localhost...
> Jared Falvo wrote:
> >
> > Ok, so these games *are* new, relatively speaking (7 years new, if
> > you can call something 7 years old "new", regardless of it's
> > availability at the time or present). How many people even use a
> > 2600 or 8-bit Atari anymore? Gonna run some awesome 2D/3D games with
> > THOSE puppies! Ooooh! Can you say "LESS than 320x200 resolutions
> > graphics"? I knew you could. :-) The Lynx prospect(s) are the most
> > interesting of the bunch... got any new Jaguar titles in the making?
>
> I think it is called nostalgia, and some people fancies that.
> Do have a point somewhere, or are you just trying to be rude?
>
> Regards,
>
> Joakim
>
> http://aicq.atari-users.net
> http://topp.atari-users.net
>

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

1961. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 18:58:44 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3d652654@news.victoria.tc.ca>
Source record: 32519

Adam Klobukowski (atari@gabo.pl) wrote:

: > GPL works like a virus in benefit of software user. But it can't criple
: > original author. He is still free to do whatever he wants to. But he can't
: > restrict GPLed product freedom, since once GPLed, it's free from any obuse
: > (at least teoreticly).

: But even author of software that is under GPL (as author I understnad
: intelectual rights owner) must obey GPL as a normal user.

The GPL is an agreement between the author and a user to whom they distribute the software. It only effects what the author can do with respect to each user who got the software from the author while it was GPL licensed.

The author of the software (assuming they are 100% the author) has access to the software because they own it, not because of any license, and the GPL cannot restrict the author's use of the software at all, except in how they deal with the users to whom they distributed the GPL software. If the author makes new softare based on the old then the new software is not automatically GPL'd because the author's access to the original code was not based on GPL but based on the fact they owned it.

Users to whom they first distributed the software are of course free to distribute it because that was the agreement they had with the author, and indeed those new users are also free to distribute the software (again because that's what the author agreed to), but in this case the original author does not have to supply the source code for these new distributions, that is the responsibility of which ever person distributed a copy to a user.

In particular, an author could stop distributing the software under GPL. In this case the only people who have a right to ask the author for code are the people to whom the author distributed the GPL'd code.

1962. IDE CDRom to Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 19:24:38 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.d95e7cfa.86265a60.doyene@zetnet.co.uk>
Source record: 32522

Hei All.
I was looking back at an old article in STFormat. I noticed a piece about connecting
a ide cdrom via cartridge port with the use of a gadjet. I would like know if anyone is
still using this method and is there a difference in quality by this method than SCSI way.
"Are these gadjets still around"?.

regards

jno

--
-
****
** A true Englishman believes in fairplay **
** and I try to hold to that belief as true**
** Atarian user. ------------------- **
** - ATARIAN FOREVER - **
** ------------------ **
****
| emailto: doyene@zetnet.co.uk |
| John Nicholas Oakes A.L.M. User |
| New Moston, Manchester. England. |
==

1963. Re: IDE CDRom to Cartridge port

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 20:09:49 UTC
From: bo <not@online.no>
Message-ID: <3D654514.7B1C@online.no>
Source record: 32523

John N Oakes wrote:
>
> Hei All.
> I was looking back at an old article in STFormat. I noticed a piece about connecting
> a ide cdrom via cartridge port with the use of a gadjet. I would like know if anyone is
> still using this method and is there a difference in quality by this method than SCSI
way.
> "Are these gadjets still around"?.
>
> regards
>
> jno
>
> --
> -
> **
> ** A true Englishman believes in fairplay **
> ** and I try to hold to that belief as true**
> ** Atarian user. ------------------- **
> ** - ATARIAN FOREVER - **
> ** ------------------- **
> **
> | emailto: doyene@zetnet.co.uk |
> | John Nicholas Oakes A.L.M. User |
> | New Moston, Manchester. England. |
> ==

Maybe this is something similar. Ref. :

>You can also visit this page:
>http://www.rsi.pl/paskud/
>
>This guy builds a very nice HD interfaces for all STs :-) (and it's
>really cheap).
>
>
>--
>
>Regards
>
>Rafal Kawecki
>
>**************************
>* Polish Atari News Page
>* http://kawecki.atari.org

>* kawecki@atari.org
>*

1964. Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 20:49:45 UTC
From: vdjole@EUnet.yu
Message-ID: <ak3ip6sml2@news.eunet.yu>
Source record: 32525

Hi;

I am testing a design of an Alt-RAM board in a MegaST4. Currently there are 4MB installed (8MB possible), starting at $600000. Starting address with a 2MB gap after ST-RAM was selected with the hope that TOS would not confuse this memory with ST-RAM. First tests show that the memory physically works OK, i.e. peeking and poking various bit patterns do not show any problems so far (more extensive testing is in order).

The problem is that TOS 2.06 does not seem to recognize the existence of this additional memory. I understood that one had to declare the presence of Alt-RAM by calling a certain TOS function, so I made a little program in Gfa-Basic:

```
DEFINT "s"
size=&H400000
PRINT "Install ";size/1048576;"MB Alt RAM starting from $600000"
i%=GEMDOS(20,&H600000,L:size)
PRINT "Status:",i%
```

This returns status 0 (i.e. OK) but still TOS does not show any recognition of Alt-RAM; at least a couple of "sysinfo"-like utilities say so. And programs with alt-ram flag set in the header still load into ST-ram.

Can someone suggest am I doing something wrong, software-wise? Is the Alt-RAM declaring program OK, or is there more to it? What utility would be convenient to show that Alt-RAM is recognized? Is there perhaps a tested Alt-RAM-declaring program available somewhere that I could use for memory starting at $600000 ? As I am still testing the device, I allow for the possibility that it is not yet operating quite as is should, but it looks more like it is a software issue now.

Thanx in advance.

1965. Re: SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 21:23:16 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1030047942-384704AEicMi@adel6.freeserve.co.uk>
Source record: 32524

Hi Derryck

SORRY ABOUT THE CAPITALS, EMAILER DOESN'T LIKE QUOTED TEXT IN DATABASE MODE!!?

>After purchasing an Adtron PC Card Reader earlier this year, and sorting

>out the strange case of the extra LUN associated with it, I now find that
>this third device upsets the rest of the chain!!

Sounds like a termination issue to me - does the card reader have active termination? If it's anything like the Zip drive then you have to have it switched on to activate termination.

NO IDEA! THERE IS A SELECTOR ON THE BACK OF THE ADTRON WHICH ALLOWS 7 IDS EITHER TERMINATED OR NOT. BUT THERE IS ONLY ONE SCSI PORT ON THE BACK OF IT (SCSI II CONNECTOR) THEREFORE IT MUST BE THE LAST DEVICE ON THE CHAIN! UNLESS IT IS POSSIBLE TO FIT SOME SORT OF CABLE SPLITTER WITH AN SCSI-OUT END? AND THEREFORE SOMEWHERE TO PUT AN EXTERNAL TERMINATOR, BUT I DIDN'T SEE ANYTHING LIKE THIS DOWN MY LOCAL MAPLINS STORE!?! I HAVE SET THIS SELECTOR TO 6 TERMINATED.

I'd recommend double- and triple-checking that all terminations are removed, and if possible, select external termination on that card reader and use a good quality terminator block. And at least one device should provide TERMPWR to the bus, although your Falcon should take care of that.
BUT THIS DEVICE CAN ONLY BE THE LAST IN THE CHAIN!

First though try the reader in the chain by itself and see what happens.

UNFORTUNATELY I SHALL HAVE TO PURCHASE A SCSI-II TO SCSI-II CABLE TO TRY THAT. IF IT WORKS ON ITS OWN THEN THAT'S THE ONLY WAY I'LL BE ABLE TO USE IT, UNLESS SOMEONE MAKES SOME SORT OF SPLITTER SIMILAR TO THE OLD PRINTER SWITCHBOXES??
3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

1966. Re: Logic Audio

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 23:24:40 UTC
From: claytone@foxinternet.com
Message-ID: <3d6572b8_1@news.foxinternet.com>
Source record: 32526

Hi Mark-

It would be useful if you'd specify WHAT you need help with. I don't think I'd want to spend the time typing up an entire tutorial here, and I doubt anyone else would too. That may explain the lack of responses. I've used Logic Audio many times in the past, and may be able to give a few pointers. What have you tried? What is giving problems? The audio windows and functions are very similar to the midi windows equivelants.

-Clayton Murray
Seattle, WA USA

>Hello there, does anyone actually use Logic Audio?
>If so, what are the tricks to getting it set up and working?
>I have Logic 2.5 and the Audio module, but I never got the manual,
>which I hear are as rare as hen's teeth.
>Thanks for any info.
>Mark

1967. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 23:33:05 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1030058942.825101@pikachu.atari-source.com>
Source record: 32527

Djordje Vukovic wrote:

>
> Hi;
>
> I am testing a design of an Alt-RAM board in a MegaST4. Currently there
> are 4MB installed (8MB possible), starting at $600000. Starting address
> with a 2MB gap after ST-RAM was selected with the hope that TOS would not
> confuse this memory with ST-RAM. First tests show that the memory
> physically works OK, i.e. peeking and poking various bit patterns do not
> show any
> problems so far (more extensive testing is in order).
>
> The problem is that TOS 2.06 does not seem to recognize the existence of
> this additional memory. I understood that one had to declare the presence
> of Alt-RAM by calling a certain TOS function, so I made a little program
> in Gfa-Basic:
>
> DEFINT "s"
> size=&H400000
> PRINT "Install ";size/1048576;"MB Alt RAM starting from $600000"
> i%=GEMDOS(20,&H600000,L:size)
> PRINT "Status:",i%
>
> This returns status 0 (i.e. OK) but still TOS does not show any
> recognition of Alt-RAM; at least a couple of "sysinfo"-like utilities say
> so. And programs with alt-ram flag set in the header still load into
> ST-ram.
>
> Can someone suggest am I doing something wrong, software-wise? Is the
> Alt-RAM declaring program OK, or is there more to it? What utility would
> be
> convenient to show that Alt-RAM is recognized? Is there perhaps a tested
> Alt-RAM-declaring program available somewhere that I could use for memory
> starting at $600000 ? As I am still testing the device, I allow for the
> possibility that it is not yet operating quite as is should, but it looks
> more like it is a software issue now.
>
> Thanx in advance.

As far as I know this isn't possible without a good bit of hardware
modification. If it was I would be quite happy as I might be able to put 4
4 meg SIMM's in my MSTe to bring it to 16 megs. With only software
modifications, I should be able to recognize 16 megs, but even under MagiC
which is an all out TOS replacement only 4 megs are reported. I think the

ST(e) architecture limits it to only be able to address 4 megs, and how certain ram boards have gotten past this in the past is beyond me.

Anyone with some ideas on increasing the RAM of a MSTe past 4 megs, I woudl very much like to hear it.

Thanks
Mark

1968. Re: MagicMac 6.2 upgrade problems

Newsgroup: comp.sys.atari.st
Date: 2002-08-22 23:58:55 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ak3trvgth1@thorium.cix.co.uk>
Source record: 32528

In message <220820021342396751%nobody@nowhere.com.invalid>, nobody@nowhere.com.invalid said:

>I got it upgraded to 6.1.5 OK. When I attempt the 6.2 upgrade
>MagicMac will no longer startup. I have gotten both the following
>dialog box messages;
>
>Ein Fehlerhat die Aktualiserung verhindert.
>Fur das Update ungultige Datei ausgewhlt.
>
>Can someone translate that for me?

Sure - DDP is glad to help :-)

An error has prevented the updating.
An invalid file (was) selected for the update.

Looks like you are trtying to update the wrong version. Did you try it on whatever you updated to 6.1.5 from?

Regards, /Peter/

1969. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 00:15:43 UTC
From: Video61@webtv.net
Message-ID: <12932-3D657EAF-312@storefull-2118.public.lawson.webtv.net>
Source record: 32530

jared said,
Ok, so these games *are* new, relatively speaking (7 years new, if you can call something 7 years old "new", regardless of it's availability at the time or present). How many people even use a 2600 or 8-bit Atari anymore? Gonna run some awesome 2D/3D games with THOSE puppies! Ooooh! Can you say "LESS than 320x200 resolutions graphics"? I knew you could. :-) The Lynx prospect(s) are the most interesting of the bunch... got any new Jaguar titles in the making?
Jared
Modern sequels of the games that came out for those two systems would be worth more than playing games on those two systems, I think.

no what i said was that i started relelasing games 7 years ago up till today, some on that list have been released recently.
how many people use these machines still? thats a good question.
last night a fellow was on my web site and ordered one copy of each of my new in the box 2600 titles, thats a total of 104 games. you tell me how popular it is.
again please see e-bay, atari rules.
2-d,3-d who cares when you want to play atari.
the jag was, and still is a cool machine, just like the awesome falcon 030.
they to have the same feel as any other atari machine, see if you really are a atarian you will understand atari is like drugs, once your on it, its impossible to get off.
i hear that everyday from my customers who have the latest, but pacman on the 2600 still rules.

lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

1970. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 00:19:18 UTC
From: Video61@webtv.net
Message-ID: <12932-3D657F86-313@storefull-2118.public.lawson.webtv.net>
Source record: 32529

jared said,
Ok, so these games *are* new, relatively speaking (7 years new, if you can call something 7 years old "new", regardless of it's availability at the time or present). How many people even use a 2600 or 8-bit Atari anymore? Gonna run some awesome 2D/3D games with THOSE puppies! Ooooh! Can you say "LESS than 320x200 resolutions graphics"? I knew you could. :-) The Lynx prospect(s) are the most interesting of the bunch... got any new Jaguar titles in the making?
Jared
Modern sequels of the games that came out for those two systems would be worth more than playing games on those two systems, I think.

emulators are not the real thing, and that piece of junk the peecee cannot properly emulate a 4k machine operating at .79mghrz.
now thas nostalgic, using a macine that does not work, where have we heard that before.
if the amiga is your bag, what are you doing here?

lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

1971. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 00:46:32 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.ikanemoi@localhost>
Source record: 32531

Jared Falvo wrote:
>
> Nostalgia works for me too. I can download Adventure and play it on a
> 2600VCS emulator. It's fun, for a short while, but real life comes
> back and I realize, today ain't yesteryear. I downloaded all the
> audio files for TCB's "Enchanted Land"... the music is just as good
> as it ever was, but... it's not quite as awesome/exciting as it was
> back then.
>
> I am nostalgic to a point. But I'd rather have "back then", in the
> "here and now". Memories of the past are a poor substitute for
> living it *today*. And, for those that simply say "Get yourself an ST
> and relive the past!" That won't work. The ST and all past hardware
> are just that... PAST hardware.

Yes understand that pretty well, but keep in mind that people are
different. This is not a matter of right or wrong, it is a matter of
opinions. We can either respect each others opinions, or consider
anyone that has different thoughts to be clueless. Guess what approach
will work better in a public forum?

Regards,

Joakim

http://aicq.atari-users.net
http://topp.atari-users.net

1972. Re: SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 00:54:30 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d6595c6c44550@tripnet.se>
Source record: 32532

On Thu 22-08-2002 08:51 (+0200) Jean-Luc CECCOLI wrote:

>Dans le message <3d636a403829c1@tripnet.se>
>Kenneth Medin a ï¿½crit:

>>1. Everything wrorks perfect without the troublesome Quantum disk.
>
>>2. With the disk on the bus but powered down everything is OK.
>
>>3. If I power up the CD burner slightly later than the other units
>> everything works perfect too.
>
>>4. The same happens with a minimalistic setup with only the Quantum drive
>> and CD burner and no computer. The eject button freezes if I power
>> them both up at the same time.
>
>What about the Termpower jumper on the Quantum ?

This Quantum Fireball SE does not have any other jumper settings than ID
and termination. I have termpower set on the main Fuijitsu disk.

I did solve the problem today in an unusual way:

I simply made a small power up delay unit so now everything is OK. The
delay is set to appr. 15 seconds and happens only at first power up. I
made it from 9 components including a transistor and two relays.

Got so excited by the result that I also made some major work on two
TT's. Switching TOS and Ajax chips, floppy and harddisk from a newer TT
with conductive paint to an older with metal schielding. Lots of work,
but now my main Atari has a working Yamaha chip and will print properly...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1973. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 03:11:43 UTC
From: Ken Seumas <k_seumas@sympatico.ca>
Message-ID: <1103_1030072303@news1.on.sympatico.ca>
Source record: 32533

Roger Burrows has an ethernet system. see
http://www.anodynesoftware.com/ethernet/main.htm
ken

On Wed, 21 Aug 2002 12:14:22 +0100, "David Wade"
<g8mqw@yahoo.com> wrote:
>
> "Peter Persson" <pep@mbox306.swipnet.se> wrote in message
> news:YWI89.26804$t4.19475@nntpserver.swip.net...
> > Hi,
> >
> > There is a new one called ethernea/ethernec which allows a standard
> > NE2000-compatible ISA card to be connected to the ACSI or
cartridge port.
> > Don't remember the url.
> >
> > /Peter
> >
> >
>
> The Etherenea (ASCI) will work with a number of ISA cards. The
EHERNEC
> (Cartridge Port) needs RTL8019 based ISA cards, which are getting a bit
rare
> at present, but some times show up at computer fairs and junk sales.
>
> http://hardware.atari.org/ will get you to info on both. Lyndon has some
of
> the required cards as well as the interface.
>
> Dave.
>
>
k_seumas@sympatico.ca - www3.sympatico.ca/k_seumas
Toronto Atari Federation - TAF.atari.org - welcome.to/taf
16MHz Falcon4MB-32MHzNemesisFalcon16MB-50MHzCT2Falcon68MB

1974. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 03:54:37 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D65B1FD.D41E6FD2@cswebmail.com>
Source record: 32534

David Wade wrote:

> "Peter Persson" <pep@mbox306.swipnet.se> wrote in message
> news:YWI89.26804$t4.19475@nntpserver.swip.net...
> > Hi,
> >
> > There is a new one called ethernea/ethernec which allows a standard
> > NE2000-compatible ISA card to be connected to the ACSI or cartridge port.
> > Don't remember the url.
> >
> > /Peter
> >
> >
>
> The Etherenea (ASCI) will work with a number of ISA cards. The EHERNEC
> (Cartridge Port) needs RTL8019 based ISA cards, which are getting a bit rare
> at present, but some times show up at computer fairs and junk sales.
>
> http://hardware.atari.org/ will get you to info on both. Lyndon has some of
> the required cards as well as the interface.
>
> Dave.

I am building the Ethernec adapter, using a NE2000 type ISA card as the docs say. I have an FTP program that needs WDIALOG and now I can't find it.

Rick d.

1975. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 05:34:56 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208222134.24904aed@posting.google.com>
Source record: 32535

No. I had some R&R in Duluth. Live in MPLS. No, I do not work for
cusa, never have..

Duluth reminds me of SF, with the steep coastal hills.

Video61@webtv.net (Lance Ringquist) wrote in message
news:<27149-3D647E48-33@storefull-2111.public.lawson.webtv.net>...
> living in duluth now huh? i wondered why they wre doing a gang sweep up
> there.
> you must have had to leave till the sweep was over.
> oh right, i forgot, you work for comp u.s.a., but i have not
> encountered any trolls working here in mpls./st.paul area, so you must
> have moved north.
> there might be only one comp u.s.a. in duluth, so next tme i am up
> there i will visit you:)
> when is the next time that you work?, i am minutes from you if i visit
> friends.
>
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

1976. Re: 1040STe, driver for IDE cd-rom wanted.

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 06:04:21 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D65D065.7080707@seimet.de>
Source record: 32536

bo wrote:

> If you wish, I can consentrate my efforts on AHDI and Metados/Spin.

All I wish is that you use legal copies or demo versions, if available.
Note that AHDI does not support large IDE drives. I don't know where
the limit is for AHDI and IDE drives, but drives > 8 GByte cannot be
accessed with their full capacity. As far as I know even smaller IDE
drives can cause problems with AHDI.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1977. CALL THE JYBOLAC BBS (XEGS ran)

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 06:17:09 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <3D65D359.20101@swbell.net>
Source record: 32537
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Give the JYBOLAC BBS a "Call" at:

jybolac.homelinux.com port 800

This is a real Atari 8-bit BBS ran off a XEGS.

We have a message areas for the Atari 8-bit, Atari ST, and a
continue the story board. The BBS is viewable in the glory of the
ATASCII graphics (and all 40 columns!) and has online games and a
download area.

So give us a "ring"! We'd love to have you there!

Doctor Clu
co-sysop of the JYBOLAC-TNG BBS

1978. Cubase Audio for Idiots

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 08:14:31 UTC
From: <>
Message-ID: <H9m99.283$1v5.5@newssvr19.news.prodigy.com>
Source record: 32538

Does anyone know of a good site to go to for info or a tutorial on Cubase Audio Falcon? The manual is just not helping me much. I'm not even sure that everything is there (I bought it used). I think I basically have all of my hardware working correctly now, and I can record tracks fine. Now I need to know how to pan, EQ, add effects and mix things down to a stereo file. I am trying to figure out the mixer maps with no success. Please help!

```
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
```


```
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
```

1979. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 08:52:48 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnambteh.50b.atari@core.preferuje.luzik.pl>
Source record: 32541

>: > GPL works like a virus in benefit of software user. But it can't criple
>: > original author. He is still free to do whatever he wants to. But he can't
>: > restrict GPLed product freedom, since once GPLed, it's free from any obuse
>: > (at least teoreticly).
>
>: But even author of software that is under GPL (as author I understnad
>: intelectual rights owner) must obey GPL as a normal user.
>
> The GPL is an agreement between the author and a user to whom they
> distribute the software. It only effects what the author can do with
> respect to each user who got the software from the author while it was GPL
> licensed.
>
> The author of the software (assuming they are 100% the author) has access
> to the software because they own it, not because of any license, and the
> GPL cannot restrict the author's use of the software at all, except in how
> they deal with the users to whom they distributed the GPL software. If
> the author makes new softare based on the old then the new software is not
> automatically GPL'd because the author's access to the original code was
> not based on GPL but based on the fact they owned it.

GPL states this that any work based on GPL must be GPL too, there is no
difference who does it using what code.

Adam Klobukowski
atari@gabo.pl

1980. Re: SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 10:07:26 UTC
From: <>
Message-ID: <1030177874-67174AEicMi@ntlworld.com>
Source record: 32456

From: Neil Chester <neil@adel6.freeserve.co.uk>
Date: Thu, 22 Aug 2002 21:23:16 GMT

>SORRY ABOUT THE CAPITALS, EMAILER DOESN'T LIKE QUOTED TEXT IN DATABASE
>MODE!!?

No problems with it here or with anyone else using it?

Can anyone come up with some help or the loan of a cable for Neil to sort his problem out please?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1981. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 12:08:04 UTC
From: AtariMad <nospam@not.telling.u.ok>
Message-ID: <rCp99.41973$DG5.24138@news-binary.blueyonder.co.uk>
Source record: 32539

> anyone that has different thoughts to be clueless. Guess what approach
> will work better in a public forum?

Would that be the one involving turning up unexpectedly, spending an obscure post that has nothing to do with the topic and then going on and reading the next post? :)

How ya doin, I don't see you on ICQ so much :O

AM.
I think therefore I AM.

1982. Re: [PROG] Documentation of video extensions for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 12:15:24 UTC
From: swampdog@ntlworld.com
Message-ID: <3d6626d6.283620835@nntp.swampdog>
Source record: 32543

On Sun, 18 Aug 2002 16:04:27 +0200, Patrice Mandin
<pmandin@caramail-NOSPAM.com> wrote:

>Dans l'article <3d5ba7b7.153124040@nntp.swampdog>, "Guy Harrison"
><swampdog@ntlworld.com> a tapotï¿½ avec ses petits doigts:
>
>> How are you building SDL - environment, options etc?
>
>I cross-compile SDL for atari from my linux box. You need binutils and
>gcc to produce m68k-atari-mint code. Then you need the mintlib include
>and libs to build the final program. See my WWW site for more info on
>this, there are cross-compilation howto pages.

Thanks, I'll take a look.

PS. Sorry - I was looking in comp.sys.atari.programmer. Dunno how
things got in comp.sys.atari.st ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

1983. Re: CALL THE JYBOLAC BBS (XEGS ran)

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 12:31:20 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <ak59uopht2@terabinaries.xmission.com>
Source record: 32540
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit Doctor Clu <drclu@swbell.net> wrote:

> Give the JYBOLAC BBS a "Call" at:

What are you using to allow the XEGS to be accessible via Telnet? APE 2?

Also, did you need a modified version of Pro! ? I still have Pro 3.2c -
will that work?

Thanks.

1984. Re: Gasteiner hard disk help

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 12:39:49 UTC
From: swampdog@ntlworld.com
Message-ID: <3d682c5c.285034367@nntp.swampdog>
Source record: 32542

On 18 Aug 2002 02:50:37 -0700, chris_thorley@lineone.net (atarimad)
wrote:

>hi all. I recently aquired a Gasteiner hard disk, 120MB i think. I
>thought T'd clean it up and reformatted it using AHDI but now it won't
>work. I think it needs special driver software called SDManage which
>was what I think it was originally supplied with. Can anyone help?

If you get really really desperate for SDManage there's a slight
possibility I can rescue mine.

a) Floppy is dusty.
b) Not PC readable.
c) May not be copyable (I suspect it is)
d) Haven't fired up ST in [insert random value >12] months.

Good news is the old ST is still all connected to everything else
ST'ish. This is offset somewhat by the fact it's buried. Not buried in
the ground like an old trusted motorbike you understand, but buried
under junk. It's on one of those multi-tier computer desks which sits
under sturdy shelving attached to the wall. I ran out of sturdy
shelving space and started using the desk. Then I ran out of desk and
started using the boxes placed in front of it. Then boxes got full and
more boxes got piled on top of them. Then I started not being able to
reach stuff on the sturdy shelves. Sometimes I could prod them off
with a pointy-stick. Sometimes not. Important stuff that did succumb
to pointy-stick treatment got replaced nearer the front. Less
important stuff got launched, in an airborne arc-like manner, back
onto the study shelves (often numerous times accompanied by
enthusiastic oral emissions of a vulgar nature). Sometimes they fall
off again in the middle of the night. More often they fall off soon
after and scare the sh*t out of the dog. I ought to tidy up.

Let us know. ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

1985. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 14:53:54 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <vih5ka.kr4.ln@speaker.rodsbooks.com>
Source record: 32544

In article <slrnambteh.50b.atari@core.preferuje.luzik.pl>,
Adam Klobukowski <atari@gabo.pl> writes:
>>
>> The author of the software (assuming they are 100% the author) has access
>> to the software because they own it, not because of any license, and the
>> GPL cannot restrict the author's use of the software at all, except in how
>> they deal with the users to whom they distributed the GPL software. If
>> the author makes new softare based on the old then the new software is not
>> automatically GPL'd because the author's access to the original code was
>> not based on GPL but based on the fact they owned it.
>
> GPL states this that any work based on GPL must be GPL too, there is no
> difference who does it using what code.

Malcolm's point is that the author has more rights under copyright law
than does any recipient of the copyrighted work. IANAL, but my
impression is that the GPL isn't phrased in such a way that the author
gives up ownership or the rights granted by copyright law; the author
simply waives many of those rights. That doesn't mean they couldn't be
exercised in another contract. I don't know of any case where it's been
tested in court, but the author of a GPLed work could theoretically
stop using the GPL and distribute future updates using some other
license. Only the author can do this, though, and in practice many
GPLed works have so many authors that this won't happen; the logistics
would make it a practical impossibility.

As an example, consider Ghostscript (http://www.cs.wisc.edu/~ghost/).
It's distributed in three ways: Under the GPL, under a more restrictive
license called the Aladdin Free Public License (AFPL), and to specific
licensees under a more conventional commercial license. If what you
were saying were true, artofcode LLC (the Ghostscript developers)
wouldn't be able to get away with the commercial or AFPL distributions;
they could be sued and forced to distribute everything under the GPL
only. This has not happened. There are other examples of dual-licensed
programs, although AFAIK most use two similar open source licenses.
Nonetheless, the same principles hold true; if the GPL were really as
restricting to the author as you claim, such dual licensing would not
be possible. Perl is an example of a dual-licensed open source program.

One further caveat: Malcolmn, you, and I are from three different
countries. I'm most familiar with copyright law in the United States,
which I expect is pretty similar to Malcolm's Canadian perspective
(aside from atrocities like the DMCA). I don't know much about Polish
copyright law. It's conceivable that an author's hands would be tied
more by a license such as the GPL in Poland than in the US.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

1986. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 18:24:14 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d668c922890440@pandora.be>
Source record: 32447
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**html**
ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/gemtidy_080.zip
(222.772 bytes): GEMtidy is "HTML tidy" with a graphical user interface (GUI),
with support for some useful GEM message protocols to interact with other software
like Joe (an HTML editor), LUNA, EZ_EDIT...

**internet**
ftp://chapelie.rma.ac.be/atari/internet/email01.lzh
(25.079 bytes): This little program sorts the file ord.idx from the ASH Emailer.
The effect is that folders are in alphabetic order.

**programming**
ftp://chapelie.rma.ac.be/atari/programming/ldg230.zip
(351.178 bytes): Librairies Dynamiques GEM or in english GEM Dynamical Libraries is a
protocol
allowing GEM application to load and share libraries (or plugin if you prefer).

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/organizers/spartime_112.zip
(382.880 bytes): spareTIME is a date planner/organizer.

ftp://chapelie.rma.ac.be/atari/utilities/sys_info/sinf502e.zip
(145.680 bytes): Analyses Atari Hard/Software and provides you with information
on the setup and it's additional functions. English version

ftp://chapelie.rma.ac.be/atari/utilities/sys_info/sinf502d.zip
(290.930 bytes): Das Programm gibt Hard- und Softwareinformationen des Atari aus
und bietet darï¿½ber hinaus Zusatzfunktionen fï¿½r Programmierer und Interessierte an.
--
******** Greetings from Okami Newsreader *********
```

** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/atari/

1987. A curious problem

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 18:39:08 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ak5vgc$ie5$1@thorium.cix.co.uk>
Source record: 32545

Hi!

WARNING: Long post!

I thought (some) readers might be interested in a couple of problems I've just had with unZIPping an archive and then copying one of the files:

I was sent a MIMed/ZIPped file of a beta program as an attachment. It deMIMed fine, but trying to extract the ZIP in Arcview, UNZIP540 and 2-in-1/ZIPJR failed, with a message such as:

```
Archive: K:\LUNA210B.ZIP
creating: Luna210beta4515/
checkdir error: cannot create Luna210beta4515/KUERZEL
unable to process Luna210beta4515/KUERZEL/.
checkdir error: cannot create Luna210beta4515/KUERZEL
unable to process Luna210beta4515/KUERZEL/ASSEMBLR.KRZ.
checkdir error: cannot create Luna210beta4515/KUERZEL
unable to process Luna210beta4515/KUERZEL/A_HTML.KRZ.
......
etc. for all other files. (See below *)
```

So I extracted it to a compatibly-formatted SyQuest EZ135 on my son's PC under Windows XP - twice to be sure, once from the MIM and once from the ZIP. Both worked fine. But when I transferred the EZ135 cart to my Falcon, I found I could not copy one of the files (the APP) though the rest of the files copied fine. Attempting to copy the APP caused the computer to freeze. So did an attempt to compare the two extractions in Egale and double-clicking the APP on the EZ135. I had to reboot each time to get the computer to work. This was both under MagiC/NVDI and also under plain TOS4.01.

Thinking there might be a disk fault, I first checked the disk structure with CORRECT.PRG and DISKUS and when no fault was found extracted the archive a total of 6 times to different folders on the EZ135. No joy - all behaved the same way on the Falcon.

Furthermore, I found that though I could load the file into a hex editor that loaded only one cluster at a time, such as the Harlekin Monitor and Diskus, and scroll right through to the end, attempting to load it into HexEdit, which loads the whole file at once, failed once more. So did trying to open it as a binary in Egale or Look'n See. Apparently I could open it cluster by cluster, but not all at once. It wasn't that big - under 500 kB -

and I have around 10 MB of working memory free on the 14MB Falcon.

Next I tried copying the file on the PC from its directory to the root. That worked fine on the PC. But again I couldn't copy or open it on the Atari! I was about to give up when I had one more try. I copied it from the cart to a floppy on the PC and voila! All was well!!! The Atari accepted it without problems.

I have never heard of such behaviour before. Does anyone have an explanation?

*) Later, I found that the ZIP problem on the Falcon was due to not having had LFNs enabled on the partition I was extracting to :-(Once I had swiched them on in VFATCONF, everything extracted fine and the resultant APP file worked OK and could be copied. Now I can understand why the lack of LFNs caused problems on extraction with such a looooong outer folder name. But this was the only LFN in the archive, so why on earth couldn't I copy the file?

Regards, /Peter/

1988. Re: Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 18:39:09 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ak5vgd$ie6$1@thorium.cix.co.uk>
Source record: 32446
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In message <s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>, rob.jenkins2@btopenworld.com said:

>Hi, apologies if this is dead obvious.Only recently got a falcon and
>trying to figure out my way round the atari os again after 11 years
>away.
...SNIP...
>Is there a way I can make both the Falcon and the PC read the same
>iomega zip disk so that I can bump everything onto it and transfer it
>over like that.
>
>(For info purposes, I have HD Driver 8 which I'm using to format the
>zip disks on currently)

Hi Rob!

Yes you should be able to do that. There should be no need to format the Iomega - just partition it with HDDRIVER and make sure that in 'Compatibility' the 'Windows' radio button is switched on and the 'TOS & Windows combined' checkbox is crossed. Note that this will only work with a single partition, but that shouldn't be a problem in your case.

As you may have seen earlier in c.s.a.st, I use a similar arrangement with SyQuest EZ135, using an Adaptec USB<->SCSI adapter. Originally I was going to move the drive from one machine to the other, but I managed to get a second drive cheap and now have one connected to either computer, so only need to move the carts. I see no reason why an Iomega should be different.

Regards, /Peter/

1989. Re: CALL THE JYBOLAC BBS (XEGS ran)

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 18:58:08 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1030129088.937370@pikachu.atari-source.com>
Source record: 32448
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Doesn't actually do anything past the APE screen. Is it because someone is
already using hte BBS?

Thanks
Mark
http://atari-source.com

Doctor Clu wrote:

>
> Give the JYBOLAC BBS a "Call" at:
>
> jybolac.homelinux.com port 800
>
> This is a real Atari 8-bit BBS ran off a XEGS.
>
> We have a message areas for the Atari 8-bit, Atari ST, and a
> continue the story board. The BBS is viewable in the glory of the
> ATASCII graphics (and all 40 columns!) and has online games and a
> download area.
>
> So give us a "ring"! We'd love to have you there!
>
> Doctor Clu
> co-sysop of the JYBOLAC-TNG BBS

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

1990. Re: TOS 2.6?

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 19:24:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1030133443.90872.1@iris.uk.clara.net>
Source record: 32449

Hi to "The Caver!"

> I have an ste with tos 1.6, the machine has the 30pin sockets so i beleve i
> can listall the tos 2.6 directily, is this right or am i totaly off?

That is possible, however you may have to move some links depending on your present chipset and your intended chipset.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

1991. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 21:38:02 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D66AB67.FC074C13@rogers.com>
Source record: 32450

sinclap@yahoo.com wrote:

> No. I had some R&R in Duluth. Live in MPLS. No, I do not work for
> cusa, never have..
>
> Duluth reminds me of SF, with the steep coastal hills.

No surprise here. I told Lance you'd once again lie about where you live and who your employer is. Once again I was
right.

Btw, when are you gonna answer the question people have been asking you for years? That is what the hell are you doing
here Buttmunch?

1992. Re: Hmmm

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 21:40:38 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D66AC04.65869A4D@rogers.com>
Source record: 32451

TonyG wrote:

> Hey! "AtariMad" <nospam@not.telling.u.ok>
> >> Didn't you goto a Atari show in stafford a few years ago around the time
> >> when ST+ fanzine was still running ?
> >
> >That's the one, been to all of the Stafford shows, even had a stall there :)
> >
> >Ahhh, the good ol days :)
>
> Thats all I need to feel old..
> a bloody student uttering "the good old days"
>
> atarimad you eaten anything yet ? :)

reminds me of some friends of mine who think "the good old days" is anything more
than an hour ago :)

1993. Re: 1040STe, driver for IDE cd-rom wanted.

Newsgroup: comp.sys.atari.st
Date: 2002-08-23 21:45:29 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D66AD27.7F7A8BCE@rogers.com>
Source record: 32452

Uwe Seimet wrote:

> bo wrote:
>
> > If you wish, I can consentrate my efforts on AHDI and Metados/Spin.
>
> All I wish is that you use legal copies or demo versions, if available.
> Note that AHDI does not support large IDE drives. I don't know where
> the limit is for AHDI and IDE drives, but drives > 8 GByte cannot be
> accessed with their full capacity. As far as I know even smaller IDE
> drives can cause problems with AHDI.
>

I don't know bbout the others here but I didnt mind spending the few quid to
buy HDdriver legally. It got going pretty good on my larger drives once I
got it working ok with bigdos.

1994. Atari Online News, Etc. #04-34

Newsgroup: comp.sys.atari.st
Date: 2002-08-24 01:17:19 UTC
From: danap8@aol.com
Message-ID: <20020823211719.07612.00003336@mb-ct.aol.com>
Source record: 32453

```
A-ONE #0434 08/23/02

~ New Means To Fight Spam ~ People Are Talking! ~ EmuTOS Beta News!
~ Hyperlink Lawsuit Tossed~ Office Security Flaws! ~ Off the Beaten Path!
~ New Video Chip for Xbox ~ Paris Apple Expo 2002! ~ MSN for Macintosh!
~ Suit Against Junk Faxes ~ Faster Pentium 4 ~ More CGE2K2 News!

-* Intel To Debut Faster P4 Chip *-
-* Wireless Web Has Come to Starbucks! *-
-* Earthlink Software Helps Ban Pop-Up Ads! *-

___ ___
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\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1995. Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-24 02:37:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208231933040.17386-100000@shell1.aracnet.com>
Source record: 32454
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/specials.htm Today's Specials!
Usually these sales run in July, but I wasnt ready to run it until August!
I'm offering Atarians a Discount giving an opportunity to Buy while I work
on adding more Inventory to my Atari Catalogs. So I'm Currently offering a
25% Discount on All References/Books & Games/SoftWare for Classic 8 Bit &
Atari ST Computer Lines! And while your at it, check out Jaguar HardWare &
Games Catalogs!For Discount Details Check my HotLink above at specials.htm
And you can View/Download all my FREE Atari Catalogs at the HotLink Below!
http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Downloading Area

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
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http://www.aracnet.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar,
8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1996. GTS-100 external disk drive...

Newsgroup: comp.sys.atari.st
Date: 2002-08-24 04:57:59 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020824015557.27981A-100000@halifax.chebucto.ns.ca>
Source record: 32455

Could someone tell me what power supply the GTS-100 (ST external disk drive) from Future Systems uses? I need to know the voltage, AC/DC and whether it's negative or positive ground.

Thanks...

1997. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-08-24 10:58:46 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ak7ot6$t3d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32457

In article <ak3ip6sml2@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>The problem is that TOS 2.06 does not seem to recognize the existence of
>this additional memory. I understood that one had to declare the presence
>of Alt-RAM by calling a certain TOS function, so I made a little program
>in Gfa-Basic:

Correct. You have to declare alt-ram using Maddalt() for TOS 2.06.

> DEFINT "s"
> size=&H400000
> PRINT "Install ";size/1048576;"MB Alt RAM starting from $600000"
> i%=GEMDOS(20,&H600000,L:size)
> PRINT "Status:",i%

That looks right, provided the start address is also passed as a 32-bit
value - I am not sure what GFA does here.

>This returns status 0 (i.e. OK) but still TOS does not show any recognition
>of Alt-RAM; at least a couple of "sysinfo"-like utilities say so. And programs
>with alt-ram flag set in the header still load into ST-ram.

That depends how the sysinfo tools ask for the alt mem size - if they only
show the BIOS variable that declares the end of TT-style ALT ram, they will
still show 0.

The easiest test it to call Mxalloc() and ask explicitly for alt RAM:
gemdos(0x44, -1L, 1)
should report the size of the biggest free block in alt ram.

>convenient to show that Alt-RAM is recognized? Is there perhaps a tested
>Alt-RAM-declaring program available somewhere that I could use for memory
>starting at $600000 ? As I am still testing the device, I allow for the

The software from the MagnumST won't work, since the MagnumST RAM starts at
$00400000, and must be enabled by the driver (so that TOS does not confuse
it with ST RAM after reset).

cu
Michael

1998. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-08-24 11:01:03 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ak7p1f$t3d$2@nets3.rz.RWTH-Aachen.DE>
Source record: 32458

In article <1030058942.825101@pikachu.atari-source.com>,
Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote:
>
>As far as I know this isn't possible without a good bit of hardware
>modification. If it was I would be quite happy as I might be able to put 4

Um - no. Adding alternate RAM is a piece of cake: attach your memory
controller to the bus, decode the new address range, make sure you generate
DTACK, and off you go. Only one call to Maddalt() is required to tell TOS
2.06 the memory is there.

>4 meg SIMM's in my MSTe to bring it to 16 megs. With only software

That would be *ST*-RAM, not alternate RAM. Yes, that is a bit more
difficult.

>Anyone with some ideas on increasing the RAM of a MSTe past 4 megs, I woudl
>very much like to hear it.

If you can get your hands on one: the MagnumSTE is a plug & play solution.

cu
Michael

1999. Re: TOS 2.6?

Newsgroup: comp.sys.atari.st
Date: 2002-08-24 13:05:56 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0208241504070.55-100000@easymint>
Source record: 32459

On Thu, 22 Aug 2002, The Caver! wrote:

> I have an ste with tos 1.6, the machine has the 30pin sockets so i beleve i
> can listall the tos 2.6 directily, is this right or am i totaly off?
>

I think it's no problem, if I remember correctly.
By the way, the official name is TOS 1.06 / TOS 2.06

Martin Tarenskeen

2000. New on TAMW: Hands On MIDI

Newsgroup: comp.sys.atari.st
Date: 2002-08-24 18:59:54 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0208241059.2a15730c@posting.google.com>
Source record: 32460

Hi All

FOUND SOME MORE!

HANDS ON MIDI utilities

While searching the net for Atari-MIDI programs I came across this
site which offers as FREEWARE several excellent programs and utilities
for the Atari ST. These include ON-STAGE: a MIDI file player which can
be used without monitor, a MIDI type 1 to 0 converter and a MIDI File
to pro24 Song converter.

The On Stage program looks excellent with very good graphics and
usability.

So I quickly made up a page for it and they are now on TAMW.

http://tamw.atari-users.net/hands.htm

Check 'em out!

Tim
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

2001. I've got the Lynx II sketch ready!

Newsgroup: comp.sys.atari.st
Date: 2002-08-24 20:50:31 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d67edd0$1_2@corp.newsgroups.com>
Source record: 32461

If anyone is interested in seeing what my concept drawing is, just Email me or ask and I'll Email it to you.

The Jaguar version could easily have a larger (higher resolution) screen and/or other features.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

2002. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-08-24 23:29:25 UTC
From: vdjole@EUnet.yu
Message-ID: <ak94sh$87f$1@news.eunet.yu>
Source record: 32463

On 22 Aug 2002 19:33:05 , Mark Duckworth wrote:
>Djordje Vukovic wrote:
>> I am testing a design of an Alt-RAM board in a MegaST4. Currently there
>> are 4MB installed (8MB possible), starting at $600000.
>> First tests show that the memory physically works OK, i.e. peeking and
>> poking various bit patterns do not show any problems so far
>>[...]
>> The problem is that TOS 2.06 does not seem to recognize the existence of
>> this additional memory. I understood that one had to declare the presence
>> of Alt-RAM by calling a certain TOS function, so I made a little program
>> in Gfa-Basic:
>> [...]

>As far as I know this isn't possible without a good bit of hardware
>modification.

Well I -did- a hardware modification (it was more an add-on). As said above,
physically this new memory seems to work OK, i.e. there are no collisions,
refresh is working, I can poke and peek there OK- it's just that TOS does
not recognize its existence.

Note that this is not "ST-RAM" but "Alternate RAM" i.e. similar to "Fast RAM"
or "TT RAM", but not (much) faster than ST-RAM.

>If it was I would be quite happy as I might be able to put 4
>4 meg SIMM's in my MSTe to bring it to 16 megs.
>[...]
>I think the ST(e) architecture limits it to only be able to address 4 megs

Indeed, what you have tried (replacing 1MB SIMMs with 4MB SIMMs) would
not work, as the architecture limits the addressable range of "ST-RAM" to 4MB.
In fact, as far as I can see, it -is possible- (at least on a ST/MegaST) to
extend that limit but it would be needed to hack quite a lot of lines on the
motherboard (more than I liked) in order to hook-on the modifications.

>and how certain ram boards have gotten past this in the past is beyond me.

Logically, it is understandable: Additional RAM (up to 11MB possible on a
MC68000 ST/STe) is "Alternate RAM" and it can be used to load and run
programs, but video and DMA can not access it. It should be located in the
unused address space above ST-RAM. The add-on board must provide its own
address decoding, data acknowledge and, if DRAMs are used (as would most
often be the case), its own DRAM control (row/column address strobe sequencing,
address multiplexing, etc.)

>Anyone with some ideas on increasing the RAM of a MSTe past 4 megs, I would
>very much like to hear it.

Well, If this device of mine starts to work properly, you may hear more about it soon.

cu;

2003. Re: GTS-100 external disk drive...

Newsgroup: comp.sys.atari.st
Date: 2002-08-24 23:36:35 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0208241536.3be808e6@posting.google.com>
Source record: 32462

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in message
news:<Pine.GSO.3.95.iB1.0.1020824015557.27981A-100000@halifax.chebucto.ns.ca>...
> Could someone tell me what power supply the GTS-100 (ST external disk
> drive) from Future Systems uses? I need to know the voltage, AC/DC and
> whether it's negative or positive ground.
>
> Thanks...

Mine has a Atari power supply with a paste on label over the atari part.

Atari Part No: C018187
Input: 120VAC 60Hz 38VA
Output: 9.3VDC AT 1.95A

- outside / + inside

2004. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 06:19:58 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1030256406.775897@pikachu.atari-source.com>
Source record: 32464
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Bravo Sierra Computers wrote:

sigh. Ben what is your reaction to this?:

http://pikachu.atari-source.com/modules.php?op=modload&name=Sections&file=index&req=viewarticle&artid=20&page=1

Thanks
Mark

2005. New on TAMW : DX7 page updated

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 07:51:36 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0208242351.4af6248c@posting.google.com>
Source record: 32465

Hi All

Just updated my DX7 page some more!
I now have a good collection of DX7 sounds and (Atari) programs with screen shots as well as Tips.

Stichen ST also just sent me an excellent program called DXEdit. So it is now there. This also has a huge collection of sounds that are NOT on the usual PD dx7 sounds repritore. Great sounds! (However, they are NOT in standard Sysex format...perhaps I will do a project and convert them someday soon)I have also added more screen shots which include the TX816 editor (DXed) and Martin's YS editors. Take a look.

http://tamw.atari-users.net/dx7.htm

Comments welcome.
Tim
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

2006. Cab 2.8 Runtime...

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 09:20:01 UTC
From: michael.robillard@the-spa.com
Message-ID: <5j1a9.178024$m91.7651449@bin5.nnrp.aus1.giganews.com>
Source record: 32466

While running Cab 2.8 on my Falcon the program will lock up and the
following message will appear in the upper left of my monitor

Runtime error 163 at offset $0004CAE6

What can I do to prevent this from happening

2007. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 09:36:58 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d68b33a13ed570@tripnet.se>
Source record: 32467

On Sat 24-08-2002 10:58 (GMT) Michael Schwingen wrote:

>In article <ak3ip6sml2@news.eunet.yu>,
>Djordje Vukovic <vdjole@EUnet.yu> wrote:
>>
>>The problem is that TOS 2.06 does not seem to recognize the existence of
>>this additional memory. I understood that one had to declare the presence
>>of Alt-RAM by calling a certain TOS function, so I made a little program
>>in Gfa-Basic:
>
>Correct. You have to declare alt-ram using Maddalt() for TOS 2.06.
>
>> DEFINT "s"
>> size=&H400000
>> PRINT "Install ";size/1048576;"MB Alt RAM starting from $600000"
>> i%=GEMDOS(20,&H600000,L:size)
>> PRINT "Status:",i%
>
>That looks right, provided the start address is also passed as a 32-bit
>value - I am not sure what GFA does here.

I believe GFA will use 16 bit words if you don't tell it otherwise. So
the 4th line should read:

i%=GEMDOS(20,L:&H600000,L:size)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2008. FS: Atari 520 ST Computer, Etc.

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 13:24:31 UTC
From: Anthony Pietrak <anthony@quarterarcade.com>
Message-ID: <jU4a9.192090$2p2.8139617@bin4.nnrp.aus1.giganews.com>
Source record: 32468

I apologize if this isn't the correct forum for this kind of posting. I don't really deal much with Atari computers but have an Atari 520 ST Keyboard, SF 354 floppy drive, an Atari SC1224 Video monitor and a couple of manuals. I'm looking to get rid of. Unfortunately I don't have cables for this stuff, its all untested, but is very clean.

Looking for $15 plus shipping (or pick it up to save some cash). I can ship Fedex ground, which is usually reasonable (still figure $20-$25) for shipping depending on your location.

Hopefully someone can take this off my hands.
Thanks,
Anthony

--
--Anthony Pietrak
www.QuarterArcade.com
www.GreatGameDatabase.com
Restored Arcade Games for your Home

2009. Re: 4610 badges

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 13:36:46 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <akamhe$1h7b5l$1@ID-136006.news.dfncis.de>
Source record: 32469

Themis Papassilekas wrote:

>Anyone here in the UK would like to order a badge? Best Electronics has
> a minimum of $20/order and I don't feel like spending $20 for one
>(plus I dodn't need anything else at the mo), so give me a note and we
>could do it together...
<snip>

Hi,

Not a bad idea!

I'll have two if you still need people to make up that order :-)

Regards

Tim

2010. GCR Spectre

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 14:17:50 UTC
From: AlfredoLambda <alfredo_lambdaNOMIERDA@hotmail.com>
Message-ID: <akaou6$1g6enk$1@ID-9618.news.dfncis.de>
Source record: 32470

Hi there
Recently I got my hands on a Spectre GCR cartridge with a floppy cable (and yes, it included Mac Roms!) but I have no disk or manual, so I was not able to set it up... I told a friende to get me a MacOs/Finder, so all i need now is the Spectre Disk... Does anyone here know where can I find a disk image of it??

Thank you in advance, and regards from Spain

AlfredoLambda

2011. DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 16:11:25 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <Nk7a9.30$9d.14745646@news2.randori.com>
Source record: 32471

HI all,

Has anyone tried running the ST DMA controller at 16mhz to see if HD access doubles ? I can find little info on the IC so I am not sure if it can run at 16mhz. AFAIK I dont think there will be any problems if it can clock to 16mhz. probably the CPU will spend double time on it but thats the whole idea really ?!?!

Thanks,
Chris

2012. Re: GCR Spectre

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 16:56:59 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <w%7a9.439$vp2.259761@newsfeed.slurp.net>
Source record: 32472

Apple's website offers all the OSes up to 7.5.5 free to download. You'll have to search it on the site as I forget where exactly it is. I believe that Spectre can only use OS 6.x.x.

Joshua.

"AlfredoLambda" <alfredo_lambdaNOMIERDA@hotmail.com> wrote in message news:akaou6$1g6enk$1@ID-9618.news.dfncis.de...
> Hi there
> Recently I got my hands on a Spectre GCR cartridge with a floppy cable (and
> yes, it included Mac Roms!) but I have no disk or manual, so I was not able
> to set it up... I told a friende to get me a MacOs/Finder, so all i need now
> is the Spectre Disk... Does anyone here know where can I find a disk image
> of it??
>
> Thank you in advance, and regards from Spain
>
> AlfredoLambda
>
>

2013. Re: GCR Spectre

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 17:01:53 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.hjolpojf@localhost>
Source record: 32473

AlfredoLambda wrote:
>
> Hi there
> Recently I got my hands on a Spectre GCR cartridge with a floppy
> cable (and yes, it included Mac Roms!) but I have no disk or manual,
> so I was not able to set it up... I told a friende to get me a
> MacOs/Finder, so all i need now is the Spectre Disk... Does anyone
> here know where can I find a disk image of it??

I'll have a look into the closet here and see if I can dig up my old
copy of it. Provided I can find it, I'll be happy to send you the files.
It has been quite a while since I played around with the Spectre though.

Regards,

Joakim

2014. Re: GCR Spectre

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 17:09:11 UTC
From: AlfredoLambda <alfredo_lambdaNOMIERDA@hotmail.com>
Message-ID: <akb2vd$1gvbcv$1@ID-9618.news.dfncis.de>
Source record: 32474

"GokMasE" <fake_email@spamblock.no> escribi&#65533; en el mensaje
news:Usenet.hjolpojf@localhost...
> AlfredoLambda wrote:
> >
> > Hi there
> > Recently I got my hands on a Spectre GCR cartridge with a floppy
> > cable (and yes, it included Mac Roms!) but I have no disk or manual,
> > so I was not able to set it up... I told a friende to get me a
> > MacOs/Finder, so all i need now is the Spectre Disk... Does anyone
> > here know where can I find a disk image of it??
>
>
> I'll have a look into the closet here and see if I can dig up my old
> copy of it. Provided I can find it, I'll be happy to send you the files.
> It has been quite a while since I played around with the Spectre though.
>

Ok, thank you very much... I always wanted to have a Macintosh, now I can
afford a Spectre, 16 years later :-D
It&#65533;s really sad to be poor, ;-)

```
>
> Regards,
>
>
> Joakim
>
```

2015. Re: GCR Spectre

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 17:11:47 UTC
From: AlfredoLambda <alfredo_lambdaNOMIERDA@hotmail.com>
Message-ID: <akb34a$1gthtv$1@ID-9618.news.dfncis.de>
Source record: 32475

Yeah, I found that a long time ago, but I think Apple discontinued it...
I�ll give a look anyway, thank you :-D

2016. SCSI link ?

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 17:39:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <FD8a9.32$9d.16384115@news2.randori.com>
Source record: 32476

Hi all,

I keep looking for a design to interface a SCSI drive to the ST. There are a few about though they are lacking in information in one respect or another. Isn't there a actual Atari SCSI design out there somewhere ? I've seen the ST's diagrams about so there must be a SCSI diagram too.

thanks,
Chris

2017. Re: GCR Spectre

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 17:45:41 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.nirqodip@localhost>
Source record: 32477

AlfredoLambda wrote:
>

> Ok, thank you very much... I always wanted to have a Macintosh, now I
> can afford a Spectre, 16 years later :-D
> It's really sad to be poor, ;-)

Who wants a mac anyway? ;)

Oh well, in any case you can pick up v3.0 of the Spectre software from
this page, I just uploaded them to the server:

http://aicq.atari-users.net/software.htm

Regards,

Joakim

http://aicq.atari-users.net
http://topp.atari-users.net

2018. Re: Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 18:26:03 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D69213B.2E09F17B@cswebmail.com>
Source record: 32478

"Rick D." wrote:

> I am building the Ethernec adapter, using a NE2000 type ISA card as the docs
> say. I have an FTP program that needs WDIALOG and now I can't find it.
>
> Rick d.

I found the program. Will now test.

Rick D.

2019. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 19:23:57 UTC
From: lp <gfa@basic.net>
Message-ID: <B98EA70D.8A9F%gfa@basic.net>
Source record: 32479

in article 3d68b33a13ed570@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 8/25/02 5:36 AM:

```
>>> DEFINT "s"
>>> size=&H400000
>>> PRINT "Install ";size/1048576;"MB Alt RAM starting from $600000"
>>> i%=GEMDOS(20,&H600000,L:size)
>>> PRINT "Status:",i%
>>
>> That looks right, provided the start address is also passed as a 32-bit
>> value - I am not sure what GFA does here.
>
> I believe GFA will use 16 bit words if you don't tell it otherwise. So
> the 4th line should read:
>
> i%=GEMDOS(20,L:&H600000,L:size)
```

Kenneth is correct. The missing L:'s is important here.
Might as well define size as a long too.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2020. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 20:56:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d69528c2d0e991@tripnet.se>
Source record: 32480

On Sun 25-08-2002 15:23 (-0400) lp wrote:

>in article 3d68b33a13ed570@tripnet.se, Kenneth Medin at kennethm@tripnet.se
>wrote on 8/25/02 5:36 AM:
>
>>>> DEFINT "s"
>>>> size=&H400000
>>>> PRINT "Install ";size/1048576;"MB Alt RAM starting from $600000"
>>>> i%=GEMDOS(20,&H600000,L:size)
>>>> PRINT "Status:",i%

>> I believe GFA will use 16 bit words if you don't tell it otherwise. So
>> the 4th line should read:
>>
>> i%=GEMDOS(20,L:&H600000,L:size)

>Might as well define size as a long too.

Is taken care of by:

DEFINT "s"

But you are right, imho it's quite dangerous not to use the %-sign
everywhere as it is very easy to do a misstake somewhere that can be hard
to find later on.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2021. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-08-25 22:05:24 UTC
From: lp <gfa@basic.net>
Message-ID: <B98EC1A2.8ABC%gfa@basic.net>
Source record: 32481

in article 3d69528c2d0e991@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 8/25/02 4:56 PM:

> Is taken care of by:
>
> DEFINT "s"
>
> But you are right, imho it's quite dangerous not to use the %-sign
> everywhere as it is very easy to do a misstake somewhere that can be hard
> to find later on.

I didn't even see the DEFINT line. ;o) I personally never use those global DEFxxx commands. I seen the i% and assumed he was using specific var types. Hopefully it's working now for him.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2022. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-26 00:41:47 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208251641.53f44b5f@posting.google.com>
Source record: 32482

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D66AB67.FC074C13@rogers.com>...
> sinclap@yahoo.com wrote:
>
> > No. I had some R&R in Duluth. Live in MPLS. No, I do not work for
> > cusa, never have..
> >
> > Duluth reminds me of SF, with the steep coastal hills.
>
> No surprise here. I told Lance you'd once again lie about where you live and who your
employer is. Once again I was
> right.

Whoa...here.. What lie? Live in MPLS.....vacationed in
Duluth....What don't you understand? Why do you want to know who my
employer is? Who do you work for?

> Btw, when are you gonna answer the question people have been asking you for years? That
is what the hell are you doing
> here Buttmunch?

Foaming out the mouth I see. What are you doing here?

2023. Re: GCR Spectre

Newsgroup: comp.sys.atari.st
Date: 2002-08-26 01:10:39 UTC
From: wordworks@greeleynet.com
Message-ID: <fb0a1f23.0208251710.7d578a56@posting.google.com>
Source record: 32483

"AlfredoLambda" <alfredo_lambdaNOMIERDA@hotmail.com> wrote in message news:<akaou6$1g6enk$1@ID-9618.news.dfncis.de>...
> Hi there
> Recently I got my hands on a Spectre GCR cartridge with a floppy cable (and
> yes, it included Mac Roms!) but I have no disk or manual, so I was not able
> to set it up... I told a friende to get me a MacOs/Finder, so all i need now
> is the Spectre Disk... Does anyone here know where can I find a disk image
> of it??
>
> Thank you in advance, and regards from Spain
>
> AlfredoLambda

Alfredo,

I've got a complete GCR setup, including some Mac software, manuals, and miscellaneous books I'm planning on selling on Ebay. It includes an external 720k flopply disk drive for those who might not want to set up a partition on their hard drive for GCR. I don't plan on parting it out, I want to sell it as a package.

Drop me an email if you are interested.

I'm in the United States.

2024. Re: GCR Spectre

Newsgroup: comp.sys.atari.st
Date: 2002-08-26 02:19:58 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3d69907e$0$590$626a54ce@news.free.fr>
Source record: 32484

Hi,
"AlfredoLambda" <alfredo_lambdaNOMIERDA@hotmail.com> a ?crit dans le message
de news: akaou6$1g6enk$1@ID-9618.news.dfncis.de...
> Hi there
> Recently I got my hands on a Spectre GCR cartridge with a floppy cable
(and
> yes, it included Mac Roms!) but I have no disk or manual, so I was not
able
> to set it up... I told a friende to get me a MacOs/Finder, so all i need
now
> is the Spectre Disk... Does anyone here know where can I find a disk image
> of it??
>
> Thank you in advance, and regards from Spain
>
> AlfredoLambda
>
>

you could try the official Spectre GCR support page

< http://www.geocities.com/clu-da-bard/ >

SeeU

2025. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-26 03:39:35 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D69A2E9.7638A2C6@rogers.com>
Source record: 32485

sinclap@yahoo.com wrote:

> James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D66AB67.FC074C13@rogers.com>...
> > sinclap@yahoo.com wrote:
> >
> > > No. I had some R&R in Duluth. Live in MPLS. No, I do not work for
> > > cusa, never have..
> > >
> > > Duluth reminds me of SF, with the steep coastal hills.
> >
> > No surprise here. I told Lance you'd once again lie about where you live and who your
employer is. Once again I was
> > right.
>
> Whoa...here.. What lie? Live in MPLS.....vacationed in
> Duluth....What don't you understand? Why do you want to know who my
> employer is? Who do you work for?
>

Lets see, in the past year you've claimed to live in Deluth (no not a vacation you claimed to LIVE there), Iowa, Idaho and
as you put it "300 miles south of china", so which is it? You've also claimed to work for compusa, now you deny it. Also
you claimed to work for various mac dealerships as an "apple power rep" despite the fact you know nothing of apple and no
apple dealer will admit that you work there.

What does this mean? your still an out and out liar. No surprise there.

>
> > Btw, when are you gonna answer the question people have been asking you for years? That
is what the hell are you doing
> > here Buttmunch?
>
> Foaming out the mouth I see. What are you doing here?

Your not good at humour are you? you cant understand sarcasm. you dont realize that those people pointing at you and
laughing think your a clown. I'll give you a clue dimwit, I'm an ATARI user in an ATARI newsgroup!!

You're a dell using buffoon pretending to be a mac troll.

2026. Re: GCR Spectre

Newsgroup: comp.sys.atari.st
Date: 2002-08-26 18:19:28 UTC
From: AlfredoLambda <alfredo_lambdaNOMIERDA@hotmail.com>
Message-ID: <akdrf4$1i1rht$1@ID-9618.news.dfncis.de>
Source record: 32486

Got it! Thank you very much, it works fine... :-D

2027. FA: Complete Atari 1040STe system - 4MB, 500MB HD, High Res monitor, MORE....

Newsgroup: comp.sys.atari.st
Date: 2002-08-26 18:42:44 UTC
From: BEGONEdharmazYOU442@hotmailSPAM.com
Message-ID: <3d6a760b.1936792@news.compuserve.com>
Source record: 32487
Cross-posted to: alt.music.4-track,alt.music.midi,comp.sys.atari.st,rec.music.makers.synth

Ready to go, working system, perfect for all Atari ST apps, especially
MIDI/Music. NO RESERVE! Just over 2 days left.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2048082567

2028. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-08-26 19:13:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1030391172.34586.0@dyke.uk.clara.net>
Source record: 32488

Hi exxos

> Has anyone tried running the ST DMA controller at 16mhz to see if HD access
> doubles ? I can find little info on the IC so I am not sure if it can run at
> 16mhz. AFAIK I dont think there will be any problems if it can clock to
> 16mhz. probably the CPU will spend double time on it but thats the whole
> idea really ?!?!

I believe this will fail miserably, the last time I looked into the DMA system I found that timing is very critical, there are even a bunch of "nop's" in the DMA code's timing loops to make sure its spot on.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

2029. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-26 19:16:56 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1030391174.34586.1@dyke.uk.clara.net>
Source record: 32489

Hi sinclap

> Whoa...here.. What lie? Live in MPLS.....vacationed in
> Duluth....What don't you understand? Why do you want to know who my
> employer is? Who do you work for?

I'd love to know where you are so I can kick the shit out of you, but since you're so far away its unlikely it will ever happen, however I'm sure others will take my place. Volunteers please.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

2030. Using Etool

Newsgroup: comp.sys.atari.st
Date: 2002-08-26 20:04:22 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1030438374-281787AEicMi@xs4all.nl>
Source record: 32491

After using E-tool something weird happened: all
the collected messages in the CSAST are replaed
by ones that start with strange signs and cannot
be opened anymore. Which is not the worst: they
cannot be deleted either...Has somebody a cure
for this?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

2031. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-26 20:27:39 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D6A8F6D.4F3728C3@rogers.com>
Source record: 32490

Steve Sweet wrote:

> Hi sinclap
>
> > Whoa...here.. What lie? Live in MPLS.....vacationed in
> > Duluth....What don't you understand? Why do you want to know who my
> > employer is? Who do you work for?
>
> I'd love to know where you are so I can kick the shit out of you, but since you're so far away its unlikely it will ever happen, however I'm sure others will take my place. Volunteers please.

Steve,

Why else do you think that loser has lied so many times about his place of residance and employment over the years? Besides the fact that he dont want anyone knowing he works as a night janitor
at a gas station & 7/11 and lives in his mothers basement.

2032. Re: Using Etool

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 13:33:35 UTC
From: Lannie Schafroth <lannie_schafroth@spam.hotmail.com>
Message-ID: <3d6b7fac$1_8@news.sonicnews.com>
Source record: 32297

3 TT's is too many. You need to get rid of one, cheap!

"Raoul Teulings" <rt@xs4all.nl> wrote in message
news:1030438374-281787AEicMi@xs4all.nl...
> After using E-tool something weird happened: all
> the collected messages in the CSAST are replaed
> by ones that start with strange signs and cannot
> be opened anymore. Which is not the worst: they
> cannot be deleted either...Has somebody a cure
> for this?
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
Jaguar, 1 x Lynx.
>

2033. Re: Using Etool

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 15:28:40 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d6ba8ac1288280@tripnet.se>
Source record: 32492

On Mon 26-08-2002 22:04 (+0200) Raoul Teulings wrote:

>After using E-tool something weird happened: all
>the collected messages in the CSAST are replaed
>by ones that start with strange signs and cannot
>be opened anymore. Which is not the worst: they
>cannot be deleted either...Has somebody a cure
>for this?

Yours is the first post in any newsgroup ever with the words "etool" and "Atari"! So maybe all others who tried this tool messed up there newsreaders so hard they could never post a question how to fix the problem. Consider yourself lucky! :-)

Seriously, what on earth is an "e-tool"?
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2034. Re: Cubase Audio for Idiots

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 15:42:08 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0208270742.6af6da2c@posting.google.com>
Source record: 32493

jdplace@<sick-of-spam>prodigy.net (Joseph D. Place) wrote in message
news:<H9m99.283$1v5.5@newssvr19.news.prodigy.com>...
> Does anyone know of a good site to go to for info or a tutorial on Cubase
> Audio Falcon? The manual is just not helping me much. I'm not even sure
> that everything is there (I bought it used). I think I basically have all
> of my hardware working correctly now, and I can record tracks fine. Now I
> need to know how to pan, EQ, add effects and mix things down to a stereo
> file. I am trying to figure out the mixer maps with no success. Please
> help!
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |
> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|
>
>
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |
> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|

Hi Joseph! Sorry it has taken me awhile to respond to your message.
I've learned quite a bit about the things you've mentioned, and will
be happy to help, although I'm a bit busy right now. My Falcon is at
my home studio, so I'll look at the mixer maps and get back to you
about setting them up properly. I know that each controller in the
mixer map must be assigned properly to have any affect on the recorded
track. More later! :-)
Wayne

2035. ATARI REDACTEUR 3 ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 16:55:37 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <daOa9.490$Ak.325665@kent.svc.tds.net>
Source record: 32494

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2049317424

2036. Re: Cubase Audio for Idiots

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 17:36:44 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <tMOa9.11$jH2.15045@newsfeed.slurp.net>
Source record: 32495

Try this site: http://www.holmerup.com/index2.html

Joshua.

"jdplace@ prodigy.net (Joseph D. Place)" <sick-of-spam> wrote in message
news:H9m99.283$1v5.5@newssvr19.news.prodigy.com...
> Does anyone know of a good site to go to for info or a tutorial on Cubase
> Audio Falcon? The manual is just not helping me much. I'm not even sure
> that everything is there (I bought it used). I think I basically have all
> of my hardware working correctly now, and I can record tracks fine. Now I
> need to know how to pan, EQ, add effects and mix things down to a stereo
> file. I am trying to figure out the mixer maps with no success. Please
> help!
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |
> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|
>
>
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |
> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|
>

2037. Re: GTS-100 external disk drive...

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 18:31:44 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0208271031.722be0ae@posting.google.com>
Source record: 32296

fhiggins@uwyo.edu (Rick) wrote in message
news:<4eba2e99.0208241536.3be808e6@posting.google.com>...
> Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in message
news:<Pine.GSO.3.95.iB1.0.1020824015557.27981A-100000@halifax.chebucto.ns.ca>...
> > Could someone tell me what power supply the GTS-100 (ST external disk
> > drive) from Future Systems uses? I need to know the voltage, AC/DC and
> > whether it's negative or positive ground.
> >
> > Thanks...
>
> Mine has a Atari power supply with a paste on label over the atari part.
>
> Atari Part No: C018187
> Input: 120VAC 60Hz 38VA
> Output: 9.3VDC AT 1.95A
>
> - outside / + inside

Just in case anyone else is interested in the GTS-100 power, it seems
that my Atari power supply has been modified for the GTS-100. A
multimeter reading on it gave a 14.8 VDC reading... not the 9.3VDC
posted above!

2038. Re: Using E-Tool

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 18:53:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200208272053.a6010@b.maus.de>
Source record: 32301

KM> So maybe all others who tried this tool messed up there newsreaders
KM> so hard they could never post a question how to fix the problem.

No, I use it and it works fine.

KM> Seriously, what on earth is an "e-tool"?

E-Tool:
--------------------------------cut--------------------------------
ftp://chapelie.rma.ac.be/atari/internet/email01.lzh
(25.079 bytes): This little program sorts the file ord.idx from the ASH
Emailer. The effect is that folders are in alphabetic order.
--------------------------------cut--------------------------------

Gerhard

2039. Re: SCSI chains

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 19:37:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200208272137.a62804@su2.maus.de>
Source record: 32325

Hi Mike,

MD>Uh ? I've always known that scsi standard mandates that no device on
MD>the bus can be switched off !
I don't interfere any problem with two devices being switched off (out
of 5, the TT not counted), even the active terminator being hooked to
one switched-off device (e.g. scanner)...

Und TTschï¿½
ps

2040. ESSENTIAL ATARI USERS GUIDE ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 20:04:21 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <9XQa9.525$Ak.346199@kent.svc.tds.net>
Source record: 32298

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1558982335

2041. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 20:44:12 UTC
From: vdjole@EUnet.yu
Message-ID: <akgoaq$bd9$1@news.eunet.yu>
Source record: 32299

On 25 Aug 2002 09:36:58 , "Kenneth Medin" wrote:

>>>The problem is that TOS 2.06 does not seem to recognize the existence of
>>>this additional memory. I understood that one had to declare the presence
>>>of Alt-RAM by calling a certain TOS function, so I made a little program
>>>in Gfa-Basic:
>>>
>>> DEFINT "s"
>>> size=&H400000
>>> PRINT "Install ";size/1048576;"MB Alt RAM starting from $600000"
>>> i%=GEMDOS(20,&H600000,L:size)
>>> PRINT "Status:",i%
>>
>>That looks right, provided the start address is also passed as a 32-bit
>>value - I am not sure what GFA does here.
>
>I believe GFA will use 16 bit words if you don't tell it otherwise. So
>the 4th line should read:
>
>i%=GEMDOS(20,L:&H600000,L:size)

Yes, this was the problem. Thanks to everybody who pointed to this detail.
So TOS 2.06 recognzes my board now. Testing and adjustment continues...

cu;

2042. Re: Using Etool

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 21:49:32 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d6bf6f04fab532@tripnet.se>
Source record: 32300

On Tue 27-08-2002 08:33 (-0500) Lannie Schafroth wrote:

>3 TT's is too many. You need to get rid of one, cheap!

>> Raoul Teulings
>> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
>Jaguar, 1 x Lynx.

You have got that wrong! Three TT:s is just what you need! That's what I
have here too.

The STBook on the other hand could be disposed of. If it takes up too
much space in your room you might think of selling it cheap to me. I have
plenty of room for several STBooks here :-) :-)

I might want one of those mysterious E-tools as well, who knows :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2043. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 21:54:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1030495390.88660.2@iris.uk.clara.net>
Source record: 32305

Hi James

> > > Whoa...here.. What lie? Live in MPLS.....vacationed in
> > > Duluth....What don't you understand? Why do you want to know who my
> > > employer is? Who do you work for?

> > I'd love to know where you are so I can kick the shit out of you, but since you're so far away its unlikely it will >>ever happen, however I'm sure others will take my place. Volunteers please.

> Why else do you think that loser has lied so many times about his place of residance and employment over the >years? Besides the fact that he dont want anyone knowing he works as a night janitor
> at a gas station & 7/11 and lives in his mothers basement.

Is that right!, he really actually sleeps with his mother, are they also having un-natural relations, your post didn't make that too clear?, could you elucidate a bit on that statement about the farm animals, I'm not sure what you mean by "pushing pig's", and you surely cant be saying that he really stalks cub scout packs because he's a thing about young boys in uniform.

Pray tell in more detail.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve Sweet's Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

2044. Re: Using Etool

Newsgroup: comp.sys.atari.st
Date: 2002-08-27 21:57:11 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1030495391.88660.3@iris.uk.clara.net>
Source record: 32306

Hi Raoul

> After using E-tool something weird happened: all
> the collected messages in the CSAST are replaed
> by ones that start with strange signs and cannot
> be opened anymore. Which is not the worst: they
> cannot be deleted either...Has somebody a cure
> for this?

Naturally I'd revert to the backup I made before committing this utility to my database!.

Perhaps that No. 2 TT is the problem, send it too me, I've never had a TT.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve Sweet's Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

2045. Re: GTS-100 external disk drive...

Newsgroup: comp.sys.atari.st
Date: 2002-08-28 00:06:19 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D6C142E.B3F528CD@rogers.com>
Source record: 32302

Rick wrote:

> fhiggins@uwyo.edu (Rick) wrote in message
news:<4eba2e99.0208241536.3be808e6@posting.google.com>...
> > Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in message
news:<Pine.GSO.3.95.iB1.0.1020824015557.27981A-100000@halifax.chebucto.ns.ca>...
> > > Could someone tell me what power supply the GTS-100 (ST external disk
> > > drive) from Future Systems uses? I need to know the voltage, AC/DC and
> > > whether it's negative or positive ground.
> > >
> > > Thanks...
> >
> > Mine has a Atari power supply with a paste on label over the atari part.
> >
> > Atari Part No: C018187
> > Input: 120VAC 60Hz 38VA
> > Output: 9.3VDC AT 1.95A
> >
> > - outside / + inside
>
> Just in case anyone else is interested in the GTS-100 power, it seems
> that my Atari power supply has been modified for the GTS-100. A
> multimeter reading on it gave a 14.8 VDC reading... not the 9.3VDC
> posted above!

Thats not unusual, thats the unloaded measurement. if you plugged the drive into the power with the case off and the power switch on and
measured voltage you'd see a noticeable drop.

2046. Re: Using Etool

Newsgroup: comp.sys.atari.st
Date: 2002-08-28 00:07:55 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D6C148F.CBD1DC3E@rogers.com>
Source record: 32303

Kenneth Medin wrote:

> On Tue 27-08-2002 08:33 (-0500) Lannie Schafroth wrote:
>
> >3 TT's is too many. You need to get rid of one, cheap!
>
> >> Raoul Teulings
> >> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
> >Jaguar, 1 x Lynx.
>
> You have got that wrong! Three TT:s is just what you need! That's what I
> have here too.
>
> The STBook on the other hand could be disposed of. If it takes up too
> much space in your room you might think of selling it cheap to me. I have
> plenty of room for several STBooks here :-) :-)

Unless I find him first and convince him to sell (stbook, sell? not bleedin
likely I'd say)

2047. Re: Simple Animation program

Newsgroup: comp.sys.atari.st
Date: 2002-08-28 00:39:23 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d6c17ee$1_4@corp.newsgroups.com>
Source record: 32304

Oh, no no no! Yoo can't doo that with en UH-TAR-REE cologne!

Yoo kneed en UH-MEE-GUH tu doo eny reel anymayshun werk. :-B

Jared
"My Amiga taught me how to spell... can't you tell? And rhyme, too!"

Edward S. Baiz Jr. <edbaizjr@.attbi.com> wrote in message
news:3d6baf6e6bdd63@.attbi.com...
> Hello all,
>
> A friend of mine wants to do a simple animation on the ST or my Hades. I
need
> a simple animation program. Anyone got a suggestion? I also need to be
able to
> record the animation on a VCR. I am thinking I could do it on my Hades and
> then use my video converter to hook up the computer to a VCR.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
> --

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

2048. ORIGINAL ATARI CZ ANDROID W/ MANUAL AND REG CARD ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-28 06:43:00 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <Uh_a9.567$Ak.399978@kent.svc.tds.net>
Source record: 32307

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2049491839

2049. Re: Using Etool

Newsgroup: comp.sys.atari.st
Date: 2002-08-28 09:18:48 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1030530518-635299AEicMi@xs4all.nl>
Source record: 32308

Hi Steve,

>Naturally I'd revert to the backup I made before
>committing this utility to my database!.

I did the same thing but the problem remained...

Now I am sending from my backupped Emailer...

>Perhaps that No. 2 TT is the problem, send it
>too me, I've never had a TT.

I've tried to zip it for you but now the TT is
broken...I thought we were already living in a
totally virtual world but some things keep acting
as matter...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

2050. Re: Using Etool

Newsgroup: comp.sys.atari.st
Date: 2002-08-28 09:21:12 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1030530520-635851AEicMi@xs4all.nl>
Source record: 32309

>>
>> >3 TT's is too many. You need to get rid of
>one, cheap!

Unnegotiable...A man without three TT's is no
man..

>Unless I find him first and convince him to sell
>(stbook, sell? not bleedin
>likely I'd say)

The STBook is priceless...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

2051. New Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2002-08-28 10:46:27 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <2002828-114627-385153@foorum.com>
Source record: 32310

Hi,

I just have placed on my homepage a new release of Eureka.
This program is shareware, a "2D Graph Describer,
and 3D Modeller". This software is released nearly every
month and made tremendous progresses since 1996, for its
first release on the WEB. I would like to thank every
people that helped for it. You will find on my homepage
the common version for every ATARI. But, if you want a more
specific version, I suggest you the following links :

http://eureka.atari.org/eurka209.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Is Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny043.zip
Is the Open/Gl Extension (requires previous package)

I wish you big fun with all this STuff.

Regards,

-- Francois LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

--
Use our news server 'news.foorum.com' from anywhere.
More details at: http://nnrpinfo.go.foorum.com/

2052. Re: MagicMac 6.2 upgrade problems

Newsgroup: comp.sys.atari.st
Date: 2002-08-28 13:31:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1030561540-35743AEicMi@gmx.net>
Source record: 32311

From: Bill F <nobody@nowhere.com.invalid>
Date: Thu, 22 Aug 2002 17:42:39 GMT

Hi Bill,

>Another dialog I have seen is;
>
>Can't hide the I/O-address space at $FFFxxxx on this machine.
>Programs which access this space won't run correctly.

In the tools folder of MagiCMac there's a small file which should be put in
the extensions folder of the system, check if "+MagiCMac ST-Ram" is present
in the extension folder, if not copy it in there yourself...
MagiCMac allocates memory for ST-RAM at a location that is now used by Macs
with PCI ports, the extension file relocates ST-RAM memory to a different
memory offset.
Note that 4Mb is more or less the maximum amount of ST-RAM that you can
allocate on a G3, which shouldn't be a problem really since most apps will
use TT- memory anyway.

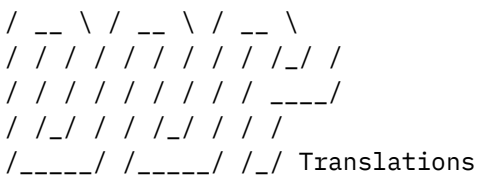
>Ein Fehlerhat die Aktualiserung verhindert.
>Fur das Update ungultige Datei ausgewhlt.

- Update aborted due to an error

- Illegal file/data selected for the update

You need to select the "MagicMac OS" file for the update to 6.20, not the
file "MagiCMac" which is the boot/configuration program.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2053. Zapf Humanist 601 Demi

Newsgroup: comp.sys.atari.st
Date: 2002-08-28 19:32:45 UTC
From: ekaiser@ashleyremi.com
Message-ID: <8119bfba.0208281132.76cdcbde@posting.google.com>
Source record: 32312

Does anyone have this font? --->Zapf Humanist 601 Demi

2054. Cyber Studio

Newsgroup: comp.sys.atari.st
Date: 2002-08-28 20:36:29 UTC
From: Mr Atari <mr_atari2600@hotmail.com>
Message-ID: <dvab9.433$oi.370@news1.bredband.com>
Source record: 32331

Where can I get the Cyber Studio series (3D CAD 2.0 etc) for my Steem emulator?

Regards
Mr Atari

2055. Re: New on TAMW : DX7 page updated

Newsgroup: comp.sys.atari.st
Date: 2002-08-29 03:26:57 UTC
From: Yala <tyala@tm.net.my>
Message-ID: <3D6D9481.B346F2F2@tm.net.my>
Source record: 32315

Tim Conrardy wrote:
> Just updated my DX7 page some more!
> I now have a good collection of DX7 sounds and (Atari) programs with
> screen shots as well as Tips.

Good work!

--
| YALA, your hero and mine
| Synthesizers, Music, Television
| http://www.angelfire.com/in2/yala/ http://tyala.freeyellow.com/
| http://www.geocities.com/tyala.geo/ http://yala.isCool.net/

2056. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-29 04:13:00 UTC
From: dogmeat <IHATESPAMd0gm3a7@yahooSPAM.coSPAM.uk>
Message-ID: <Yvgb9.6654$jf5.357321959@news.nnrp.ca>
Source record: 32313

> GPL states this that any work based on GPL must be GPL too, there is no
> difference who does it using what code.

Whatever, Mister. I'm not paid to enlight you. Just think about this:

Quake 1 source code is under GPL. Quake 2 is a further development of Quake 1 engine, and it's GPL. Quake 3 is an even further development of Quake 1 and 2, as well as Doom 3. Now give me source code for Quake 3 and Doom3. Do you think Carmark violates GPL?

Anyway, this discussion doesn't make sence, since you don't listen.

2057. Re: Simple Animation program

Newsgroup: comp.sys.atari.st
Date: 2002-08-29 04:15:14 UTC
From: dogmeat <IHATESPAMd0gm3a7@yahooSPAM.coSPAM.uk>
Message-ID: <4ygb9.6656$NJ2.347058304@news.nnrp.ca>
Source record: 32314

Key work is "demoscene". Grab some source code from nocrew and dhs. You'll
be surprised.

"Edward S. Baiz Jr." <edbaizjr@.attbi.com> wrote in message
news:3d6baf6e6bdd63@.attbi.com...
> Hello all,
>
> A friend of mine wants to do a simple animation on the ST or my Hades. I
need
> a simple animation program. Anyone got a suggestion? I also need to be
able to
> record the animation on a VCR. I am thinking I could do it on my Hades and
> then use my video converter to hook up the computer to a VCR.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
> --

2058. Re: GPL Reminder

Newsgroup: comp.sys.atari.st
Date: 2002-08-29 05:43:25 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnamrd4a.jm3.atari@core.preferuje.luzik.pl>
Source record: 32316

>> GPL states this that any work based on GPL must be GPL too, there is no
>> difference who does it using what code.
>
> Whatever, Mister. I'm not paid to enlight you. Just think about this:
>
> Quake 1 source code is under GPL. Quake 2 is a further development of Quake
> 1 engine, and it's GPL. Quake 3 is an even further development of Quake 1
> and 2, as well as Doom 3. Now give me source code for Quake 3 and Doom3. Do
> you think Carmark violates GPL?

Maybe, but maybe not. New version of programs (and games), especially with
"major" numbers revisions are often rewritten from scratch.

Adam Klobukowski
atari@gabo.pl

2059. MP3 Licensing Fees

Newsgroup: comp.sys.atari.st
Date: 2002-08-29 06:28:03 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1030602483.563324@pikachu.atari-source.com>
Source record: 32317

Hello everyone,

With the advent of the new licensing fees, chances are the ability to play m3p will probably have to be removed from aniplayer and falcamp. This doesn't matter much to me as I personally use Ogg vorbis - a vastly superior format, which is even more superior for low bitrate recordings. I can hear BIG differences between Ogg vorbis at quality 5 versus mp3 at 128kbit. So what I suggest is this: DSP decoder routines for ogg vorbis for falcamp and aniplayer. What do the authors think? Is vorbis audio more difficult to decode such that a standard falcon might not be able to do it?

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

2060. Re: Using Etool

Newsgroup: comp.sys.atari.st
Date: 2002-08-29 13:18:52 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1030640842.37759.13@iapetus.uk.clara.net>
Source record: 32320

Hi Raoul

> >Naturally I'd revert to the backup I made before
> >committing this utility to my database!.
>
> I did the same thing but the problem remained...
>
> Now I am sending from my backupped Emailer...
>
> >Perhaps that No. 2 TT is the problem, send it
> >too me, I've never had a TT.
>
> I've tried to zip it for you but now the TT is
> broken...I thought we were already living in a
> totally virtual world but some things keep acting
> as matter...

Ah!, you got the wrong address, I live in a dream world not a virtual world!, I'll still take the TT, broken or otherwise.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve Sweet's Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

2061. Re: MP3 Licensing Fees

Newsgroup: comp.sys.atari.st
Date: 2002-08-29 14:35:18 UTC
From: Sebastian Schmidt <sid@emt.iis.fhg.de>
Message-ID: <3D6E3126.2A5A29C5@emt.iis.fhg.de>
Source record: 32318

Hi,

the story about new licensing fees was a hoax or misunderstanding -
nothing
has and will be changed for free or opensource player.
(official Thomson statement:
http://www.heise.de/newsticker/data/vza-29.08.02-000/).

But your suggestion sounds interesting.

Greeting
Sebastian

Mark Duckworth wrote:
>
> Hello everyone,
>
> With the advent of the new licensing fees, chances are the ability to play
> m3p will probably have to be removed from aniplayer and falcamp. This
> doesn't matter much to me as I personally use Ogg vorbis - a vastly
> superior format, which is even more superior for low bitrate recordings. I
> can hear BIG differences between Ogg vorbis at quality 5 versus mp3 at
> 128kbit. So what I suggest is this: DSP decoder routines for ogg vorbis
> for falcamp and aniplayer. What do the authors think? Is vorbis audio
> more difficult to decode such that a standard falcon might not be able to
> do it?
>
> --
> Mark
> - http://atari-source.com
> - Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
> Tower TT030 w/Nova and Catterman.

2062. Re: Zapf Humanist 601 Demi

Newsgroup: comp.sys.atari.st
Date: 2002-08-29 15:55:31 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <aklg5jllg1@reader1.panix.com>
Source record: 32319

Erik <ekaiser@ashleyremi.com> writes:

: Does anyone have this font? --->Zapf Humanist 601 Demi

In which format, for use in what program, please?

Jim
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2063. Re: Zapf Humanist 601 Demi

Newsgroup: comp.sys.atari.st
Date: 2002-08-29 17:26:50 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <akllgq$gv6$1@thorium.cix.co.uk>
Source record: 32321

In message <8119bfba.0208281132.76cdcbde@posting.google.com>, ekaiser@ashleyremi.com said:

>Does anyone have this font? --->Zapf Humanist 601 Demi

Yes, I do - it's Speedo, so commercial though. The file is
BX000134.SPD and there is also an italic version BX000135.SPD.

Regards, /Peter/

2064. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-08-29 21:15:09 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0208291315.60e5504c@posting.google.com>
Source record: 32323

DMA and many other pieces in the ST are synchronous, ie you can feed it a new clock and everything is OK. Best is to replace the 32MHz crystal and use a mulitsync monitor. I've used 64Mhz though I didn't leave it for more than five minutes. Also there are things to change, bus drivers to 'F' ones and possibly stronger pullups on the buses.

2065. software

Newsgroup: comp.sys.atari.st
Date: 2002-08-29 21:51:32 UTC
From: michal bialek <bialek.michal@interia.pl>
Message-ID: <akm550$c8a$1@news2.tpi.pl>
Source record: 32324

Could SOMEONE give me the the address of site with st software: i'm interested in Systems: Geneva, Music, Graphics - full versions.

2066. Re: Cab 2.8 Runtime...

Newsgroup: comp.sys.atari.st
Date: 2002-08-30 03:36:17 UTC
From: michael.robillard@the-spa.com
Message-ID: <RKBb9.170601$Aw4.7299130@bin2.nnrp.aus1.giganews.com>
Source record: 32326

>>While running Cab 2.8 on my Falcon the program will lock up and the
>>following message will appear in the upper left of my monitor
>>
>>Runtime error 163 at offset $0004CAE6
>>
>>What can I do to prevent this from happening
>
>__
>
>Hello,
>
>Do you get the runtime error when Cab first comes up or when you try to goto
>to a website? What Cab.ovl file are you using and what version? It also may be
> something else in memory. Try taking all programs out of memory that Cab does
>not need. Now and then I get the runtime error, but not too often.
>
>
>
>
> Edward S. Baiz Jr.
> (Gamer)
>--
I usually get the runtime error when I'm at at website and try to go
to another page on the site.(the error does not occur right away).
I'm using the latest ovl from Dan Baldrick.

I usually boot in Mint when I plan to visit https:// (secure
sites).When I just plan to surf for fun I use plain old tos.The
runtime error seems to happen under tos.

I erased the files that were no longer used I then used hpopt to
optimize the disk.So far I haven't seen the runtime error lately.

Sorry about the late reply

2067. Re: Cubase Audio for Idiots

Newsgroup: comp.sys.atari.st
Date: 2002-08-30 05:40:37 UTC
From: <>
Message-ID: <pzDb9.2585$ya1.2338@newssvr19.news.prodigy.com>
Source record: 32327

On 27 Aug 2002 08:42:08 , Wayne Martz wrote:
>jdplace@<sick-of-spam>prodigy.net (Joseph D. Place) wrote in message
news:<H9m99.283$1v5.5@newssvr1>9.news.prodigy.com>...
>> Does anyone know of a good site to go to for info or a tutorial on Cubase
>> Audio Falcon? The manual is just not helping me much. I'm not even sure
>> that everything is there (I bought it used). I think I basically have all
>> of my hardware working correctly now, and I can record tracks fine. Now I
>> need to know how to pan, EQ, add effects and mix things down to a stereo
>> file. I am trying to figure out the mixer maps with no success. Please
>> help!
>> |Joseph D. Place |
>> |/|\ ATARI Falcon030 |
>> |1040STe, Stacy4 |
>> |Portfolio, 400, 130XE|

>Hi Joseph! Sorry it has taken me awhile to respond to your message.
>I've learned quite a bit about the things you've mentioned, and will
>be happy to help, although I'm a bit busy right now. My Falcon is at
>my home studio, so I'll look at the mixer maps and get back to you
>about setting them up properly. I know that each controller in the
>mixer map must be assigned properly to have any affect on the recorded
>track. More later! :-)
>Wayne
>.

I discovered that I need to set the output to "DSP" for each control that
I am using, which makes sense, but I wish there were a "global" way to do
this. Perhaps these settings can be changed and saved in the def.all
song? I'll have to play with editing the mixer maps and see what I can
do. I'm busy also a bit busy though! Thanks for your help!

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

2068. STBOOK

Newsgroup: comp.sys.atari.st
Date: 2002-08-30 06:09:44 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d6e8d99$0$55947$e4fe514c@dreader3.news.xs4all.nl>
Source record: 32322

Hi,

Is there anyone who knows where I can buy 4Mb for my STBOOK or schematics to build one myself.

Ren&#65533;

2069. Re: Cab 2.8 Runtime...

Newsgroup: comp.sys.atari.st
Date: 2002-08-30 14:35:31 UTC
From: baldrick <baldrick@youshouldknow.netset.com>
Message-ID: <3d6f8308$0$1422$6d5eecc5@news.eurekanet.com>
Source record: 32328

Michael Robillard <michael.robillard@the-spa.com> wrote in message
news:RKBb9.170601$Aw4.7299130@bin2.nnrp.aus1.giganews.com...
>
> >>While running Cab 2.8 on my Falcon the program will lock up and the
> >>following message will appear in the upper left of my monitor
> >>
> >>Runtime error 163 at offset $0004CAE6
> >>
> >>What can I do to prevent this from happening
> >
> >__
> I usually get the runtime error when I'm at at website and try to go
> to another page on the site.(the error does not occur right away).
> I'm using the latest ovl from Dan Baldrick.
>
> I usually boot in Mint when I plan to visit https:// (secure
> sites).When I just plan to surf for fun I use plain old tos.The
> runtime error seems to happen under tos.
>
> I erased the files that were no longer used I then used hpopt to
> optimize the disk.So far I haven't seen the runtime error lately.
>
> Sorry about the late reply

That's the basic fix to it. I never quite figured out why this occured.
But for me after awhile, I need
to clear out the cache or CAB just becomes unstable.

Dan Ackerman
aka baldrick

2070. Re: Wanted - ST HD Interface

Newsgroup: comp.sys.atari.st
Date: 2002-08-30 16:33:00 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <%6Nb9.92$P3d1.21430358@news2.randori.com>
Source record: 32329

Why not just get one form system solutions ? they are at a good price they
have a few types in stock.

Chris

--
----
www.cps-games.co.uk

"Mark Duckworth" <mduckworth@spaamnot.atari-source.com> wrote in message
news:1029813243.954980@pikachu.atari-source.com...
> The Caver! wrote:
>
> > I am looking for a ready build ide/scsi interface for a STE?
>
> SCSI Interface, Atari-workshop.co.uk or myatari.com, IDE interface search
> google for "Mario Becroft" and you'll find him. I think his website is at
> gem.wiz.co.nz. He sells an IDE interface but I don't know what his
status.
> There's other interfaces that someone will surely chime in with.
>
> --
> Mark
> - http://atari-source.com
> - Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
> Tower TT030 w/Nova and Catterman.
>

2071. Re: New on TAMW : DX7 page updated

Newsgroup: comp.sys.atari.st
Date: 2002-08-30 17:36:07 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3D6FAD07.4080508@wanadoo.be>
Source record: 32330

Tim Conrardy wrote:

>Hi All
>
>Just updated my DX7 page some more!
>I now have a good collection of DX7 sounds and (Atari) programs with
>screen shots as well as Tips.
>
Great page.
But I can't see anyhthing about the excellent X_Alyser from CLAB .....
imho it was the best DX editor ever !

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

2072. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-08-30 19:45:00 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d6fd96628055c0@pandora.be>
Source record: 32335
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka209.zip
(830.653 bytes) 2D Graph Describer, 3D Modeller ( Grapheur 2D, Modeleur 3D)

**telecomm**
ftp://chapelie.rma.ac.be/atari/telecomm/octps075.lzh
(1.019.448 bytes) Octopus is now a freeware bulletin board system for the Atari ST family
computers

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2073. Wiperblades for SLM...

Newsgroup: comp.sys.atari.st
Date: 2002-08-30 19:50:18 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1030740898-272808AEicMi@xs4all.nl>
Source record: 32332

I just lost by using E-Tool all my previous mails
from this group. so once again: has anyone any
NEW or ALMOST NEW wiperblades for the SLM 804 for
sale?

Thanks,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

2074. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-08-30 19:58:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <G7Qb9.109$P3d1.22937683@news2.randori.com>
Source record: 32333

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
news:1a7d6495.0208291315.60e5504c@posting.google.com...
> DMA and many other pieces in the ST are synchronous, ie you can feed
> it a new clock and everything is OK. Best is to replace the 32MHz
> crystal and use a mulitsync monitor. I've used 64Mhz though I didn't
> leave it for more than five minutes. Also there are things to change,
> bus drivers to 'F' ones and possibly stronger pullups on the buses.
>

don't doing that speed up the sound aswell ? its hard to keep track what is run from the 32mhz clock. If it was done right I guess just the MMU and CPU could double in speed and keep everything else at its correct speed, though in doing that things might be out of sync between the 8mhz bus and the 16mhz bus, its hard to follow a bit :(I have seen the CPU boosted with /AS , I asume that it runs at 8mhz when accessing some thigns such as video, and other times it boosts it to 16. its supposed to give a 25% increase though that seems a bit pointless really. There should be away to keep the RAM and CPU at 16 without upsetting everything else in the process.

Chris

2075. Re: Simple Animation program

Newsgroup: comp.sys.atari.st
Date: 2002-08-30 21:32:47 UTC
From: swampfax@atlantic.net
Message-ID: <3wRb9.10$t5.7343@news1.atlantic.net>
Source record: 32334

```
On 27 Aug 2002 23:06:49 , "Edward S. Baiz Jr." wrote:
>Hello all,
>
>A friend of mine wants to do a simple animation on the ST or my Hades. I need
>a simple animation program. Anyone got a suggestion? I also need to be able to
>record the animation on a VCR. I am thinking I could do it on my Hades and
>then use my video converter to hook up the computer to a VCR.
>
>--
>Edward S. Baiz Jr.
> (Gamer)
```

Hi Ed,
I've been told to suggest French software from r&#65533;mi Vanel for FLI.
John G.

2076. VIDI ST ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 01:41:31 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <f9Vb9.1887$Ak.839064@kent.svc.tds.net>
Source record: 32336

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1377507063

2077. FREE Atari Catalogs! Via E-Mail and the Web!

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 02:07:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208301902270.30531-100000@shell1.aracnet.com>
Source record: 32337
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2078. Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 02:10:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208301907130.30531-100000@shell1.aracnet.com>
Source record: 32338
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/whybuyben.htm Here's the Winner!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2079. Y Adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 02:40:55 UTC
From: michael.robillard@the-spa.com
Message-ID: <X0Wb9.47943$On.2348804@bin3.nnrp.aus1.giganews.com>
Source record: 32339

I noticed at a online computer cable dealer that they have a Y adaptor for the serial port (which would give you two serial ports instead of one).If I hooked up this Y Adaptor to my Falcon serial port would I be able with Genmouse use both my modem and a serial (pc) mouse

Thank You

2080. Re: Y Adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 04:50:39 UTC
From: lp <gfa@basic.net>
Message-ID: <B995C35F.8BAA%gfa@basic.net>
Source record: 32340

in article X0Wb9.47943$On.2348804@bin3.nnrp.aus1.giganews.com, Michael
Robillard at michael.robillard@the-spa.com wrote on 8/30/02 10:40 PM:

> I noticed at a online computer cable dealer that they have a Y adaptor
> for the serial port (which would give you two serial ports instead of
> one).If I hooked up this Y Adaptor to my Falcon serial port would I be
> able with Genmouse use both my modem and a serial (pc) mouse

Nope. The serial port can only talk to one device at a time.
One or the other, but no both. You need more than one physical serial
port, like a TT or such has.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2081. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 06:20:46 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208302220.42d52625@posting.google.com>
Source record: 32341

James Alexander <james-m-alexander@rogers.com> wrote in message news:<3D6A8F6D.4F3728C3@rogers.com>...
> Steve Sweet wrote:
>
> > Hi sinclap
> >
> > > Whoa...here.. What lie? Live in MPLS.....vacationed in
> > > Duluth....What don't you understand? Why do you want to know who my
> > > employer is? Who do you work for?
> >
> > I'd love to know where you are so I can kick the shit out of you, but since you're so far away its unlikely it will ever happen, however I'm sure others will take my place. Volunteers please.
>
> Steve,
>
> Why else do you think that loser has lied so many times about his place of residance and employment over the years? Besides the fact that he dont want anyone knowing he works as a night janitor
> at a gas station & 7/11 and lives in his mothers basement.

Prove it chunks' S.O.

2082. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 06:24:29 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208302224.518917c8@posting.google.com>
Source record: 32342

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1030495390.88660.2@iris.uk.clara.net>...
> Hi James
>
> > > > Whoa...here.. What lie? Live in MPLS.....vacationed in
> > > > Duluth....What don't you understand? Why do you want to know who
> my
> > > > employer is? Who do you work for?
>
>
> > > I'd love to know where you are so I can kick the shit out of you,
> but since you're so far away its unlikely it will >>ever happen, however
> I'm sure others will take my place. Volunteers please.
>
> > Why else do you think that loser has lied so many times about his
> place of residance and employment over the >years? Besides the fact
> that he dont want anyone knowing he works as a night janitor
> > at a gas station & 7/11 and lives in his mothers basement.
>
> Is that right!, he really actually sleeps with his mother, are they also
> having un-natural relations, your post didn't make that too clear?,
> could you elucidate a bit on that statement about the farm animals, I'm
> not sure what you mean by "pushing pig's", and you surely cant be saying
> that he really stalks cub scout packs because he's a thing about young
> boys in uniform.
>
> Pray tell in more detail.

Hi Steve...I see the UK is flooded with the mother/son smut
rags...Must of infected you. Well...was she good...? ie your mother?
Is dad jealous?

> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
>
>
> ---
> Steve Sweet's Outgoing mail has been scanned by AVG and is certified

> Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

2083. Cubase Audio Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 06:28:17 UTC
From: <>
Message-ID: <5mZb9.215$th3.12827779@newssvr16.news.prodigy.com>
Source record: 32345

I am still having a very hard time finding any resources for help with CAF, so I appreciate the help I get here very much.

When mixing down audio (permanent mixdown), nothing is being written to the new track after measure seven on the locator, although the transports continue to move, and there is material to be recorded. I can't find any reason for this, but it happens every time. It's like it is automatically punching out at measure seven, although punch out is not selected. Please help!

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

2084. Re: New on TAMW : DX7 page updated

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 08:11:12 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3D707A20.2050006@wanadoo.be>
Source record: 32343

Hallvard Tangeraas wrote:

>As for "X-alyzer": it's a great editor/librarian, but for some reason it
>resets the modulation settings and some other things each time as far as
>I remember. Haven't found out why.
>Anyone know?
>
I can't remember this ....
X_Alyser was great at showing waves in 2D and 3D formats with a lot of
options which Synthworks didn't support ......
Also be aware that the X_Alyser format is supported by SoundDiver of
Emagic on Mac and PC, so all your work is not lost if you cross to
another platform like me.
It's great but quite normal .... wasn't CLAB the old Emagic ?
Must I add that Emagic was just bought by Apple ?

Jo

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

2085. Bravo Sierra Computers is wonderful

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 08:40:57 UTC
From: Surerik <surerik@attbi.com>
Message-ID: <ti%b9.302837$UU1.53571@sccrnsc03>
Source record: 32344

I have done business with Bravo Sierra Computers for many years. I always have received Atari software and hardware in excellent condition at a very resonable price. I would recommend Bravo Sierra without reservation.

2086. AKAI MIDI ARPEGGIATOR ON EBAY LOWERED RESERVE/ HALF PRICE WITH BUY IT NOW!

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 13:29:04 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <Aw3c9.1915$Ak.891751@kent.svc.tds.net>
Source record: 32346

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=903440091

2087. Atari Online News, Etc. #04-35

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 13:47:24 UTC
From: danap8@aol.com
Message-ID: <20020831094724.03335.00000494@mb-cs.aol.com>
Source record: 32347

```
A-ONE #0435 08/30/02

~ More Windows Code Out ~ People Are Talking! ~ Dewie the Turtle!
~ Gateway's iMac Buster! ~ Napster Seeks Sale OK! ~ New Eureka Release!
~ ICWhen Photo Library! ~ Online Video Games War ~ Fading Twilight Music
~ Game Console Price Cut ~ New Netscape Released! ~ Cyber Laundry Reality

-* Web Service Fees Are Growing *-
-* Next Round For Microsoft in October *-
-* Free Internet - Getting What You Pay For? *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2088. Re: AKAI MIDI ARPEGGIATOR ON EBAY LOWERED RESERVE/ HALF PRICE WITH BUY IT NOW!

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 14:16:58 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1030803418@news.frii.com>
Source record: 32348

On Sat, 31 Aug 2002 13:40:24 GMT, northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas) wrote:

> Donald and Cheryl <dandc@merr.com> wrote:
>
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=903440091
>
> And this has what to do with Atari ST computers?
> Try a better suited group such as "rec.music.makers.synth" where you'll
> also have a better chance of finding people who are interested.

You never know, Hallvard, there might be someone out there, like me, who watches this newsgroup but rarely if ever posts, that just might be interested. <G>

BTW, is the Cartmaster I sold you a long time ago still working?

Ken

2089. Re: New on TAMW : DX7 page updated

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 14:51:02 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0208311645190.51-100000@easymint>
Source record: 32349

On Fri, 30 Aug 2002, Hallvard Tangeraas wrote:

> As for "X-alyzer": it's a great editor/librarian, but for some reason it
> resets the modulation settings and some other things each time as far as
> I remember. Haven't found out why.
> Anyone know?
>

Maybe X-Alyzer was written for the first edition of the DX7, and was not updated to work with the extented performance features of the DX7II ?

That could explain some things. The old DX7 didn't store some performance settings for each patch, the DX7II does. When sending old style DX7 data (without performance settings) to a DX7II, the DX7II falls back on default settings ? I'm just doing an educated guess now, I don't have any DX7.

Martin Tarenskeen

2090. Re: MagicMac 6.2 upgrade problems

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 15:52:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1030895700-36180AEicMi@gmx.net>
Source record: 32376

From: Bill F <nobody@nowhere.com.invalid>
Date: Wed, 28 Aug 2002 22:40:43 GMT

Hi Bill,

>I sent a detailed email to System Solutions describing my futile
>efforts at upgrading to 6.2, with screenshots of the German dialog
>boxes I was seeing. El Fernandez wrote back and said the 6.2 update
>won't work on the English version 6.1.5. He said it only updates the
>German version 6.1.5.

The 6.20 updater replaces the following files:
MAGXDESK.APP, MGEDIT.APP, MOD_APP.TTP, MOD_APP.TXT, VT52.PRG and VT52.RSC,
these files are placed in the GEMSYS/GEMDESK folder on partition C. Note
however that except for VT52.PRG the RSC files of the other apps are *not*
updated because they remained the same and the updater assumes these to be
correct, and that's the problem IMO...
Finally the MAGICMAC OS kernel is updated to version 6.20, but since the
MAGICMAC boot/config file remains unchanged, it insists that one is using
version 6.1.4 or 6.1.5. Apps like Zbench, Kronos, Sysfile etc... will show
however that one is working with version 6.20 from 28.08.2001.

From your previous post I got the impression that the English version 6.1.5
consists of nothing more then just the translated kernel? When version 6.1.0
was released most of the apps and files in the GEMSYS/GEMDESK folder were
updated along with some SLB's in the EXTENSION folder and a couple of files
in the AUTO folder... if these are missing or are still at MagiCMac 6.01
level like I assume, then yes, it won't be possible to update to version
6.20

>When I am running version 6.15 and I open the "about MagiC" box it says
>"V06.01 vom 18.07.1998. Even after running the 6.2 upgrade, the file
>in the root directory named MagiCMac with a file size of 244 K is still
>reported by the Macintosh OS as unchanged and as version 6.1.5. I
>don't think the updater is really updating this file.

The "about MagiC" box refers to the actual version of MagxDesk, to find out
quickly what kernal is running check the MagicMac configuration CPX, but it
seems to me that you've received a "souped up" version from System Solutions.
The file MagiCMac should have a file size of 251.687 bytes (version 6.1.5)
and the MagiCMac OS file should be 222.832 bytes (version 6.1.5), once it's
been updated it should be 224.657 bytes long.

>I can live with 6.1.5 but I sure would be nice if there was a little bit of
>information about this on the ASH web site, in English. It was very
>frustrating.

We'll sort out this mess in no time, get in touch with me via personal mail, I've got all the missing (English translated) files right here.
But it's not ASH who's obliged to put info about the English version(s) on their website. System Solutions/Atari Workshop is the official distributor, all info and updates should be on their website. I realise that this is not easy to grasp but ASH hasn't got anything to do with the English versions at all.
MagiCMac 6.20 has been around for almost a year now, it's about time that El Fernandez sorts this out. MagiC Atari and MagiC PC users still have to work with the outdated version 6.01. Not to mention some of the other ASH titles for which an English update is long overdue...
I.e: Scripter, Texel, Emailer, Artworx etc.

BTW: I've nearly finished translating the MagiCMac configuration/boot file, it should work with versions 6.1.4, 6.1.5 and 6.2 .There's still a lot of German left in the MagiCMac OS file, but for obvious copyright reasons DDP can't release a patch/translation for that file... :-/
Everyone who bought MagiCMac from SystemSolutions/Atari Workshop should get in touch with them and DEMAND a fully working 6.20 update/full version. In the mean time the translated MagiCMac configuration file used together with the English Magxdesk 6.2 files will more or less bridge the gap. The file(s) will be put online when Derryck is back from his well deserved break....
watch this space.

Cheers from Belgium
Dennis
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2091. Re: Using Etool

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 15:56:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1030895696-35539AEicMi@gmx.net>
Source record: 32375

From: Raoul Teulings <rt@xs4all.nl>
Date: Mon, 26 Aug 2002 22:04:22 +0200

Hi Raoul,

>After using E-tool something weird happened: all the collected messages in
>the CSAST are replaed by ones that start with strange signs and cannot be
>opened anymore.

E-Tool is ment to alphabetically sort the folders of the "Sorted" posts
section of ASH Emailer. It's not ment to sort newsgroups...

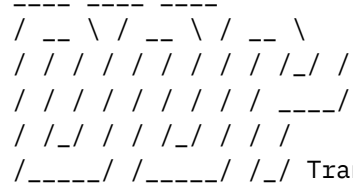
The order of the newsgroups is determined by their designated number:
1.grp
2.grp
3.grp etc....
Each file holds the name of the newsgroup, so if for example CSAST is shown
as the third one and you would like it to be displayed on top as the first
one, you'll have to rename file 3.grp and 3.idx to respectively 1.grp and
1.idx. The *.idx files keep track of the last posts you downloaded, if it's
not present, ASH Emailer will attempt to download all the posts that are
available on the server.

Note, that when using Emailer in database mode you *must* revert back to
single message mode first, failing to do this will result in all the posts
being sorted in wrong groups, and some will contain a lot of gibberish
characters.

>Which is not the worst: they cannot be deleted either...Has somebody a cure
>for this?

Yep :-)
Revert back to single message mode, and deleting them shouldn't be a problem
anymore, note that when in single message mode all posts are stored in their
respective folders as ASCII files, so you can delete them from there as well,
if you're in doubt which one to delete, then use "Show File" in the "Message"
menu.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2092. Re: Bravo Sierra Computers is wonderful

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 16:24:01 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1030812275.98798.0@iapetus.uk.clara.net>
Source record: 32350

Hi "Edward S. Baiz Jr.

" <edbaizjr@.attbi.com> wrote in message news:3d70630e906d11@.attbi.com...

> >I have done business with Bravo Sierra Computers for many years. I always
> >have received Atari software and hardware in excellent condition at a very
> >resonable price. I would recommend Bravo Sierra without reservation.
> >
>
> I can agree with that. I have order some Jaguar items from Bravo. I had no
> problems at all.

I have no problem with the company, however I question the motive of someone who cannot abide by simple rules. Most peop's manage to advertise in here with a few lines on a sig, that I think is cool, it lets peop's know they are about without filling my Inbox!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve Sweet's Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

2093. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 16:26:35 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1030812279.98798.1@iapetus.uk.clara.net>
Source record: 32351

Hi sinclap

> Hi Steve...I see the UK is flooded with the mother/son smut
> rags...Must of infected you. Well...was she good...? ie your mother?
> Is dad jealous?

My Mother died when I was twelve you aids infected moron.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Steve Sweet's Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

2094. Re: FT/ Trade, Looking for Atari systems to trade (0/1)

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 17:33:56 UTC
From: Gil Bavel <gil@sunflower.com>
Message-ID: <3D70FE03.45C2F13E@sunflower.com>
Source record: 32352

Here, here. I'm an Amiga freak and an Atari freak and I feel like I'm living in an episode of Sliders (awesome show) where the absolute worst platform took off and the really great computers have been forgotten. I have 3 Ataris with '030s in them, the games are great, the utils are fine and they don't crash and give you a blue screen of death. Gotta give props to the most stable systems ever made.

Amiga/Atari forever! Or think of it this way... a good friend of mine said "computers are cool."

Mark Bedingfield wrote:

> Nuff said, same here. Have PC's all over the place at home. Work/repair them
> all day come home and switch the Atari Falcon's on;-). They have more
> character than any WC compat. 99% of people that use this group love their
> Atari's, but some Missionaries try to convert the heathens from what they
> are happiest with. The truth is this is an Atari NG and we mostly don't give
> a shit about other platforms. The worst thing about PC users is their sheer
> inability to look at what they have got and work with it. An 1985 ST is fine
> for word processing, Games, midi sequencing, etc so leave us happy people
> alone to use our computers in peace......
>
> Mark
>
> "atarikid" <atarikid@cox.net> wrote in message
> news:3hqelucrauu55f6ihmt93gft2p183g4ric@4ax.com...
> > Dude,
> > ever hear the saying "Beauty is in the eye of the beholder"
> > Did you ever stop to think that maybe you thought a girl was hot, and
> > a friend didnt agree.Well it's the same damn thing with computers.
> > There's MAC people there's Amiga freaks and there is Atari lovers.
> > Why do you troll in this newsgroup with this Us and Them 1986 Bull.
> > I am a Cisco engineer and work with Lan crap and Wan's all friggin day
> > long. I get free PC's and throw em away almost every week. They are a
> > dime a dozen, worth nothing and have no character. And I was the
> > president of my Commodore club when the Amiga was released and I still
> > love my Atari's. I have a A4000 040 Video Toaster with TBC and
> > Lightwave. I use the Amiga for NTSC output and special effects.
> > I use my Atari for Midi and SMPTE encoding and I don't have a
> > problem with it. Maybe you just have some kind of jealousy cause you
> > didn't get an Atari when you were a kid.
> >
> > atarikid
> >
> >

> >
> > On Sun, 11 Aug 2002 22:10:22 -0700, "Jared Falvo"
> > <luposian@azob.quik.com> wrote:
> >
> > >Other than the fact I think you are crazy to trade a LAPTOP (expensive
> and
> > > >all of them sufficiently powerful at that) for old, vastly less powerful,
> > > >unsupported Atari computers, made by a company (Atari) that is no longer
> > > >around... I'd love to locate an STe that I could trade you for that
> PII/300
> > > >laptop. That'd be a sweet trade indeed.
> > > >
> > > >Would you be at all interested in an Amiga 1200 with 40MHz 68030
> accelerator
> > > >and 8Mb of FastRAM + SCSI module? Comes with mouse, joystick, 2 games,
> and
> > > >WorkBench 3.1 (upgraded to Kickstart 3.1 ROMs also, so you can go up to
> > > >AmigaOS 3.9)? I can't vouch for the complete reliabiligy of it, but it's
> > > >gotta be more powerful than an STe or Mega STe. It's even faster than a
> > > >TT/030 (33MHz) and a Falcon030, but... doesn't have a DSP.
> > > >
> > > >Good luck.
> > > >
> > > >Jared
> > > >-----------
> > > >Someone's Fortune <NoNeed@forSpam.com> wrote in message
> > > >news:fv4eluc7ggq0kbq9fmto0rjumlhei0m29r@4ax.com...
> > > >> Hi,
> > > >>
> > > >> I have several laptops for trade. These range from Pentium II 300 to
> > > >> pentium III 600. The screens
> > > >> are all active matrix and they all come with cdrom and floppy, some
> > > >> even have built in 56k modems.
> > > >> Included is Windows98 preloaded with Eula.
> > > >> I have included pictures to help for descriptions...
> > > >>
> > > >> I am interested in a 1040ste, mega ste w/hdd, TT w/hard drive, falcon
> > > >> w/hard drive for trade.
> > > >> If interested in working a trade please contact me. I am located in
> > > >> San Jose,CA (USA):
> > > >> rdf0013@earthlink.net
> > > >>
> > > >> Thanks,
> > > >> James
> > > >>
> > > >> the following is details for the systems I have for trade, check the
> > > >> link for detailed spec on each models:
> > > >>
> > > >>
> > > >> Gateway Solo 2500

> > >> PII 333
> > >> 32mb ram
> > >> 4gb hard drive
> > >> 800x600 active matrix screen
> > >> cd rom
> > >> floppy
> > >> IR port
> > >> 2 usb ports
> > >> 2 pc card slots
> > >> ps/2 port for external mouse & keyboard
> > >> composite video
> > >>
> > >> http://support.gateway.com/s/Mobile/Solo_Series/P2500/p250044.shtml
> > >>
> > >>
> > >> Gateway Solo 2550
> > >> Celeron 400
> > >> 64mb ram
> > >> 6gb hard drive
> > >> 800x600 active matrix screen
> > >> cd rom
> > >> floppy
> > >> IR port
> > >> 2 usb ports
> > >> 2 pc card slots
> > >> ps/2 port for external mouse & keyboard
> > >> 56k modem
> > >>
> > >> http://support.gateway.com/s/Mobile/Solo_Series/P2550/p255044.shtml
> > >>
> > >>
> > >> Gateway Solo 5150
> > >> PII 366
> > >> 64mb ram
> > >> 6gb hard drive
> > >> 1024x768 active matrix screen 14"
> > >> cd rom
> > >> floppy
> > >> IR port
> > >> 2 usb ports
> > >> 2 pc card slots
> > >> ps/2 port for external mouse & keyboard
> > >> composite video
> > >>
> > >> http://support.gateway.com/s/Mobile/Solo_Series/p5150/p515050.shtml
> > >>
> > >>
> > >> Gateway Solo 9300
> > >> PIII 600
> > >> 128mb ram

> > >> 10gb hard drive
> > >> 1024x768 active matrix screen 14.1"
> > >> cd rom
> > >> floppy
> > >> IR port
> > >> 2 usb ports
> > >> 2 pc card slots
> > >> ps/2 port for external mouse & keyboard
> > >> 56k modem
> > >> digital spdif out
> > >> composite video
> > >>
> > >> http://support.gateway.com/s/Mobile/Solo_Series/P9300/p930017.shtml
> > >
> > >
> > >
> > >
> > >-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > >http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> > >-----== Over 80,000 Newsgroups - 16 Different Servers! =-----
> >

2095. Atari Janus Emulator

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 17:47:49 UTC
From: Bernd Kopriva <bernd@kopriva.de>
Message-ID: <l802nuge77vlvg5c96hkjjkhgdcn4jqblo@4ax.com>
Source record: 32355
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
does anybody know the author of the software part of the Janus
Emulator (the old distributor couldn't help me) ?

Thanks Bernd

2096. Atari ST with '030 FS

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 17:52:48 UTC
From: Gil Bavel <gil@sunflower.com>
Message-ID: <3D710270.FC48C89B@sunflower.com>
Source record: 32353

I have an Atari ST with '030 for sale. Also an Okimate 20 printer,
the best printer for the ST. Please respond to gil@sunflower.com.

--Gil

2097. Atari STe with '030 for sale

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 17:53:39 UTC
From: Gil Bavel <gil@sunflower.com>
Message-ID: <3D7102A3.DA7E1C4A@sunflower.com>
Source record: 32354

I have an Atari STe with '030 for sale. Also an Okimate 20 printer, the best printer for the ST. Also a floppy disk drive (520?). Please respond to gil@sunflower.com.

--Gil

2098. Re: Bravo Sierra Computers is wonderful

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 19:19:51 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <7s8c9.12759$FJ1.692505@e3500-atl1.usenetserver.com>
Source record: 32356

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1030812275.98798.0@iapetus.uk.clara.net...
Hi "Edward S. Baiz Jr.

>I have no problem with the company, however I question the motive of
someone >who cannot abide by simple rules. Most peop's manage to advertise
in here with >a few lines on a sig, that I think is cool, it lets peop's
know they are about without >filling my Inbox!!.

While I appreciate your anti spam sentiments...
If people would not gripe at the ads, and keep them going as long flame
threads,
they would stop filling your inbox as much. I usually see one of these ads
a month or so, with dozens of CRAP responding to it...thus multiplying the
spam times 10. Just set your software to ignore it of ya don't like
it...and by all means, don't make the thread LONGER with flames.

I can see your point about the long ads...
Then again, I can see Bravo's as well.

Why don't we discuss cool Atari things instead of building whiney threads
like this.
I'm outta this thread now, for good.

Happy livin' to all!
Brian

2099. Re: Cubase Audio Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 19:50:00 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <oU8c9.13174$FJ1.773805@e3500-atl1.usenetserver.com>
Source record: 32357

"jdplace@ prodigy.net (Joseph D. Place)" <sick-of-spam> wrote in message
news:5mZb9.215$th3.12827779@newssvr16.news.prodigy.com...
> I am still having a very hard time finding any resources for help with
> CAF, so I appreciate the help I get here very much.
>
> When mixing down audio (permanent mixdown), nothing is being written to
> the new track after measure seven on the locator, although the transports
> continue to move, and there is material to be recorded. I can't find any
> reason for this, but it happens every time. It's like it is automatically
> punching out at measure seven, although punch out is not selected. Please
> help!

Hmmm, if punch isn't somehow activated...double check:
1. In audio settings: that you are writing to disk rather than RAM.
2. That you've enough space for the track on the drive.
3. That you haven't accidentally put any mute commands in any tracks
somewhere.
4. That everything you want to do is on seperate channels...it's easy to
mistakenly set things up so that a couple of audio tracks are trying to use
the same channel at once...you can't do this with predictable results.

I.E. When you select "any" to make or play back a stereo track it goes to
channels 1 and 2 by default. Later, you might try to record another stereo
track...it's gonna go to channel 1 and 2 by default as well...so...you'll
need to move one or the other to unused channels if you intend to ever use
them at the same time. To do this...double click the sequence bar in the
arrange window and you'll get another window with enlarged views of the wave
data, and you'll see along the left edge of the screen what channels it will
use to play back. Drag it beside channels you know are free. If you run
out of channels for a mix down you really wanna do...well...you'll just have
to start bouncing some things down to fewer tracks and make room.

Some tips...
I find it's the least confusing to always try to keep channels 1 and 2 open
for recording things or mixing down. As soon as I've made a sample or
track, I move it ASAP to a known free channel.

I like to make one track called 'master sketch' that is set to 'channel
any'. As soon as I've made new tracks, I mute them...then I double click
the master sketch and paste a copy of it there, where it goes in the music,
on a track that's not being used at that point in the mix...this way I can
easily SEE ALL of my samples, any overlaps, triggers, raw volume settings,
possible channel conflicts, etc...right there in one place. Since I always
keep channels one and 2 open in this fashion...I'm at leisure to record or
mix down to tracks 1 and 2 without much thought, or fear of 'forgetting'

what all I've put where'. I do 99% of my track placements there in that one track "Master Sketch"...it's a great picture of what's happening when ;)

Number 4 is the most common/likely problem.
Maybe you've a sample on bar 7 with a channel conflict?

Brian

2100. Re: AKAI MIDI ARPEGGIATOR ON EBAY LOWERED RESERVE/ HALF PRICE WITH BUY IT NOW!

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 20:56:34 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3D712D82.9050207@greeleynet.com>
Source record: 32359

Hi, Hallvard,

Hallvard Tangeraas wrote:

> True, but there's a better chance to find someone involved in MIDI in a
> MIDI related newsgroup :-)

Unless the lurker knows about Atari's MIDI abilities. If you're selling something, why skip any possible markets.

FWIW, it's always been one of "knocks" against Ebay, you can't post the same auction in more than one category. Thus, you can't post an Atari anything for sale in both computers and vintage computers at the same time. :-(

Unless that's changed recently.

> PS: something strange happened when I tried to post this message. It
> appears you've set a followup to
> "news://news.frii.com/comp.sys.atari.st/62976" which of course isn't a
> valid newsgroup name, but a URL it seems, so I changed it to
> "comp.sys.atari.st" and will hopefully be posted.

I've been using Opera for my web browser. Can't say the online helpfile is particularly helpful. I've been having problems uploading a graphic in another group, so I've been experimenting on what happens when different fields are filled in. This browser's newsgroup reader has a follow-up field, and I put that info in there. I don't know what it's supposed to do. :-)

Anyway, this posting is done using Netscape 6.2.3, and it also has a follow up to option. FYI for you and others, NS's help files at least give you some help here. And I quote: " * Followup-To: For redirecting a newsgroup posting, so that subsequent replies go directly to the redirected newsgroup instead of the original newsgroup."

Now that I've found an answer, I see I have no use for that feature! LOL

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2101. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 20:58:46 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0208311258.586ecf36@posting.google.com>
Source record: 32358

Hi,

> don't doing that speed up the sound aswell ?

Yes, though if you clock the YM slower it may help, and you may need
to clock MFP slower. I haven't experimented enough, but sound did go
quicker. I need to try feeding the YM 2MHz as it always has, remember
to feed 500Khz to ACIA as well otherwise keyboard/midi won't work.
The /AS works so that when the CPU is accessing the motherboard it
gets clocked as usuall, but other times, doing maths, calculations etc
it's at 16MHz. You'll notice 200% in integer tests but mosts
computers don't spend all the time doing sums. A lot of time is used
accessing RAM. If you combined that 16Mhz hack with a alternate RAM
controller, and maybe speed system to 50Mhz as well it'll go fast. I
haven't had time recently, it's getting there though.

2102. Re: New email address

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 22:26:59 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <1030829219.40407.0@dyke.uk.clara.net>
Source record: 32360

On 23 Jul 2002 21:43:51 , Edward S. Baiz Jr. wrote:
>Hello Peter,
>
>Yes, there is a doc by Lonny Purcell that describes everything. You will need
>the driver for the card, which is by Ozk. Goto to his webiste for more
>information: http://assemsoft.atari.org. Once you have the driver and the
>card, the rest is pretty simple. The driver/card run great under Magicnet and
>Mintnet. Anymore questions, just ask. I would be glad to help.
>Edward S. Baiz Jr.
> (Gamer)

Hi Edward,

I've had a read of the info on Assemsoft and Lonny' article. Good work
guys.

I've also found out that my isp's ADSL provides a fixed IP address so I
think I can live without a gateway. Is that the same as a router ?

If I get that far I will then think about a firewall or is that not
a necessity when people only know how to hack peecee's ? ;-)

I have been trying again to get Mintnet installed on my GEM only Mint
set-up but so far no luck, I can't even get a shell running inside TOSWin2

Does anybody use the RTL8139 driver with STiNG ? I'd be interested
in knowing if it works.

I've had a look for some of the PCI cards and managed to find a D-Link
DFE-530TX (not the +) on Amazon.co.uk (convenient). I will have a look
for some of the others.

Regards,

Peter

2103. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-08-31 22:49:06 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <BJbc9.43$gC12.13238383@news2.randori.com>
Source record: 32361

Hi,

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
news:1a7d6495.0208311258.586ecf36@posting.google.com...
> Hi,
>
> > don't doing that speed up the sound aswell ?
>
> Yes, though if you clock the YM slower it may help, and you may need
> to clock MFP slower. I haven't experimented enough, but sound did go
> quicker. I need to try feeding the YM 2MHz as it always has, remember
> to feed 500Khz to ACIA as well otherwise keyboard/midi won't work.
> The /AS works so that when the CPU is accessing the motherboard it
> gets clocked as usuall, but other times, doing maths, calculations etc
> it's at 16MHz. You'll notice 200% in integer tests but mosts
> computers don't spend all the time doing sums. A lot of time is used
> accessing RAM. If you combined that 16Mhz hack with a alternate RAM
> controller, and maybe speed system to 50Mhz as well it'll go fast. I
> haven't had time recently, it's getting there though.

I only ran the CPU at 12mhz, I dont think the 8mhz CPU would go any faster
than that. I'm going to have a bash at it. I dont know enough about CPU's
to build a RAM controller, I will try to double the MMU up as well. I dont
know if it will like being clocked at double speed, even the RAM for that
matter, though since it ran at 24mhz instead of 16mhz MMU clock its might be
possible to boost that to a round 32mhz. I dont know if anyone has tried
that though as far as I can tell only the CPU hack to part 16mhz has been
done. running the MMU with double clock mgiht work, though its gonna be
pushing it a bit I think.

Chris

2104. Floppy Image Software

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 00:26:45 UTC
From: Britt Park <britt@sciencething.org>
Message-ID: <un2nm67decet52@corp.supernews.com>
Source record: 32362

Does there exist a program that will let one write individual files into an atari .st image file (from out of an ST emulator)? Dos, MacOS, Linux would all work for me.

2105. Re: AKAI MIDI ARPEGGIATOR ON EBAY LOWERED RESERVE/ HALF PRICE WITH BUY IT NOW!

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 00:33:15 UTC
From: lp <gfa@basic.net>
Message-ID: <B996D88B.8BD3%gfa@basic.net>
Source record: 32363

in article 3D712D82.9050207@greeleynet.com, Ken Springer at
wordworks@greeleynet.com wrote on 8/31/02 4:56 PM:

> FWIW, it's always been one of "knocks" against Ebay, you can't post the
> same auction in more than one category. Thus, you can't post an Atari
> anything for sale in both computers and vintage computers at the same
> time. :-(
>
> Unless that's changed recently.

I've sold items on ebay, it let's you place an item in 2 categories.
It did last time I used it anyway. ;-)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2106. Re: AKAI MIDI ARPEGGIATOR ON EBAY LOWERED RESERVE/ HALF PRICE

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 00:53:36 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1030841616@news.frii.com>
Source record: 32364

Hi, Lonny,

On Sat, 31 Aug 2002 20:33:15 -0400, lp <gfa@basic.net> wrote:

>
> I've sold items on ebay, it let's you place an item in 2 categories.
> It did last time I used it anyway. ;-)

It's nice to know they've changed their policy in that regard.

Ken

2107. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 02:32:00 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208311832.691f0828@posting.google.com>
Source record: 32365

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1030812279.98798.1@iapetus.uk.clara.net>...
> Hi sinclap
>
>
> > Hi Steve...I see the UK is flooded with the mother/son smut
> > rags...Must of infected you. Well...was she good...? ie your mother?
> > Is dad jealous?
>
> My Mother died when I was twelve you aids infected moron.

It figures..Would explain your demeanor and attitude here.. Unless you
are lying scum bag as usual...

> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
> ---
> Steve Sweet's Outgoing mail has been scanned by AVG and is certified
> Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

2108. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 02:33:09 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D717C9F.D1226388@rogers.com>
Source record: 32366

sinclap@yahoo.com wrote:

>
> > Steve,
> >
> > Why else do you think that loser has lied so many times about his place of residance and employment over the years? Besides the fact that he dont want anyone knowing he works as a night janitor
> > at a gas station & 7/11 and lives in his mothers basement.
>
> Prove it chunks' S.O.

its been proven many times buttmustard sandwich. If you still insist on sniffing your own tripe then go back to groups.google.com and look yourself up. Use smeghead or loser as a keywoard and all
your idiocy will come back in all its malodourous glory

2109. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 04:30:56 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D71983A.6DA69063@rogers.com>
Source record: 32367

sinclap@yahoo.com wrote:

> "Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1030812279.98798.1@iapetus.uk.clara.net>...
> > Hi sinclap
> >
> >
> > > Hi Steve...I see the UK is flooded with the mother/son smut
> > > rags...Must of infected you. Well...was she good...? ie your mother?
> > > Is dad jealous?
> >
> > My Mother died when I was twelve you aids infected moron.
>
> It figures..Would explain your demeanor and attitude here.. Unless you
> are lying scum bag as usual...

Hey iWanker,

Why are YOU here? you dont contribute anything. No, blatantly lying about people and showing off your
blinding idiocy is not a contribution, nor is your constant verbal diahrea. Why cant you take the hint from
having your lazy butt handed to you with a side of mint sauce on a daily basis?

2110. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 10:04:42 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0209010204.49e330d9@posting.google.com>
Source record: 32368

James Alexander <james-m-alexander@rogers.com> wrote in message news:<3D717C9F.D1226388@rogers.com>...

> its been proven many times buttmustard sandwich. If you still insist on sniffing your own tripe then go back to groups.google.com and look yourself up. Use smeghead or loser as a keywoard and all
> your idiocy will come back in all its malodourous glory

Please stop feeding the troll.
This kind of crap should be taken to email or some
alt.personal.insults or something...

/Joakim

http://aicq.atari-users.net

2111. Re: MP3 Licensing Fees

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 11:01:30 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1fhtx2l.3bl70g1tdyeioN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 32369

Mark Duckworth wrote:

> Hello everyone,
>
> With the advent of the new licensing fees, chances are the ability to play
> m3p will probably have to be removed from aniplayer and falcamp. This

Yes I cannot send $15000 / year to Thomson (the Minimum Royalties) so I
think remove MP3 support in the next version.

> doesn't matter much to me as I personally use Ogg vorbis - a vastly
> superior format, which is even more superior for low bitrate recordings. I
> can hear BIG differences between Ogg vorbis at quality 5 versus mp3 at
> 128kbit. So what I suggest is this: DSP decoder routines for ogg vorbis

Some peoples said than MP3 192 kbit/s (or high bitrate) seems better
than ogg vorbis with the same bitrate.

Today I don't know if it's posible to create DSP routine for ogg vorbis,
because this format seems 10 x more complex than MP3. Another problem is
the size with the DSP memory.
But I think create a VORBIS_ENC.SLB (the encoder) for the next version.
Since some versions, a VORBIS.SLB exist for play this file on a fast FPU
machine (68060, or now Aranym ?).

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2112. Atari for sale

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 11:29:06 UTC
From: arie nagel <a.p.nagel@tm.tue.nl>
Message-ID: <akstkh$3mf$1@news.tue.nl>
Source record: 32370

Atari ST, 1 Mb, Arie Nagel (Eindhoven, Netherlands), Euro 15

Also: need a newer TOS.IMG (software) for emulation of the Atari on my PC
I have now on disk the first TOS (1985)
I don't think it is illegal (any more) to copy this, because Atari's are not
produced anymore, or?

2113. Re: Floppy Image Software

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 12:38:29 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <HGz9dMfFpgc9EwNP@my-ste.demon.co.uk>
Source record: 32372

On Sat, 31 Aug 2002, Britt Park <britt@sciencething.org> wrote:-

>Does there exist a program that will let one write individual files
>into an atari .st image file (from out of an ST emulator)? Dos, MacOS,
>Linux would all work for me.

Under Linux, mounting the image as a loop-back device works with
standard, and non-standard, image sizes. Here's the command I used:

mount /home/davjam/languag5.st /mnt -t msdos -o loop=/dev/loop3,blocksize=512

You could use "-t vfat" instead of "-t msdos" if you're wanting to keep
LFNs.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 14.8Mkeys/sec
AMD Duron/1100 32Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 64Mb SuSE 7.3

2114. Re: How much is a Stacy worth these days?

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 14:26:26 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3D722391.D3A62655@chello.at>
Source record: 32371

Mark Duckworth wrote:

> I think it was only prototype and never made it to production but there's a
> couple flying around.

It was not much promoted by Atari and of course too expensive for
regular users. But about 1000 units have been sold in Europe (and I own
one of them... *g* ...bought it for 145 EUR from a privat person)

Greetings, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

2115. Re: AKAI MIDI ARPEGGIATOR ON EBAY LOWERED RESERVE/ HALF PRICE WITH BUY IT NOW!

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 14:26:32 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1030890392@news.frii.com>
Source record: 32373

On Sun, 01 Sep 2002 11:23:10 GMT, northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas) wrote:

> Anyway, no biggie. Just thought I'd point out to the original poster
> that they'd get out to a better targeted audience in a MIDI related
> newsgroup such as "rec.music.makers.synth" and a bunch of other groups.
>

And who knows, maybe it worked. I've just done similar in the aviation newstroups.

> ...or have "normal" people write them instead of programmers.

That is the right answer there. To bad there's no user manuals for how newgroups operate. <G>

Ken

2116. Re: Gasteiner hard disk help

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 14:41:52 UTC
From: <>
Message-ID: <1030898232-308769AEicMi@ntlworld.com>
Source record: 32379

From: swampdog@ntlworld.com (Guy Harrison)
Date: Fri, 23 Aug 2002 12:39:49 GMT

>under sturdy shelving attached to the wall. I ran out of sturdy
>shelving space and started using the desk. Then I ran out of desk and
>started using the boxes placed in front of it. Then boxes got full and
>more boxes got piled on top of them. Then I started not being able to
>reach stuff on the sturdy shelves. Sometimes I could prod them off
>with a pointy-stick. Sometimes not. Important stuff that did succumb

Now you really *must* take a few pics of this to send in to MyAtari for
their "Tip of the day" feature :-)

And thanks for the laugh too, I can almost recognise my own room in your
description - and yes, my shelving _did_ collapse one night :-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2117. Re: A curious problem

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 14:45:40 UTC
From: <>
Message-ID: <1030898236-309330AEicMi@ntlworld.com>
Source record: 32380

Hi Peter,

>*) Later, I found that the ZIP problem on the Falcon was due to not
>having had LFNs enabled on the partition I was extracting to :-(

Tut, tut :-)

>Once I had swiched them on in VFATCONF, everything extracted fine and
>the resultant APP file worked OK and could be copied. Now I can
>understand why the lack of LFNs caused problems on extraction with
>such a looooong outer folder name. But this was the only LFN in the
>archive, so why on earth couldn't I copy the file?

A very rough guess, is it possible that the earlier truncation of the folder
name was causing this problem?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2118. Re: New on TAMW : DX7 page updated

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 14:49:10 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3D7228E6.5010700@wanadoo.be>
Source record: 32374

Hallvard Tangeraas wrote:

>Yeah, that FFT (Fast Fourier Transform) display is pretty cool!
>And the option to export DX-7 sounds into audio samples is amazing! It
>really does work.
>
It was great and it worked directly to my S950 .....
Yes, you're right this was one of the most amazing capabilities of this
great piece of software.

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

2119. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 14:59:27 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <%Ypc9.27311$t4.21547@nntpserver.swip.net>
Source record: 32377

Hi Lyndon (and everyone else)

> computers don't spend all the time doing sums. A lot of time is used
> accessing RAM. If you combined that 16Mhz hack with a alternate RAM
> controller, and maybe speed system to 50Mhz as well it'll go fast. I
> haven't had time recently, it's getting there though.

How about SRAM?
SRAM has become very cheap and is very easy to connect. No ramcontroller
would be needed (except for address decoding) and it can run very fast.
(I have lots of 1024kbit (128k) 15ns SRAMs if you want some. They are in SOJ
package (SMD) so you'll need to etch something)

Regards

/Peter

2120. Re: Y Adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 15:01:31 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <W_pc9.27312$t4.21553@nntpserver.swip.net>
Source record: 32378

Hi,

> Nope. The serial port can only talk to one device at a time.
> One or the other, but no both. You need more than one physical serial
> port, like a TT or such has.

There is a hack to add another ST-compatible serialport.
(The RX/TX pins on the MFP is not used on the Falcon. These are connected to
a serialport on the ST.)

/Peter

2121. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 16:29:37 UTC
From: vdjole@EUnet.yu
Message-ID: <aktf9ddts1@news.eunet.yu>
Source record: 32381

On 24 Aug 2002 10:58:46 , Michael Schwingen wrote:

> Djordje Vukovic [...] wrote:
>>I am testing a design of an Alt-RAM board in a MegaST4. Currently there
>>are 4MB installed (8MB possible), starting at $600000. [...]
>>First tests show that the memory physically works OK, i.e. peeking and
>>poking various bit patterns do not show any problems so far (more
>>extensive testing is in order).
>>
>>The problem is that TOS 2.06 does not seem to recognize the existence of
>>this additional memory. I understood that one had to declare the presence
>>of Alt-RAM [...], so I made a little program in Gfa-Basic:
>>
>> DEFINT "s"
>> size=&H400000
>> PRINT "Install ";size/1048576;"MB Alt RAM starting from $600000"
>> i%=GEMDOS(20,&H600000,L:size)
>> PRINT "Status:",i%
>
>That looks right, provided the start address is also passed as a 32-bit value
>[...]
>The easiest test it to call Mxalloc() and ask explicitly for alt RAM:
>gemdos(0x44, -1L, 1)

Kenneth Medin wrote:

>I believe GFA will use 16 bit words if you don't tell it otherwise. So
>the 4th line should read:
>
>i%=GEMDOS(20,L:&H600000,L:size)

Djordje Vukovic wrote:

>Yes, this was the problem. Thanks to everybody who pointed to this detail.
>So TOS 2.06 recognizes my board now. Testing and adjustment continues...

OK, now TOS 2.06 recognizes the alt-ram board, and a couple of utilities
and applications which can show this information now do so correctly.
Mxalloc returns memory size coorectly. All the tests of writing and reading
directly to alt-ram memory locations finish correctly.

However, I am still having problems trying to load and run a program from
alt-ram. When the appropriate flags are set in the program header, trying
to load it into alt-ram results in some strange errors, like "data on the
disk may be corrupted", or a bus error (two bombs) for some weird addresses
e.g. between the st-ram and alt-ram, or above alt-ram.

Am I still missing something essential? Is TOS perhaps confused after all, and trying to DMA into alt-ram? Should some TOS patch (considering the start at $600000) or driver be applied? Is there some fundamental reason which would make it desirable to move starting address to $400000 ?

Or, perhaps the board is still not working quite properly after all?

Btw. I have an impression (not very firm, though) that the errors get stranger when the blitter chip is turned ON.

regards;

2122. Re: Atari for sale

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 17:55:23 UTC
From: Martin Doering <doeringm@gmx.de>
Message-ID: <tuk4nugt0o4f6h8u2kpipogn9ntnr1nd8q@4ax.com>
Source record: 32382

On Sun, 1 Sep 2002 13:29:06 +0200, "arie nagel" <a.p.nagel@tm.tue.nl>
wrote:

>Atari ST, 1 Mb, Arie Nagel (Eindhoven, Netherlands), Euro 15
>
>Also: need a newer TOS.IMG (software) for emulation of the Atari on my PC
>I have now on disk the first TOS (1985)
>I don't think it is illegal (any more) to copy this, because Atari's are not
>produced anymore, or?

This does not matter. It is still copyrighted software. If you have
bought an original Atari, you also have bought a license of TOS. So I
think, then it should be ok. For more information about TOSes, have a
look at the Aranym webpage:

http://aranym.atari.org

For a GPLed TOS clone, EmuTOS, have a look at:

http://emutos.sourceforge.net

But it is still beta software, so don't await too much. ;-)

--
Martin

2123. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 18:10:48 UTC
From: lp <gfa@basic.net>
Message-ID: <B997D068.8C03%gfa@basic.net>
Source record: 32383

in article aktf9ddts1@news.eunet.yu, Djordje Vukovic at vdjole@EUnet.yu
wrote on 9/1/02 12:29 PM:

> OK, now TOS 2.06 recognizes the alt-ram board, and a couple of utilities
> and applications which can show this information now do so correctly.
> Mxalloc returns memory size coorectly. All the tests of writing and reading
> directly to alt-ram memory locations finish correctly.
>
> However, I am still having problems trying to load and run a program from
> alt-ram. When the appropriate flags are set in the program header, trying
> to load it into alt-ram results in some strange errors, like "data on the
> disk may be corrupted", or a bus error (two bombs) for some weird addresses
> e.g. between the st-ram and alt-ram, or above alt-ram.
> Am I still missing something essential? Is TOS perhaps confused after all,
> and trying to DMA into alt-ram? Should some TOS patch (considering the
> start at $600000) or driver be applied? Is there some fundamental reason
> which would make it desirable to move starting address to $400000 ?
>
> Or, perhaps the board is still not working quite properly after all?
>
> Btw. I have an impression (not very firm, though) that the errors get
> stranger when the blitter chip is turned ON.

Hi,

Beyond your GFA code what you are doing is beyond me, but on my TT
it always installs this cookie:

_FRB This cookie is present when alternative RAM is present. It points
to a 64k buffer that may be used by DMA device drivers to transfer
memory between alternative RAM and ST RAM for DMA operations.

I do not know the details of 2.06, is it fastram aware? I thought perhaps
it might be useful information to you, or possibly a clue. You could try
creating this cookie with the buffer as specified and see if the HD errors
stop. I'm guessing here, but if your HD driver sees this buffer perhaps it
uses it.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2124. TT030 to MacPowerbookG3

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 18:29:35 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <B9981A1E.2FE8%doyene@zetnet.co.uk>
Source record: 32384

Hei All.
Is there a way to link my TT030 to a Mac PowerbookG3.
--
Regards.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| Atari TT030 Linux Debian/GNU |
| Mac PowerbookG3 OS9.2 OSX |
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
[Contact: doyene@zetnet.co.uk]
| John Nicholas Oakes |
| 32 West Avenue, New Moston, |
| Manchester. ENGLAND. |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

BEWARE THE PROGRAM BELOW IS TO DETER SPAM EMAILERS

${START_TRACKING: MOV "d0,sp lirtw:::"}{SEND_SPAMTO:
'failsafe@annoyspammers.co.eu lirtw:::"'}{END_TRACKING: BSR "sp,d0
lirtw:::"}$

2125. Re: Using Etool

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 18:53:54 UTC
From: <>
Message-ID: <1030952182-61461AEicMi@ntlworld.com>
Source record: 32391

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Sat, 31 Aug 2002 17:56:00 +0200

Hi Dennis,

>Hi Raoul,
>
>>After using E-tool something weird happened: all the collected messages in
>>the CSAST are replaed by ones that start with strange signs and cannot be
>>opened anymore.
>
>E-Tool is ment to alphabetically sort the folders of the "Sorted" posts
>section of ASH Emailer. It's not ment to sort newsgroups...

That's absolutely right.

>The order of the newsgroups is determined by their designated number:
>1.grp
>2.grp
>3.grp etc....
>Each file holds the name of the newsgroup, so if for example CSAST is shown
>as the third one and you would like it to be displayed on top as the first
>one, you'll have to rename file 3.grp and 3.idx to respectively 1.grp and

Right, but I just used Dirsort to move the *.grp files into the order that I
wanted them to be listed (thanks to Steve Sweet for this tip).

>1.idx. The *.idx files keep track of the last posts you downloaded, if it's
>not present, ASH Emailer will attempt to download all the posts that are
>available on the server.

Of course you can limit the number of messages downloaded from the "Internet..."
dialog box.

>Note, that when using Emailer in database mode you *must* revert back to
>single message mode first, failing to do this will result in all the posts
>being sorted in wrong groups, and some will contain a lot of gibberish
>characters.

That's very odd, as I've just applied the utility to a backup of my Emailer
folder, in Database mode, and it works just fine!

>>Which is not the worst: they cannot be deleted either...Has somebody a cure
>>for this?
>
>Yep :-)
>Revert back to single message mode, and deleting them shouldn't be a problem

>anymore, note that when in single message mode all posts are stored in their
>respective folders as ASCII files, so you can delete them from there as well,

I had loads of problems with Emailer until I gave it a large partition to play
with FWIW.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2126. Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 19:32:18 UTC
From: John Kavanagh <cpcoxygen@hotmail.com>
Message-ID: <6Xtc9.2289$cP3.4937@news.iol.ie>
Source record: 32385

Issue 8 of CPC Oxygen is all about the upcoming CPC-NG (like a CPC but 200 times faster with a powerful 3D graphics chip, surround sound and fully compatible with the original CPC!), it contains techie articles & information as well as interviews and artist impressions of the CPCNG computer. All of which could be of interest to retro users of other formats?

The address: http://www.cpcoxygen.pro.ie From there click into Issue 8.

John

2127. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 20:31:01 UTC
From: vdjole@EUnet.yu
Message-ID: <aktte1jfo1@news.eunet.yu>
Source record: 32386

On 1 Sep 2002 16:59:27 +, "Peter Persson" wrote:

>How about SRAM? SRAM has become very cheap

Well, not sufficiently cheap... and not sufficiently dense. they are still a lot more expensive than DRAM modules. I think 1Mbit SRAM chips would be about 5 EUR (at least around here) so it would not be insignificant for, say, 8MB (i.e. 64 chips)- and the space required would be rather large.

>and is very easy to connect. No ramcontroller
>would be needed (except for address decoding) and it can run very fast.

That is true.

>(I have lots of 1024kbit (128k) 15ns SRAMs if you want some. They are in SOJ
>package (SMD) so you'll need to etch something)

Possibly from caches on old PC-boards? That might indeed be a very cheap way to get RAMs for a static-RAM bank. Such SRAMs can be rather power-hungry, though, being bult for speed- I measured a couple of 512kbit chips once, they pulled about 3mA each when not selected and (IIRC) about 50mA when selected. Packing 60 or so additional SRAM chips in an Atari might be too much for its power supply, even though only two SRAMs would be selected at any time.
On the other hand, DRAMs are power-hungry too.

cu;

2128. Re: MP3 Licensing Fees

Newsgroup: comp.sys.atari.st
Date: 2002-09-01 21:02:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1030916999.75678.6@iris.uk.clara.net>
Source record: 32387

Hi "Didier MEQUIGNON"

> > With the advent of the new licensing fees, chances are the ability to play
> > m3p will probably have to be removed from aniplayer and falcamp. This
>
> Yes I cannot send $15000 / year to Thomson (the Minimum Royalties) so I
> think remove MP3 support in the next version.

I think now may be a good time to incorporate MP3 support via a plug-in type of system whereby people would be required to remove and cease using the plug-in when licensing is required.

You at an appropriate time would then stop distributing the MP3 plug-in whilst still supporting the system for other plug-in. 6~)

Of course people who continue to use an MP3 plug-in with future releases of Aniplayer would have to be warned its continued use is illegal. 6~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

2129. Harlekin desk acc

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 01:43:30 UTC
From: Rodolfo Vivas <ravivas@cantv.net>
Message-ID: <B9983A81.A280%ravivas@cantv.net>
Source record: 32388

Any one can help me to find this appz??

Thankz

2130. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 02:19:06 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D72CAD4.2EE1F44C@rogers.com>
Source record: 32389

Joakim Hï¿½gberg wrote:

> James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D717C9F.D1226388@rogers.com>...
>
> > its been proven many times buttmustard sandwich. If you still insist on sniffing your
own tripe then go back to groups.google.com and look yourself up. Use smeghead or loser as
a keywoard and all
> > your idiocy will come back in all its malodourous glory
>
> Please stop feeding the troll.
> This kind of crap should be taken to email or some
> alt.personal.insults or something...
>
> /Joakim
>
> http://aicq.atari-users.net

Joakim,

The problem is, even when that net.twit is ignored for weeks, he still comes back foaming at the mouth with his idiotic bollox.

2131. FT / Trade for Atari Equipment, looking for TT or Falcon... if you have an extra, please read

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 05:30:41 UTC
From: Someone's Fortune <NoNeed@forSpam.com>
Message-ID: <mmt5nuk4im00j1kt19882tqh0ahkvcfq0c@4ax.com>
Source record: 32390

Hi,

I have a laptop for trade, excellent condition with accessories.

I am interested in a TT w/hard drive or falcon w/hard drive.

If interested in working a trade please contact me with specs...
I am located in San Jose,CA (USA):

Thanks,
James
rdf0013@earthlink.net

Gateway Solo 9300
-PIII 700
-288mb ram
-10gb hard drive
-1024x768 active matrix screen 14.1"
-DVD rom
-floppy
-IR port
-2 usb ports
-2 pc card slots
-ps/2 port for external mouse & keyboard
-56k modem
-digital spdif out
-composite video out
+manuals
+driver CD
+2 AC power adatper/chargers
+3com 10/100 pcmcia network card with drivers and adapter
+Windows98se with Eula preloaded.
+MS office small business with EULA
+2nd hard drive bay (replaces floppy drive to give dual hard drives on
laptop)
+extra battery

http://support.gateway.com/s/Mobile/Solo_Series/P9300/p930017.shtml

2132. Sun drops MP3 support

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 09:47:30 UTC
From: sylvain@europe-shareware.org
Message-ID: <1fhvsn1.jzr1jt127jw6yN%sylvain@europe-shareware.org>
Source record: 32392

After the latest change in the MP3 licensing terms (no more free license
for MP3 softwares distributed as freeware), Sun Microsystems decided to
drop the MP3 support from its Java Media Framework.

Sun Microsystems drops MP3 support:
<http://java.sun.com/products/java-media/jmf/index.html>

Citation:

"
JMF 2.1.1b Available, 29-Aug-02:
JMF 2.1.1b is now available for download. This release fixes a few
critical bugs [...] and removes the MP3 encoder and decoder. If and when
licensing issues can be resolved, we plan to return MP3 functionality
back to JMF.
"

--
http://www.europe-shareware.org

2133. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 12:37:35 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <akvm2f$25$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32393

In article <%Ypc9.27311$t4.21547@nntpserver.swip.net>,
Peter Persson <pep@mbox306.swipnet.se> wrote:
>
>How about SRAM?
>SRAM has become very cheap and is very easy to connect. No ramcontroller
>would be needed (except for address decoding) and it can run very fast.

Still too small/too expensive.

And unnecessary: 60ns EDO DRAM is just fast enough for a 68000 running at
36MHz, as seen on
http://www.ccac.rwth-aachen.de/~michaels/images/MagnumST-36MHz.jpg

cu
Michael

2134. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 12:40:27 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <akvm7r$25$2@nets3.rz.RWTH-Aachen.DE>
Source record: 32394

In article <aktf9ddts1@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>However, I am still having problems trying to load and run a program from
>alt-ram. When the appropriate flags are set in the program header, trying
>to load it into alt-ram results in some strange errors, like "data on the
>disk may be corrupted", or a bus error (two bombs) for some weird addresses
>e.g. between the st-ram and alt-ram, or above alt-ram.
>Am I still missing something essential? Is TOS perhaps confused after all,
>and trying to DMA into alt-ram? Should some TOS patch (considering the
>start at $600000) or driver be applied? Is there some fundamental reason
>which would make it desirable to move starting address to $400000 ?

Oops - I forgot that, you need to install a _FRB cookie that points to a 64k
buffer in ST-RAM, which is then used by TOS to xcopy data to/from alternate
RAM.

BTW: the blitter is on the CPU bus and not on the DRAM bus like the DMA, so
the blitter should be able to access your alternate RAM.

cu
Michael

2135. Falcon030 Hard Drive Problem

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 14:27:25 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <3d73719f_4@corp.newsgroups.com>
Source record: 32395

I just recently bought a Falcon030 at an ebay auction. The problem is the Falcon030 cannot read from the harddrive after about 45 minutes to an hour. I then turn the compter off for about a half hour then turn it back on and the hard drive again can be accessed. I have an internal Conner 84MB CP2084R hard drive. I was wondering if any one out there has had a similar problem and how they solved it. Is this a hard drive issue or a power supply problem?

Thanks for all and any help.

Claude Bourgoin

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

2136. Re: MP3 Licensing Fees

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 15:51:33 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <OJLc9.46510$vY2.1122149@e3500-atl2.usenetserver.com>
Source record: 32396

No, it's not illegal to distribute free code that PLAYS or READS ANY format at all. the royalties only kick if the software WRITES/ENCODES a particular file format. I.E. You can give away a program all day long for free that displays GIF, Adobe PDF, and such files.

Perhaps the owners of MP3 are trying to pull something that they 'might' win on down the road. However, at this time, it is my understanding that they can't charge you for READING/PLAYING MP3 files. It's highly unethical to tout a format as opensource and free for nearly 10 years, and after everyone and his brother has put it into software, start trying to collect fees. EVEN if the laws do work out in favor of the MP3 utility patent owners, it will only apply to code written AFTER a certian date.

If the MP3 people bully you to pay fees for something you wrote 2 years ago, when the format was FREE, then it's time for the world to boycot their stinking format anyway. That's clearly unethical, and in the past, it as been illegal to build markets in such a fashion!

Should they decide to launch new formats that aren't free, or possibly collect fees for software that WRITES/Encodes mp3 that is compiled AFTER a certian official date, then it's a little more reasonable.

Discussion?

Brian

2137. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 15:57:06 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <ITLc9.369$gC12.32374919@news2.randori.com>
Source record: 32397

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote in message
news:akvm2f$25$1@nets3.rz.RWTH-Aachen.DE...
> In article <%Ypc9.27311$t4.21547@nntpserver.swip.net>,
> Peter Persson <pep@mbox306.swipnet.se> wrote:
> >
> >How about SRAM?
> >SRAM has become very cheap and is very easy to connect. No ramcontroller
> >would be needed (except for address decoding) and it can run very fast.
>
> Still too small/too expensive.
>
> And unnecessary: 60ns EDO DRAM is just fast enough for a 68000 running at
> 36MHz, as seen on
> http://www.ccac.rwth-aachen.de/~michaels/images/MagnumST-36MHz.jpg
>

Does the Magnum actually run at 36mhz ? its hard to make out but the CPU
looks like a 16mhz one ? Does this also support over 4meg ram ? It would be
interesting to build a good CPU/RAM booster though I dont have a GAL
programmer so can't really build it to test it out. Would be interesting to
find a better ram controller to replace the MMU.

chris

2138. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 16:14:59 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D738E83.1000704@volcano.net>
Source record: 32398
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Bravo Sierra Computers wrote:

> http://www.aracnet.com/~atari/whybuyben.htm Here's the Winner!

Not very informative for those who are not using a web browser to read
the newsgroup...

So was the winner the guy who always refers people to buyatari.com? ;-)

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

2139. Software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 17:32:23 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1030987943@news.frii.com>
Source record: 32399

Mainly 520/1040/Mega software, but there is a copy of True Paint in the group that runs on ST through Falcon computers.

Title:
Atari 16 bit software (ST Series)

Item # :
2050792558.

URL:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2050792558

Ken

2140. Re: MP3 Licensing Fees

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 20:41:55 UTC
From: sylvain@europe-shareware.org
Message-ID: <1fhwlxf.tczm2e1gdjv36N%sylvain@europe-shareware.org>
Source record: 32400

Brian Roland <BJRoland@bellsouth.net> wrote:

> No, it's not illegal to distribute free code that PLAYS or READS ANY format at
> all. the royalties only kick if the software WRITES/ENCODES a particular file
> format. I.E. You can give away a program all day long for free that displays
> GIF, Adobe PDF, and such files.

This isn't the way software patents work.
The patent owner can ask you to pay if you use the patented technology
(for example: MP3) in your software.

As written in the mp3 patent licensing terms (see:
http://www.mp3licensing.com/royalty/index.html) even authors who
released a software mp3 decoder (that is to say: a player) must pay a
$0.75 fee per copy of their software (with a minimal annual payment of
$15,000).

What happened recently is that the mp3 patent holders have removed the
following sentence from the licensing terms:
"No license fee is expected for desktop software mp3 decoders/players
that are distributed free-of-charge via the Internet for personal use of
end-users"

(see:
http://web.archive.org/web/20000818191854/www.mp3licensing.com/royalty/s
wdec.html)

So, whatever says the PR department of Thomson, if you release a free
mp3 player you've no more the certitude that you won't be sued by the
patent holders.
What legaly counts is the licensing contract, the promises of the PR
department can't be used during a trial.

> It's highly unethical to tout a
> format as opensource and free for nearly 10 years, and after everyone and his
> brother has put it into software, start trying to collect fees.

I agree with you, such a behaviour is absolutely unfair.
But the problem doesn't rely in the patent holders but in the software
patents system itself (as we have seen with other cases as the GIF
patent, the JPEG patent, the Amazon OneClick patent...).

As economists have demonstrated, software patents don't encourage
innovation and have a dangerous effect on competition (creation of
monopolies, interoperability issues, legal uncertainty...).
That's why software and business methods patents are forbidden in the
European Union (see Art. 52(2) of the European Patent Convention).

You've here a small sheet which summarizes the way software patents
work:
http://www.europe-shareware.org/pages/fiche_e.html

More info:
http://swpat.ffii.org (english, french and german languages)
http://petition.eurolinux.org
http://www.europe-shareware.org/pages/brevets.html (french language)

--
http://www.europe-shareware.org

2141. Re: Cubase Audio Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 20:56:14 UTC
From: <>
Message-ID: <OfQc9.644$XB4.471@newssvr19.news.prodigy.com>
Source record: 32402

On 31 Aug 2002 14:50:00 , "Brian Roland" wrote:
>
>"jdplace@ prodigy.net (Joseph D. Place)" <sick-of-spam> wrote in message
>news:5mZb9.215$th3.12827779@newssvr16.news.prodigy.com...
>> I am still having a very hard time finding any resources for help with
>> CAF, so I appreciate the help I get here very much.
>>
>> When mixing down audio (permanent mixdown), nothing is being written to
>> the new track after measure seven on the locator, although the transports
>> continue to move, and there is material to be recorded. I can't find any
>> reason for this, but it happens every time. It's like it is automatically
>> punching out at measure seven, although punch out is not selected. Please
>> help!
>
>Hmmm, if punch isn't somehow activated...double check:
>1. In audio settings: that you are writing to disk rather than RAM.
>2. That you've enough space for the track on the drive.
>3. That you haven't accidentally put any mute commands in any tracks
>somewhere.
>4. That everything you want to do is on seperate channels...it's easy to
>mistakenly set things up so that a couple of audio tracks are trying to use
>the same channel at once...you can't do this with predictable results.
>
>I.E. When you select "any" to make or play back a stereo track it goes to
>channels 1 and 2 by default. Later, you might try to record another stereo
>track...it's gonna go to channel 1 and 2 by default as well...so...you'll
>need to move one or the other to unused channels if you intend to ever use
>them at the same time. To do this...double click the sequence bar in the
>arrange window and you'll get another window with enlarged views of the wave
>data, and you'll see along the left edge of the screen what channels it will
>use to play back. Drag it beside channels you know are free. If you run
>out of channels for a mix down you really wanna do...well...you'll just have
>to start bouncing some things down to fewer tracks and make room.
>
>Some tips...
>I find it's the least confusing to always try to keep channels 1 and 2 open
>for recording things or mixing down. As soon as I've made a sample or
>track, I move it ASAP to a known free channel.
>
>I like to make one track called 'master sketch' that is set to 'channel
>any'. As soon as I've made new tracks, I mute them...then I double click
>the master sketch and paste a copy of it there, where it goes in the music,
>on a track that's not being used at that point in the mix...this way I can
>easily SEE ALL of my samples, any overlaps, triggers, raw volume settings,

>possible channel conflicts, etc...right there in one place. Since I always
>keep channels one and 2 open in this fashion...I'm at leisure to record or
>mix down to tracks 1 and 2 without much thought, or fear of 'forgetting'
>what all I've put where'. I do 99% of my track placements there in that one
>track "Master Sketch"...it's a great picture of what's happening when ;)
>
>Number 4 is the most common/likely problem.
>Maybe you've a sample on bar 7 with a channel conflict?
>
>Brian
>
Brian,

You were right. I didn't understand that even though I was bouncing to
track 3&4, I was actually recording to channel 1&2, where my source track
was already recorded. Thanks!

Can you explain the printer drivers to me? What are the printer?.s
files all about? I assume you rename the one (or all of them?) you need
to printer?.sys.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

2142. PURE C

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 21:02:35 UTC
From: michal bialek <bialek.michal@interia.pl>
Message-ID: <al0jq5eeu1@news.tpi.pl>
Source record: 32401

gonna write little soft for ST.
need PURE C!!! (for !FREE!)
please help!

BIG THX!

2143. Re: Falcon030 Hard Drive Problem

Newsgroup: comp.sys.atari.st
Date: 2002-09-02 23:31:14 UTC
From: Oracle <Someone@home.com>
Message-ID: <JpSc9.22579$g9.65562@newsfeeds.bigpond.com>
Source record: 32403

get your hands on a second hand 2.5" internal ide drive, format and
partition it etc with your hard disk utilities and then give it a try. it
sounds like a hard drive issue, and one of 84mb capacity is really not to be
loosing any sleep over.

"Claude Bourgoin" <claude@pivot.net> wrote in message
news:3d73719f_4@corp.newsgroups.com...
> I just recently bought a Falcon030 at an ebay auction. The problem is the
> Falcon030 cannot read from the harddrive after about 45 minutes to an
hour.
> I then turn the compter off for about a half hour then turn it back on and
> the hard drive again can be accessed. I have an internal Conner 84MB
CP2084R
> hard drive. I was wondering if any one out there has had a similar problem
> and how they solved it. Is this a hard drive issue or a power supply
> problem?
>
> Thanks for all and any help.
>
> Claude Bourgoin
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

2144. Re: Falcon030 Hard Drive Problem

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 00:07:56 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1031081692.21972.0@eos.uk.clara.net>
Source record: 32418

Hi "Claude Bourgoin"

> I just recently bought a Falcon030 at an ebay auction. The problem is the
> Falcon030 cannot read from the harddrive after about 45 minutes to an hour.
> I then turn the compter off for about a half hour then turn it back on and
> the hard drive again can be accessed. I have an internal Conner 84MB CP2084R
> hard drive. I was wondering if any one out there has had a similar problem
> and how they solved it. Is this a hard drive issue or a power supply
> problem?

Is the cooling fan functioning?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

2145. Re: TT030 to MacPowerbookG3

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 00:58:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d73b49abddbd2@attbi.com>
Source record: 32404

>Hei All.
> Is there a way to link my TT030 to a Mac PowerbookG3.

Yes there is a way. You could network the two together using some hardware
that fits in the cartridge port of the TT that allow use of an ISA networking
card. Then just setup each computer and run the cable between them. There is
more to it, but that is the just of it.
--
Edward S. Baiz Jr.
(Gamer)
Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2146. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 02:19:41 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <1%Uc9.115944$On.4919976@bin3.nnrp.aus1.giganews.com>
Source record: 32405
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"The Maverick" <themaverick@volcano.net> wrote in message
news:3D738E83.1000704@volcano.net...
> Bravo Sierra Computers wrote:
>
> > http://www.aracnet.com/~atari/whybuyben.htm Here's the Winner!
>
>
> Not very informative for those who are not using a web browser to read
> the newsgroup...
>
> So was the winner the guy who always refers people to buyatari.com? ;-)

That's www.myatari.com :)

2147. Re: New on TAMW : DX7 page updated

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 04:42:15 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0209022042.71b3ecca@posting.google.com>
Source record: 32406

> >Just updated my DX7 page some more!

> Great page.
> But I can't see anyhthing about the excellent X_Alyser from CLAB .....
> imho it was the best DX editor ever !

I would agree...BUT it's not released yet. I suppose I could create a screen shot and give it an honorable mention :-) I do mention it in my next article for My Atari, which is on "Atari and the DX7"...look for it! Shiuming is putting on the finishing touches now :-)

TimC

2148. FA: Atari Items

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 05:12:26 UTC
From: Don <atari@qnet.com>
Message-ID: <3D7444BA.C11DA496@qnet.com>
Source record: 32407

I have some ST items up for auction check them out at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=atari%40qnet.com&include=0&since=-1&sort=3&rows=25

Thanks,
Don

2149. SRAM ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 08:39:42 UTC
From: swampfax@atlantic.net
Message-ID: <iz_c9.40$q5.19679@news1.atlantic.net>
Source record: 32408

Hi All,
Anyone know if SRAM is in the DSP chip on a Falcon or does the DSP
use a dedicated a part of the system RAM?

John G.

2150. Octopus BBS Released

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 09:39:25 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1031045965.217622@pikachu.atari-source.com>
Source record: 32409

Hello everyone,

Exciting moment for me, Octopus BBS with internet support has been released. Soon we should see some Atari BBS here or there that are telnet BBS's. Also Koos (the original author) has released Octopus BBS as freeware now! Octopus is now the most up-to-date, most feature filled, completely free BBS package for Atari! Users can expect regular updates now, feature requests can be submitted to me. I plan on keeping up with this for a long time. In order to get your hands on it, head over to the atari-source.com portal at http://atari-source.com.

PS: This could not be possible without the amazing generosity of the original author, and the help of several people in #atariscne on ircnet including but not limited to some random questions Mr. Pink of reservoir gods has answered ;-) Thank you!

--
Mark
- http://atari-source.com
- Tower F030 w/ Ethernet, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

2151. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 11:29:21 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <al26eh$8f1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32410

In article <lTLc9.369$gC12.32374919@news2.randori.com>,
exxos <exxos@home.co.uk> wrote:
>
>Does the Magnum actually run at 36mhz ? its hard to make out but the CPU
>looks like a 16mhz one ? Does this also support over 4meg ram ? It would be

This one does. This was a one-off prototype (as should be evident from the photo ;-)), and yes, a 68HC000-16 can be overclocked to 36MHz and runs hust fine (and even cool). The card has 8MB zero-waitstate alternate RAM (it would be able to handle 12MB when using a 16MB SIMM).

Note that a normal MagnumST will not run at much more than 8MHz - this one had the DRAM controller re-written for 36MHz operation in addition to the visible modifications.

cu
Michael

2152. Re: SRAM ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 13:30:13 UTC
From: Ctirad Fertr <phanatic@SPAM>
Message-ID: <al2mijagh1@news.vol.cz>
Source record: 32413

> Anyone know if SRAM is in the DSP chip on a Falcon or does the DSP
> use a dedicated a part of the system RAM?

No. SRAM is in three separate chips near the keyboard connector.

Ctirad

2153. Re: Octopus BBS Released

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 14:09:06 UTC
From: lp <gfa@basic.net>
Message-ID: <B99A3AC2.8C7C%gfa@basic.net>
Source record: 32411

in article 1031045965.217622@pikachu.atari-source.com, Mark Duckworth at mduckworth@spaamnot.atari-source.com wrote on 9/3/02 5:39 AM:

> PS: This could not be possible without the amazing generosity of the
> original author, and the help of several people in #atariscne on ircnet
> including but not limited to some random questions Mr. Pink of reservoir
> gods has answered ;-) Thank you!

That's where the cool ones hang out. ;-)
Congrats on the release!

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2154. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 15:49:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <tS4d9.421$gC12.43384883@news2.randori.com>
Source record: 32412

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote in message
news:al26eh$8f1$1@nets3.rz.RWTH-Aachen.DE...
> In article <lTLc9.369$gC12.32374919@news2.randori.com>,
> exxos <exxos@home.co.uk> wrote:
> >
> >Does the Magnum actually run at 36mhz ? its hard to make out but the CPU
> >looks like a 16mhz one ? Does this also support over 4meg ram ? It would
be
>
> *This* one does. This was a one-off prototype (as should be evident from
the
> photo ;-)), and yes, a 68HC000-16 can be overclocked to 36MHz and runs
hust
> fine (and even cool). The card has 8MB zero-waitstate alternate RAM (it
> would be able to handle 12MB when using a 16MB SIMM).
>

wow 36mhz from a 16mhz! thats gotta be pushing it ;-) Would it be possible
to build the design without GALs ? IT could be a good project to build a
12meg board for the ST, the 4meg is a bit limiting ;-)) I think ive seen
the design somewhere though its near impossible to work out how the fast ram
works, but then again maybe the TT's fast ram design could be converted over
to the ST ?!?!

Chris

> Note that a normal MagnumST will not run at much more than 8MHz - this one
> had the DRAM controller re-written for 36MHz operation in addition to the
> visible modifications.
>
> cu
> Michael
>

2155. Re: Cubase Audio for Idiots

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 16:39:57 UTC
From: Tardman <nopsamrives@gtdoe.net>
Message-ID: <q6p9nugr7f5di0mvcgglgpsl31k88o9p0e@4ax.com>
Source record: 32414

On Fri, 30 Aug 2002 05:40:37 GMT, jdplace@<sick-of-spam>prodigy.net
(Joseph D. Place) wrote:

>
>I discovered that I need to set the output to "DSP" for each control that
>I am using, which makes sense, but I wish there were a "global" way to do
>this. Perhaps these settings can be changed and saved in the def.all
>song? I'll have to play with editing the mixer maps and see what I can
>do. I'm busy also a bit busy though! Thanks for your help!
>
>|Joseph D. Place |
>|/|\ ATARI Falcon030 |
>|1040STe, Stacy4 |
>|Portfolio, 400, 130XE|
>

I believe holding down the Alt or Ctrl key when saving or closing will
do that. A menu will appear asking if you want all set to DSP.

Rich

----------== Posted via Newsfeed.Com - Uncensored Usenet News ==----------
http://www.newsfeed.com The #1 Newsgroup Service in the World!
-----= Over 100,000 Newsgroups - Unlimited Fast Downloads - 19 Servers =-----

2156. Re: A curious problem

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 17:16:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <al2qq6$o66$1@thorium.cix.co.uk>
Source record: 32415

In message <1030898236-309330AEicMi@ntlworld.com>, derryck@.NOT~THIS~cix.co.uk said:

>A very rough guess, is it possible that the earlier truncation of the folder
>name was causing this problem?

Don't see why it should, as I only extracted the file. But I think
some of the problem was caused by a temperamental SyQuest cart. It
showed no errors when checked with correct.prg and diskus, but
some sectors took a loooong time to read.

BTW, a funny thing happened on the way to the Forum ^H^H^H^H^H
using the XFS ramdisk by Thomas Binder: I found that I coudn't
change the write protection in the Info dialog in the usual way
and so could not delete write-protected files from it. Thomas
pointed out that this particular ramdisk (which allows LFNs and
sizes itself dynamically) uses UNIX file permissions and Thing
pays regard to these in preference. A check showed that the
Attributes tag in the Info dialog was not greyed out for once,
and that if the User entry did not have write permission the file
could not be deleted. Simple, really, when you know :-)

Regards, /Peter/

2157. Souped up STacy FS UK

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 18:28:35 UTC
From: kevin <unreal@false.co.uk>
Message-ID: <al2vt4$3f5$1@news8.svr.pol.co.uk>
Source record: 32416

My last Stacy has to go, 4 Meg , 1 Gig Hard drive and Hi Density floppy
fitted, spare screen
Buyer to Collect Manchester area, Offers Please

2158. Souped up STacy FS UK

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 18:33:34 UTC
From: kevin <k@kevindermott.co.uk>
Message-ID: <al306e$gg8$1@news7.svr.pol.co.uk>
Source record: 32417

real address (with spam block)

2159. Re: SRAM ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 20:06:50 UTC
From: swampfax@atlantic.net
Message-ID: <uD8d9.61$q5.30755@news1.atlantic.net>
Source record: 32419

On 3 Sep 2002 15:30:13 +, "Ctirad Fertr" wrote:
>> Anyone know if SRAM is in the DSP chip on a Falcon or does the DSP
>> use a dedicated a part of the system RAM?
>
>No. SRAM is in three separate chips near the keyboard connector.
>
>Ctirad
>
>
>.

Hi Ctirad,
Thanks!
John G.

2160. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-03 23:58:49 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0209031558.12698af5@posting.google.com>
Source record: 32420

Hi,

> wow 36mhz from a 16mhz! thats gotta be pushing it ;-) Would it be possible
> to build the design without GALs ? IT could be a good project to build a
> 12meg board for the ST, the 4meg is a bit limiting ;-)) I think ive seen
> the design somewhere though its near impossible to work out how the fast ram
> works, but then again maybe the TT's fast ram design could be converted over
> to the ST ?!?!

You could possibly used a TT ram controller, not sure. I seem to
remember seeing a photo of a CT2 prototype and it was not much more
than a fast 030 and TT ram controller. I believe it may be possible
to adapt the CT60 to an ST if you want to. OK it costs more than a
hack and you don't get the DSP/Videl from a Falcon but it's
interestting none the least :) I think you need to change auto vector
interupts to vectored ones (6800 stuff doesn't exist on 020 and up),
maybe syncronise a little as 68030 has slighty differnet timing, as it
can do 3 clock cycle access (eg AS comes low on different state of
clock) and lastly generate a way to access the 6850 pheriphials.

2161. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 04:35:27 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0209032035.551b395b@posting.google.com>
Source record: 32421

James Alexander <james-m-alexander@rogers.com> wrote in message news:<3D717C9F.D1226388@rogers.com>...
> sinclap@yahoo.com wrote:
>
> >
> > > Steve,
> > >
> > > Why else do you think that loser has lied so many times about his place of residance and employment over the years? Besides the fact that he dont want anyone knowing he works as a night janitor
> > > at a gas station & 7/11 and lives in his mothers basement.
> >
> > Prove it chunks' S.O.
>
> its been proven many times buttmustard sandwich. If you still insist on sniffing your own tripe then go back to groups.google.com and look yourself up. Use smeghead or loser as a keywoard and all
> your idiocy will come back in all its malodourous glory

Have...Nothing there...just your lies and rants...

2162. iPod compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 04:41:01 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0209032041.19e07488@posting.google.com>
Source record: 32422

Now that the iPod has been released in windows dressing and will be sold at Best Buy(Future Shop to yuall up north) to the legions, still no hack to interface with the Fuji brand..What gives?

2163. Fostex TS-15 tape sync unit on EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 06:17:07 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <Dzhd9.128$Da3.61724@kent.svc.tds.net>
Source record: 32423

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1378517561

2164. Re: Harlekin desk acc

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 06:18:28 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <UAhd9.129$Da3.61724@kent.svc.tds.net>
Source record: 32424

Yea. I have it. Which version?

Donald
"Rodolfo Vivas" <ravivas@cantv.net> wrote in message
news:B9983A81.A280%ravivas@cantv.net...
> Any one can help me to find this appz??
>
> Thankz
>

2165. ATARI STEREO TEK 3D GLASSES ON EBAY!

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 06:53:56 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <86id9.130$Da3.65875@kent.svc.tds.net>
Source record: 32425

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2051279073

2166. Re: Octopus BBS Released

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 10:26:14 UTC
From: <>
Message-ID: <1031208276-80078AEicMi@ntlworld.com>
Source record: 32444

From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Date: Tue, 03 Sep 2002 05:39:25 -0400

>Exciting moment for me, Octopus BBS with internet support has been released.

I have fond memories of my BBS days. Set up as a node, collecting mail, messages and files was as easy as falling off a log (thanks to Steve Sweet for setting it up for me!), and the OLR LED beat the pants off some mail/news readers of today.

I still have my setup installed from sheer nostalgia.

Good luck with this project Mark.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2167. Re: A curious problem

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 10:32:38 UTC
From: <>
Message-ID: <1031208276-80374AEicMi@ntlworld.com>
Source record: 32445

>>A very rough guess, is it possible that the earlier truncation of the folder
>>name was causing this problem?
>
>Don't see why it should, as I only extracted the file. But I think
>some of the problem was caused by a temperamental SyQuest cart. It

It would be interesting to test my theory next time - but removable media get a
hard life so could be that.

>BTW, a funny thing happened on the way to the Forum ^H^H^H^H^H
>using the XFS ramdisk by Thomas Binder: I found that I coudn't
>change the write protection in the Info dialog in the usual way

I haven't used a RAM disk for ages, but I don't remember having the same
problem with ramdisk.xfs and jinnee.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2168. Re: Harlekin desk acc

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 11:44:42 UTC
From: Rodolfo Vivas <ravivas@cantv.net>
Message-ID: <B99B6A69.A2D4%ravivas@cantv.net>
Source record: 32426

On 9/4/02 2:18 AM, in article UAhd9.129$Da3.61724@kent.svc.tds.net, "Donald and Cheryl" <dandc@merr.com> wrote:

> Yea. I have it. Which version?
>
> Donald
> "Rodolfo Vivas" <ravivas@cantv.net> wrote in message
> news:B9983A81.A280%ravivas@cantv.net...
>> Any one can help me to find this appz??
>>
>> Thankz
>>
>
>
Version II

Can you send me this by mail??

Thankz

2169. Driver Protar disk manager

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 13:40:13 UTC
From: Sven Horb <hekastos@sms.at>
Message-ID: <4q2cnuk47939maebnev5m9eo16td09tgfj@4ax.com>
Source record: 32427

Hi

I'm desperately searching for Atari drivers for my Protar ProFile 30
(DMA-SCSI Interface 1.2) the original Protar disk manager floppys are
defect. Other disk driver does not work with the ProFile.
If anyone can help me: Thanks a lot!!!!!!!!

greetz
sven

2170. Possible to expand DSP ram? (Was: Re: SRAM ?)

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 15:04:48 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <%jpd9.27431$t4.22121@nntpserver.swip.net>
Source record: 32428

Hi,

The DSP has 16 address lines. This gives an address range of 64kwords
((2^16)*3 = 196608 bytes).
In the current implementation only 32kwords are used. Is it possible to use
the unused address pin and larger ram chips (61c1024) to provide more DSP
memory (64kwords) or is this pin used for something else? Or would this be
incompatible with just about everything?

/Peter

2171. Re: Possible to expand DSP ram? (Was: Re: SRAM ?)

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 16:42:04 UTC
From: Ctirad Fertr <phanatic@SPAM>
Message-ID: <al5d6f$280g$1@news.vol.cz>
Source record: 32430

> The DSP has 16 address lines. This gives an address range of 64kwords

The DSP 56001 has only 15 address lines, AFAIK.

Ctirad

2172. Re: DMA controller ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 16:59:42 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <al5e5u$c2l$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32429

In article <tS4d9.421$gC12.43384883@news2.randori.com>,
exxos <exxos@home.co.uk> wrote:
>
>wow 36mhz from a 16mhz! thats gotta be pushing it ;-) Would it be possible
>to build the design without GALs ? IT could be a good project to build a

Probably not. The glitch-free clock switching really needed the 7ns GAL,
doing even this in discrete logic might prove tempting (due to the timing
constraints).

The memory controller itself is one MACH210, which already replaces multiple
GAL chips. This could probably be done in (lots!) of discrete chips, but at
36MHz, the timing would be difficult to get right, too.

>12meg board for the ST, the 4meg is a bit limiting ;-)) I think ive seen

The MagnumST exists for years now and provides just that.

cu
Michael

2173. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 17:18:52 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D7640BB.47DD87E9@rogers.com>
Source record: 32431

sinclap@yahoo.com wrote:

>
> > its been proven many times buttmustard sandwich. If you still insist on sniffing your own tripe then go back to groups.google.com and look yourself up. Use smeghead or loser as a keywoard and all
> > your idiocy will come back in all its malodourous glory
>
> Have...Nothing there...just your lies and rants...

Dear shithead,

you've had a decade now to get the clue that your not wanted here. How many times to you have to be sporked and then told to piss off before you figure it out? Btw, I have Never lied about you. I've
insulted you mercilessly with very good reason as have many others. Now for the last time take the hint and smeg off for good.

2174. Re: iPod compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 17:22:03 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D76417A.6F0358ED@rogers.com>
Source record: 32432

sinclap@yahoo.com wrote:

> Now that the iPod has been released in windows dressing and will be
> sold at Best Buy(Future Shop to yuall up north) to the legions, still
> no hack to interface with the Fuji brand..What gives?

Hey smeghead, that means you can finally plug into your DELL and for the
first time in your life have something made by apple.

Btw, do you see anyone here wanting to pay hundreds for an overpriced mp3
player?, get a clue smeghead, the answer is NO. That should be clear even
to a nobrainer such as you. Now piss off back to
alt.dell.loser.fanboy.wank.wank.wank with your imaginary friend. You're not
wanted here.

2175. Re: Driver Protar disk manager

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 17:23:42 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D7641DE.653A7588@rogers.com>
Source record: 32433

Sven Horb wrote:

> Hi
>
> I'm desperately searching for Atari drivers for my Protar ProFile 30
> (DMA-SCSI Interface 1.2) the original Protar disk manager floppys are
> defect. Other disk driver does not work with the ProFile.
> If anyone can help me: Thanks a lot!!!!!!!!
>
> greetz
> sven

Hi Sven,

Which ones have you tried? if you havent tried the hddriver demo yet you could, its on Uwe Seimets website. He sometimes posts in here as well so he'd probably be able to let you know if it would work with your setup.

2176. Re: Wanted - ST HD Interface

Newsgroup: comp.sys.atari.st
Date: 2002-09-04 23:33:16 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <7Kwd9.5652$Z12.164636@newsfep1-win.server.ntli.net>
Source record: 32434

Hello.

"exxos" <exxos@home.co.uk> wrote in message
news:%6Nb9.92$P3d1.21430358@news2.randori.com...
> Why not just get one form system solutions ? they are at a good price they
> have a few types in stock.

Since you're just round the corner from me I can probably supply and fit an
IDE interface for the same price a London supplier will charge just to
supply.

Barrie at Keychange. www.keychange.co.uk

2177. Re: Driver Protar disk manager

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 00:15:21 UTC
From: Sven Horb <hekastos@sms.at>
Message-ID: <ck6dnukcipkuik1cincpkj21bvf5e8j0pj@4ax.com>
Source record: 32435

Hi

Thanks for the hint, but hddriver was the first I tried. I fear only
the original driver will make it, so I hope a source shows up, my
Atari would surely be very grateful.
It's a bit sad, that support for old devices (hey, I'm just looking
for a driver) is so hard to get and only a thing of the usenet.
C'est la vie ...

Tia!
cu

Tis true; thereï¿½s magic in the web --Othello (III.iv.69)

2178. Re: iPod compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 00:24:51 UTC
From: lp <gfa@basic.net>
Message-ID: <B99C1C93.8CE6%gfa@basic.net>
Source record: 32436

in article 3D76417A.6F0358ED@rogers.com, James Alexander at
james-m-alexander@rogers.com wrote on 9/4/02 1:22 PM:

> sinclap@yahoo.com wrote:
>
>> Now that the iPod has been released in windows dressing and will be
>> sold at Best Buy(Future Shop to yuall up north) to the legions, still
>> no hack to interface with the Fuji brand..What gives?
>
> Hey smeghead, that means you can finally plug into your DELL and for the
> first time in your life have something made by apple.

That's hilarious. If slapdick spent as much time typing code as he spends
writing nonesense here, he could of authored a firewire PCI card driver ages
ago. For someome who thinks they are so smart, _it_ contribute zero.
I'm convinced _it_ is 400 pounds, and cannot leave the room, only someone
that pathetic and pissed off at the world could spend that much time in a
group completely unrelated to their own platform.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2179. Re: iPod compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 01:05:23 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D76AE13.D09DAABA@rogers.com>
Source record: 32437

lp wrote:

> in article 3D76417A.6F0358ED@rogers.com, James Alexander at
> james-m-alexander@rogers.com wrote on 9/4/02 1:22 PM:
>
> > sinclap@yahoo.com wrote:
> >
> >> Now that the iPod has been released in windows dressing and will be
> >> sold at Best Buy(Future Shop to yuall up north) to the legions, still
> >> no hack to interface with the Fuji brand..What gives?
> >
> > Hey smeghead, that means you can finally plug into your DELL and for the
> > first time in your life have something made by apple.
>
> That's hilarious. If slapdick spent as much time typing code as he spends
> writing nonesense here, he could of authored a firewire PCI card driver ages
> ago. For someome who thinks they are so smart, _it_ contribute zero.
> I'm convinced _it_ is 400 pounds, and cannot leave the room, only someone
> that pathetic and pissed off at the world could spend that much time in a
> group completely unrelated to their own platform.

Sadly thats what the faux mac user who spends his life trying to harass atari and amiga users has come to. Reportadly he can leave his parents basement to make trips to 7/11 to buy the big bag of chips (he gets staff discount since he works the night shift there). The neighbourhood kids do routinely call him 7/11 since his mouth never closes.

2180. Re: Octopus BBS Released

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 01:39:25 UTC
From: mduckworth@nospa-am.matchie.net
Message-ID: <1031190164.142728@pikachu.atari-source.com>
Source record: 32438

On 3 Sep 2002 10:09:06 -, lp wrote:
>in article 1031045965.217622@pikachu.atari-source.com, Mark Duckworth at
>mduckworth@spaamnot.atari-source.com wrote on 9/3/02 5:39 AM:
>
>> PS: This could not be possible without the amazing generosity of the
>> original author, and the help of several people in #atariscne on ircnet
>> including but not limited to some random questions Mr. Pink of reservoir
>> gods has answered ;-) Thank you!
>
>That's where the cool ones hang out. ;-)
>Congrats on the release!

Lonny,

Thanks for the vote of confidence ;-)

Mark

2181. Re: Driver Protar disk manager

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 02:54:49 UTC
From: Don <atari@qnet.com>
Message-ID: <3D76C779.1238A3AF@qnet.com>
Source record: 32439

There is a guy trying to get his Protar up and running on Atari.org here is a link to the message. He is using Protar disk manager V4.14 you may want to ask him if he will send you a copy.

http://forums.atari.org/read.php3?num=3&id=9786&loc=0&thread=9786

Don

Sven Horb wrote:

> Hi
>
> Thanks for the hint, but hddriver was the first I tried. I fear only
> the original driver will make it, so I hope a source shows up, my
> Atari would surely be very grateful.
> It's a bit sad, that support for old devices (hey, I'm just looking
> for a driver) is so hard to get and only a thing of the usenet.
> C'est la vie ...
>
> Tia!
> cu
>
> ---
> Tis true; thereï¿½s magic in the web --Othello (III.iv.69)

2182. FA: Atari ST NEW ITEMS

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 05:28:22 UTC
From: Don <atari@qnet.com>
Message-ID: <3D76EB76.2B27659B@qnet.com>
Source record: 32440

I have added a bunch on items on EBay check them out at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=atari%40qnet.com&include=0&since=-1&sort=3&rows=25

Thanks,

Don

2183. Re: iPod compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 05:51:45 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0209042151.474716f4@posting.google.com>
Source record: 32441

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D76417A.6F0358ED@rogers.com>...
> sinclap@yahoo.com wrote:
>
> > Now that the iPod has been released in windows dressing and will be
> > sold at Best Buy(Future Shop to yuall up north) to the legions, still
> > no hack to interface with the Fuji brand..What gives?
>
> Hey smeghead, that means you can finally plug into your DELL and for the
> first time in your life have something made by apple.
>
> Btw, do you see anyone here wanting to pay hundreds for an overpriced mp3
> player?, get a clue smeghead, the answer is NO. That should be clear even
> to a nobrainer such as you. Now piss off back to
> alt.dell.loser.fanboy.wank.wank.wank with your imaginary friend. You're not
> wanted here.

Whats with the Dell thing? Don't own/use one.. Had an iPod until I
lent to bro, never saw it again...-)

The iPod is obviously selling well that may have prompted BB to get
on board.

As for the pricing, the market does not agree with your asertion. The
iPod is also a portable bus powered harddrive and is becomming more
like a pda .

I thought your SO...Chunks' has an iPod. Whats the matter, he will
not allow you to foam on it?

2184. Re: iPod compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 05:53:36 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0209042153.7d84b4a7@posting.google.com>
Source record: 32442

sinclap@yahoo.com wrote in message
news:<27ff51c3.0209032041.19e07488@posting.google.com>...
> Now that the iPod has been released in windows dressing and will be
> sold at Best Buy(Future Shop to yuall up north) to the legions, still
> no hack to interface with the Fuji brand..What gives?

Also, there is a linux hack called xtunes until they were forced to
change the name..

Bet there is an Amiga hack comming soon..

2185. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 05:55:34 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0209042155.2cbf811c@posting.google.com>
Source record: 32443

James Alexander <james-m-alexander@rogers.com> wrote in message news:<3D7640BB.47DD87E9@rogers.com>...
> sinclap@yahoo.com wrote:
>
> >
> > > its been proven many times buttmustard sandwich. If you still insist on sniffing your own tripe then go back to groups.google.com and look yourself up. Use smeghead or loser as a keywoard and all
> > > your idiocy will come back in all its malodourous glory
> >
> > Have...Nothing there...just your lies and rants...
>
> Dear shithead,
>
> you've had a decade now to get the clue that your not wanted here. How many times to you have to be sporked and then told to piss off before you figure it out? Btw, I have Never lied about you. I've
> insulted you mercilessly with very good reason as have many others. Now for the last time take the hint and smeg off for good.

All above is fiction....

2186. 2002 Annual Atari Swap and Sale Columbus OH USA

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 11:54:34 UTC
From: "R. Wayne Arenz" <rarenz@columbus.rr.com>
Message-ID: <_BHd9.73153$ja.14759664@twister.columbus.rr.com>
Source record: 32246

2002 *** Atari Enthusiasts of Columbus, Ohio Annual Swap and Sale *** 2002
All Atari, used computing and game platforms, electronics, etc. are invited

September 14, 2002
Oakland Park Community Center
980 Lenore Ave.
Columbus, Ohio

9:00 a.m. through 3:00 p.m. Eastern Daylight Time

Admission $4.00/ person to maximum of $8/ family
Sales tables: $8.00, which includes one admission

http://www.angelfire.com/oh4/acec/acec.html

Please contact rarenz@columbus.rr.com if you wish to be placed on/ remain on
our mailing lists. We are trimming mailing costs.

Please contact for further information.

2187. Atari SLM 605 laser printer

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 14:05:56 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <hwJd9.2992$KR5.12957@newsfep3-gui.server.ntli.net>
Source record: 32247

Hello.

SLM 605 on Ebay.co. uk No.2052052237.

Barrie at Keychange.

2188. Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 15:45:34 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <y_Kd9.314$g54.308982@newsfeed.slurp.net>
Source record: 32248

Just in case someone is interested...

Joshua.

2189. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 19:26:07 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <idOd9.409$g54.419966@newsfeed.slurp.net>
Source record: 32249

err.... link is http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2051546796
... sorry... Damn, I'm moving to Germany... They have all the good Atari
stuff...

Joshua.

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
news:y_Kd9.314$g54.308982@newsfeed.slurp.net...
> Just in case someone is interested...
>
> Joshua.
>
>

2190. Milan ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 21:08:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <jJPd9.30$vyi4.7995521@news2.randori.com>
Source record: 32250

Hi all,

What do I need to build a Milen system up with ? I have the Milen 040 board
but have no idea at all what to add in there ?

Thanks,
chris

2191. Re: Octopus BBS Released

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 22:08:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1031332654.17136.2@dyke.uk.clara.net>
Source record: 32267

Yo!, Dellboy!.

> >Exciting moment for me, Octopus BBS with internet support has been released.
>
> I have fond memories of my BBS days. Set up as a node, collecting mail,
> messages and files was as easy as falling off a log (thanks to Steve Sweet for
> setting it up for me!), and the OLR LED beat the pants off some mail/news
> readers of today.

<shucks>

> I still have my setup installed from sheer nostalgia.

Hm!, must do a scanmail this year!. 8~)

> Good luck with this project Mark.

Amen.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.385 / Virus Database: 217 - Release Date: 04/09/2002

2192. Re: iPod compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-09-05 23:19:47 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B99D3521.24A4C%nameerf@flash.net>
Source record: 32251

in article 3D76417A.6F0358ED@rogers.com, James Alexander at
james-m-alexander@rogers.com wrote on 9/4/02 9:22 AM:

> sinclap@yahoo.com wrote:
>
>> Now that the iPod has been released in windows dressing and will be
>> sold at Best Buy(Future Shop to yuall up north) to the legions, still
>> no hack to interface with the Fuji brand..What gives?
>
> Hey smeghead, that means you can finally plug into your DELL and for the
> first time in your life have something made by apple.
>
> Btw, do you see anyone here wanting to pay hundreds for an overpriced mp3
> player?, get a clue smeghead, the answer is NO. That should be clear even
> to a nobrainer such as you. Now piss off back to
> alt.dell.loser.fanboy.wank.wank.wank with your imaginary friend. You're not
> wanted here.

Not to defend this troll, but he does have at least a small point for once.
I don't own an iPod, or any other mp3 player, but I've been thinking it
would be nice to get one, as I could put all my CD's on it and take it in
the car rather than my portable CD-player (itself at least 2 to 3 times the
size of an iPod) and a crateful of CD's. And it *would* be nice to at least
have the *option* of connecting it to my Atari (I'm all about having
options)... Just a thought.

Mike Freeman
nameerf@flash.net

2193. Re: iPod compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 00:36:49 UTC
From: lp <gfa@basic.net>
Message-ID: <B99D70E0.8D0D%gfa@basic.net>
Source record: 32252

in article B99D3521.24A4C%nameerf@flash.net, Michael and Nicole Freeman at nameerf@flash.net wrote on 9/5/02 7:19 PM:

[clip bs]

> Not to defend this troll, but he does have at least a small point for once.
> I don't own an iPod, or any other mp3 player, but I've been thinking it
> would be nice to get one, as I could put all my CD's on it and take it in
> the car rather than my portable CD-player (itself at least 2 to 3 times the
> size of an iPod) and a crateful of CD's. And it *would* be nice to at least
> have the *option* of connecting it to my Atari (I'm all about having
> options)... Just a thought.

If you can find one that uses removable media, like smart media, you probably can as long as the format on the card is ms-dos compatible. You would not need to hook the player to the Atari to load the songs, you just need a scsi card read/writer. I have one on my hades and TT, works like a dream for camera media. I don't have an mp3 player, so I cannot give advice which ones to consider.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2194. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 00:39:34 UTC
From: lp <gfa@basic.net>
Message-ID: <B99D7186.8D0E%gfa@basic.net>
Source record: 32253

in article idOd9.409$g54.419966@newsfeed.slurp.net, Joshua Kaijankoski at gaiyan@vianet.ca wrote on 9/5/02 3:26 PM:

> err.... link is http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2051546796
> ... sorry... Damn, I'm moving to Germany... They have all the good Atari

I like the title "atari power clone". ;-)
Some lucky person will end up with it I'm sure.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2195. FS: MSTE Keyboard, mouse, Hades ethernet card, Best Power supply

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 02:20:35 UTC
From: nmontaser@hotmail.com
Message-ID: <e657320c.0209051820.3d8fe27c@posting.google.com>
Source record: 32254

Hi,
I have the following items for sale:
Please refer to the webpage below for pictures:
http://www.geocities.com/nmontaser/forsale/atari/atari.html

- Used Mega STE keyboard + Beetle mouse combo, $29 USD$ or best
offer
- Both keyboard and mouse are in good condition.
- Norwigian, but most keys are in Engllish (I used it for one year
and I had
no problems using it as an English keyboard)
- Brand new Mega STE keyboard, $22 USD$ or best
offer
- Norwigian, but most keys are in Engllish (I used it for one year
and I had
no problems using it as an English keyboard)
- ISA Ethernet adaptor for Hades or Medusa Best offer
- works with Mintnet, bought from Neuss 1999, never used
- Best electronics Power supply with Fan Best offer

If you want it all, make me a reasonable offer.
Shipping is extra. All prices in US$. Payment terms will be discussed
if you are interested in any of the above mentioned items.

Please contact me via email or call me at 613-277-5577

cheers,
Nima

2196. Re: iPod compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 02:25:46 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D78126B.84B6080F@rogers.com>
Source record: 32255

sinclap@yahoo.com wrote:

> Whats with the Dell thing? Don't own/use one.. Had an iPod until I
> lent to bro, never saw it again...-)
>

open your eyes, the dell thing is the computer sitting in front of you. The one you admitted to owning
months ago in an advocacy group.

>
> The iPod is obviously selling well that may have prompted BB to get
> on board.
>
> As for the pricing, the market does not agree with your asertion. The
> iPod is also a portable bus powered harddrive and is becomming more
> like a pda .
>
> I thought your SO...Chunks' has an iPod. Whats the matter, he will
> not allow you to foam on it?

Your imaginary friend has an ipod? so what? I dont want one, many others dont want one. It has nothing
to do with this group, much like you except that its somewhat more useful than you are which can be said
for just about anything.

2197. Re: iPod compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 02:28:54 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D781327.FC0A8810@rogers.com>
Source record: 32256

sinclap@yahoo.com wrote:

> sinclap@yahoo.com wrote in message
news:<27ff51c3.0209032041.19e07488@posting.google.com>...
> > Now that the iPod has been released in windows dressing and will be
> > sold at Best Buy(Future Shop to yuall up north) to the legions, still
> > no hack to interface with the Fuji brand..What gives?
>
> Also, there is a linux hack called xtunes until they were forced to
> change the name..
>
> Bet there is an Amiga hack comming soon..

hey loser,

Did you notice your once again talking to yourself here? btw, does anyone care abotu amiga machines in this group, beside jared? NO, not that it matters to you, you've never had one and know nothing of the subject.

What has linux software got to do with it? Nothing, no surprise since its another one of your
spurious emessions.

2198. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 02:32:01 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D7813E2.20071633@rogers.com>
Source record: 32257

sinclap@yahoo.com wrote:

> James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D7640BB.47DD87E9@rogers.com>...
> > sinclap@yahoo.com wrote:
> >
> > >
> > > > its been proven many times buttmustard sandwich. If you still insist on sniffing
your own tripe then go back to groups.google.com and look yourself up. Use smeghead or
loser as a keywoard and all
> > > > your idiocy will come back in all its malodourous glory
> > >
> > > Have...Nothing there...just your lies and rants...
> >
> > Dear shithead,
> >
> > you've had a decade now to get the clue that your not wanted here. How many times to
you have to be sporked and then told to piss off before you figure it out? Btw, I have
Never lied about you. I've
> > insulted you mercilessly with very good reason as have many others. Now for the last
time take the hint and smeg off for good.
>
> All above is fiction....

YAWN!!!!

Sinflop, everyone knows you're a blatant liar, it isnt news, hasnt been for a decade. Get over it and get lost.

2199. Re: Octopus BBS Released

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 02:34:37 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D78147F.B4B73E04@rogers.com>
Source record: 32258

Mark Duckworth wrote:

> Hello everyone,
>
> Exciting moment for me, Octopus BBS with internet support has been released.
> Soon we should see some Atari BBS here or there that are telnet BBS's. Also
> Koos (the original author) has released Octopus BBS as freeware now!
> Octopus is now the most up-to-date, most feature filled, completely free
> BBS package for Atari! Users can expect regular updates now, feature
> requests can be submitted to me. I plan on keeping up with this for a long
> time. In order to get your hands on it, head over to the atari-source.com
> portal at http://atari-source.com.
>
> PS: This could not be possible without the amazing generosity of the
> original author, and the help of several people in #atariscne on ircnet
> including but not limited to some random questions Mr. Pink of reservoir
> gods has answered ;-) Thank you!

This is good news. for the few of us who want a bbs there isnt many that have recent updates and still work with faster modems or internet connections.

2200. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 03:14:17 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <u4Vd9.738$g54.647357@newsfeed.slurp.net>
Source record: 32259

Well, you need at least 16MB of RAM to start with. Otherwise it won't boot. You also need a GFX card. It has to be a S3 Trio V64+ 2MB or similar. Also, you will need an IDE HD and a CD-ROM. Any model should work. Also get a PC AT Keyboard and serial mouse. That about does it for the basics. You can also add a Sound Blaster card, a network card and a SCSI card. I don't have details at the moment. I have several cool links at my work computer that I can post here tomorrow. If you don't feel up to the job, please sell me the board :) Take care.

Joshua.

"exxos" <exxos@home.co.uk> wrote in message
news:jJPd9.30$vyi4.7995521@news2.randori.com...
> Hi all,
>
> What do I need to build a Milen system up with ? I have the Milen 040
board
> but have no idea at all what to add in there ?
>
> Thanks,
> chris
>
>

2201. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 11:28:52 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3D789173.EFD2446@chello.at>
Source record: 32260

Joshua Kaijankoski wrote:

> err.... link is http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2051546796
> ... sorry... Damn, I'm moving to Germany... They have all the good Atari
> stuff...

But 400 EUR is maybe not the price for someone to buy it...

Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>
<http://peasoft.atari.org>

2202. Atari Reference Books on ebay uk

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 11:32:48 UTC
From: chris.crosskey@vicon.com
Message-ID: <97a8a4d8.0209060332.5488a307@posting.google.com>
Source record: 32261
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi folks,

I've stuck an Atari COmpendium, the Abacus Guide to ST Internals and
two copies of the Compute! technical reference to Atari TOS on ebay
UK.
chrisc

2203. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 13:18:20 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <uW1e9.949$7i4.211863@newsfeed.slurp.net>
Source record: 32262

As promised, here's a couple of links.

The Milan Help Site
http://www.der-ingo.de/en/milanhelp/index.html
Best Milan site on the net.

Le MILAN
http://perso.club-internet.fr/e_sei/milan5.html
Cool French Milan site.

Milan Computer
http://www.milan-computer.de./
Of course there is the official site. Most info is in the german section.

That should keep you busy. Mind you, I don't own or never owned a Milan.

Joshua.

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
news:u4Vd9.738$g54.647357@newsfeed.slurp.net...
> Well, you need at least 16MB of RAM to start with. Otherwise it won't
boot.
> You also need a GFX card. It has to be a S3 Trio V64+ 2MB or similar.
Also,
> you will need an IDE HD and a CD-ROM. Any model should work. Also get a PC
> AT Keyboard and serial mouse. That about does it for the basics. You can
> also add a Sound Blaster card, a network card and a SCSI card. I don't
have
> details at the moment. I have several cool links at my work computer that
I
> can post here tomorrow. If you don't feel up to the job, please sell me
the
> board :) Take care.
>
> Joshua.
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:jJPd9.30$vyi4.7995521@news2.randori.com...
> > Hi all,
> >
> > What do I need to build a Milen system up with ? I have the Milen 040
> board
> > but have no idea at all what to add in there ?
> >
> > Thanks,
> > chris

> >
> >
>
>

2204. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 14:56:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d786d60123f723@attbi.com>
Source record: 32263

>err.... link is http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2051546796
>... sorry... Damn, I'm moving to Germany... They have all the good Atari
>stuff...
>
>Joshua.
>
>"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
>news:y_Kd9.314$g54.308982@newsfeed.slurp.net...
>> Just in case someone is interested...
>>
>> Joshua.

I sure hope the one that gets it appreciates it like I appreciate mine.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2205. Re: New 2600 Titles

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 15:00:27 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-191A01.11002606092002@nr-ott01.bellnexxia.net>
Source record: 32264

In article <3D7813E2.20071633@rogers.com>,
James Alexander <james-m-alexander@rogers.com> wrote:

> > > you've had a decade now to get the clue that your not wanted here. How
> > > many times to you have to be sporked and then told to piss off before you
> > > figure it out? Btw, I have Never lied about you. I've
> > > insulted you mercilessly with very good reason as have many others. Now
> > > for the last time take the hint and smeg off for good.
> >
> > All above is fiction....
>
> YAWN!!!!
>
> Sinflop, everyone knows you're a blatant liar, it isnt news, hasnt been for
> a decade. Get over it and get lost.

here's some non-fiction about The iDiot Forever Known As Sinclap, ie
a number of his lies:

1) "I never said Calamus was crap". (He did. Numerous times)

2) "I was never reprimanded by cedarnet.org". (He was, in fact, in an
e-mail sent to me by the people running cedarnet.org, they conceded that
he had violated the terms of his agreement and that he was being warned
not to post inflammatory messages to comp.sys.atari.st - they also
conceded that he was a "Mac Zealot" who really needed to get a life. It
was so funny to see how TiFKAS flip-flopped on this, first he claimed
that he had "successfully refuted" the charge (if he did, then why did
he suddenly stop posting to c.s.a.s?), then he said that he was
contacted but he was simply told to be "more sensitive".

3) "I never said that Steve Jobs would "destroy Apple before he even
started" if he ever came back and that I had called him "an arrogant
bonehead" . Oh, he had! And when I called him on this when he denied he
said that, he suddenly started wibbling on and on about "mea culpa".
Fact is, the minute Jobs had ousted Gil Amelio, TiFKAS had begun
immediately applying his tongue to Jobs' boot leather like the
slathering little toady he is. Besides, TiFKAS claiming "mea culpa" on
his assessment of Jobs' ability to lead Apple (which turned out to be
totally wrong) is the same as Bill Clinton claiming "mea culpa" on
having sex with Monica Lewinsky :)

4) "I cannot reveal who employs me because my non-disclosure
agreement won't allow me to". Bull. TiFKAS had claimed numerous times
that he was an "Apple Power Rep", but real APRs have told me that there
are NO SUCH RESTRICTIONS. They also told me that if he had been an APR,

had his employers known of his abusing people by representing himself as such that he would be subject to instant dismissal!

5) "90% of all TOS applications fall over on the Milan" Fact is, TiFKAS made this statement before the Milan 040 was even released to the public. When the 040 did appear, quite the opposite was noted.

Oh, we could go on and on about this,. But then again, just this much shows just how much a pathetic clown TiFKAS has become, to the point that no one should take him seriously. He brings nothing to the party, and leaves with nothing. Indeed, it's amusing to see that, when he starts losing the argument, he starts attacking the entire country of his "enemy's" residence, telling all sorts of whoppers about their economy, political structure, etc.

Followups set....

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
http://www.mp3.com/dan_dreibelbis

2206. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 16:05:25 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <8n4e9.56$vyi4.31654007@news2.randori.com>
Source record: 32265

Thanks for the links,

I dont know if the board works or not which is why I need to know what goes
in there before I test it.

chris

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
news:uW1e9.949$7i4.211863@newsfeed.slurp.net...
> As promised, here's a couple of links.
>
> The Milan Help Site
> http://www.der-ingo.de/en/milanhelp/index.html
> Best Milan site on the net.
>
> Le MILAN
> http://perso.club-internet.fr/e_sei/milan5.html
> Cool French Milan site.
>
> Milan Computer
> http://www.milan-computer.de./
> Of course there is the official site. Most info is in the german section.
>
> That should keep you busy. Mind you, I don't own or never owned a Milan.
>
> Joshua.
>
> "Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
> news:u4Vd9.738$g54.647357@newsfeed.slurp.net...
> > Well, you need at least 16MB of RAM to start with. Otherwise it won't
> boot.
> > You also need a GFX card. It has to be a S3 Trio V64+ 2MB or similar.
> Also,
> > you will need an IDE HD and a CD-ROM. Any model should work. Also get a
PC
> > AT Keyboard and serial mouse. That about does it for the basics. You can
> > also add a Sound Blaster card, a network card and a SCSI card. I don't
> have
> > details at the moment. I have several cool links at my work computer
that
> I
> > can post here tomorrow. If you don't feel up to the job, please sell me
> the
> > board :) Take care.
> >

> > Joshua.
> >
> > "exxos" <exxos@home.co.uk> wrote in message
> > news:jJPd9.30$vyi4.7995521@news2.randori.com...
> > > Hi all,
> > >
> > > What do I need to build a Milen system up with ? I have the Milen 040
> > board
> > > but have no idea at all what to add in there ?
> > >
> > > Thanks,
> > > chris
> > >
> > >
> >
> >
>
>
>

2207. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 16:29:28 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <GJ4e9.1434$7i4.307548@newsfeed.slurp.net>
Source record: 32266

Can I ask you where you managed to find a Milan board? Thanks.

Joshua.

"exxos" <exxos@home.co.uk> wrote in message
news:8n4e9.56$vyi4.31654007@news2.randori.com...
> Thanks for the links,
>
> I dont know if the board works or not which is why I need to know what
goes
> in there before I test it.
>
> chris
>
>
>
> "Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
> news:uW1e9.949$7i4.211863@newsfeed.slurp.net...
> > As promised, here's a couple of links.
> >
> > The Milan Help Site
> > http://www.der-ingo.de/en/milanhelp/index.html
> > Best Milan site on the net.
> >
> > Le MILAN
> > http://perso.club-internet.fr/e_sei/milan5.html
> > Cool French Milan site.
> >
> > Milan Computer
> > http://www.milan-computer.de./
> > Of course there is the official site. Most info is in the german
section.
> >
> > That should keep you busy. Mind you, I don't own or never owned a Milan.
> >
> > Joshua.
> >
> > "Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
> > news:u4Vd9.738$g54.647357@newsfeed.slurp.net...
> > > Well, you need at least 16MB of RAM to start with. Otherwise it won't
> > boot.
> > > You also need a GFX card. It has to be a S3 Trio V64+ 2MB or similar.
> > Also,
> > > you will need an IDE HD and a CD-ROM. Any model should work. Also get
a

> PC
> > > AT Keyboard and serial mouse. That about does it for the basics. You
can
> > > also add a Sound Blaster card, a network card and a SCSI card. I don't
> > have
> > > details at the moment. I have several cool links at my work computer
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> > I
> > > can post here tomorrow. If you don't feel up to the job, please sell
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> > the
> > > board :) Take care.
> > >
> > > Joshua.
> > >
> > > "exxos" <exxos@home.co.uk> wrote in message
> > > news:jJPd9.30$vyi4.7995521@news2.randori.com...
> > > > Hi all,
> > > >
> > > > What do I need to build a Milen system up with ? I have the Milen
040
> > > board
> > > > but have no idea at all what to add in there ?
> > > >
> > > > Thanks,
> > > > chris
> > > >
> > > >
> > >
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> >
> >
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>

2208. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 17:07:00 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d78ffc223ab6e0@pandora.be>
Source record: 32271
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/gemtidy_081.zip
(223.189 bytes) GEMtidy is "HTML tidy" with a graphical user interface (GUI), with support
for some
useful GEM message protocols to interact with other software like Joe (an HTML editor),
LUNA, EZ_EDIT...

**telecomm**
ftp://chapelie.rma.ac.be/atari/telecomm/oct76a01.lzh
(494.313 bytes) Octopus (Free BBS package) Internet Extension kit. You need Octopus v0.75
aswell.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/keytab08.lzh
(152.396 bytes) Small system extension which provides routines to convert characters (e.g.
Atari<-->Windows).
Converter for Unicode (incl. UTF-8, UTF-7, ect.), NeXT, IBM. German docs

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2209. Atari Times Update - 9-6-2002

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 17:35:34 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D78E749.DB0467B3@ataritimes.com>
Source record: 32268
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.st,alt.games.lynx

Hey all,

Lots of stuff over at TAT since the last update! You do you check the site every few days, right?

Here's the reviews posted this past month that you may have missed!

* NEW! SuperCharged Frogger review
* NEW! Zaxxon 2600 review
* NEW! Keystone Kapers 2600 review
* NEW! Cosmic Commuter 2600 review
* NEW! Frontline 2600 review
* NEW! Jungle Hunt 2600 review
* NEW! Defender 2600 review
* NEW! Mousetrap 2600 review
* NEW! Pirates of the Barbary Coast 8-bit/ST review

Here are some other articles from the past month that you may have missed!

* NEW! Java games to play!
* NEW! Vote for the Top 20 Atari Games of all time.
* NEW! Garfield on Atari

Work will begin soon on the next "Year End Issue" for The Atari Times, which has a planned release in late November 2002. The "2001 Year End Issue" was 100 pages filled with Atari stories, was well received, and sold dozens of copies!

If you are interested in purchasing an advertisement in the 2002 YEI, (which will get you a FREE copy of the issue for a full-page ad), please contact me at greg@ataritimes.com !

--
Gregory D. George

```
=-=-=-
```

2210. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 17:57:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <u06e9.59$vyi4.30998667@news2.randori.com>
Source record: 32269

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
news:GJ4e9.1434$7i4.307548@newsfeed.slurp.net...
> Can I ask you where you managed to find a Milan board? Thanks.
>

It brought a whole load of Atari stuff the other week in bulk, the board was
in there but sold in the lot as duff.

> Joshua.
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:8n4e9.56$vyi4.31654007@news2.randori.com...
> > Thanks for the links,
> >
> > I dont know if the board works or not which is why I need to know what
> goes
> > in there before I test it.
> >
> > chris
> >
> >
> >
> > "Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
> > news:uW1e9.949$7i4.211863@newsfeed.slurp.net...
> > > As promised, here's a couple of links.
> > >
> > > The Milan Help Site
> > > http://www.der-ingo.de/en/milanhelp/index.html
> > > Best Milan site on the net.
> > >
> > > Le MILAN
> > > http://perso.club-internet.fr/e_sei/milan5.html
> > > Cool French Milan site.
> > >
> > > Milan Computer
> > > http://www.milan-computer.de./
> > > Of course there is the official site. Most info is in the german
> section.
> > >
> > > That should keep you busy. Mind you, I don't own or never owned a
Milan.
> > >
> > > Joshua.
> > >
> > > "Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message

> > > news:u4Vd9.738$g54.647357@newsfeed.slurp.net...
> > > > Well, you need at least 16MB of RAM to start with. Otherwise it
won't
> > > boot.
> > > > You also need a GFX card. It has to be a S3 Trio V64+ 2MB or
similar.
> > > Also,
> > > > you will need an IDE HD and a CD-ROM. Any model should work. Also
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> > PC
> > > > AT Keyboard and serial mouse. That about does it for the basics. You
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> > > > also add a Sound Blaster card, a network card and a SCSI card. I
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> > > have
> > > > details at the moment. I have several cool links at my work computer
> > that
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> > > > can post here tomorrow. If you don't feel up to the job, please sell
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> > > the
> > > > board :) Take care.
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> > > > Joshua.
> > > >
> > > > "exxos" <exxos@home.co.uk> wrote in message
> > > > news:jJPd9.30$vyi4.7995521@news2.randori.com...
> > > > > Hi all,
> > > > >
> > > > > What do I need to build a Milen system up with ? I have the Milen
> 040
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2211. Using E-Tool

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 18:44:14 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1031346372-785675AEicMi@xs4all.nl>
Source record: 32273

Just today I found the time to get into my
problem with Emailer after using E-Tool. I do not
know if there's a connection and I am not
implying that but I found a corrupted GRPLIST.TXT
file which caused all the problems...

I switched it with the backupped one and now
everything is working like it should be...

I am only curious how the file got corrupted: a
lot of characters just got in place of the
regular addresses...It looks like if something
got imported by this list...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

2212. Re: Possible to expand DSP ram? (Was: Re: SRAM ?)

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 19:10:04 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0209061110.5ca3d8b@posting.google.com>
Source record: 32270

Hi,

I think DSP can only take 15 address lines. Most people compalin from the speed it takes to get data from SRAM to system memory I think. It appears to go through a 8 bit port to the CPU data bus. You could map the SRAM into the memory map and do normal reads and writes to it. You'd need to resize the DSP bus to 16bits. Quite difficult as it's all SMD....
There are a lot of errors in the Falcon design, things like the burst mode not used for CPU accesses to RAM, SDMA bug, port size fixed to 16bit.

That latter problem has caused me a lot of problems. Do a move.b to read data from somewhere, say from expansion port and you'd expect only one of the -UDS or -LDS to go low. No, both go low. This means hardware has to allways supply 16bits. OK if you have some DRAM or something but if you have only an 8bit device you have to resize the bus, means lots of latchs and bus drivers.
You can't tell which byte is needed as the port doesn't carry the 68030 A0 line and both -UDS and -LDS go low. I
If Falcon was designed to respond as an 8bit port for 8bit transfers all transfers have to go over D31-25. That differnece from the 68000 is critical. IMO Falcon should have had the DSACK pins and A0 bought to the expansion port, along with the SIZ pins. Oh, and STERM if you wanted a burst mode transfer on cache fills.

2213. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 20:00:04 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <6P7e9.1778$7i4.413635@newsfeed.slurp.net>
Source record: 32272

It didn't happen to be from a Simon Osborne?

Joshua.

"exxos" <exxos@home.co.uk> wrote in message
news:u06e9.59$vyi4.30998667@news2.randori.com...
>
> "Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
> news:GJ4e9.1434$7i4.307548@newsfeed.slurp.net...
> > Can I ask you where you managed to find a Milan board? Thanks.
> >
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>
> It brought a whole load of Atari stuff the other week in bulk, the board
was
> in there but sold in the lot as duff.
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>
> > Joshua.
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> > > Thanks for the links,
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> > > I dont know if the board works or not which is why I need to know what
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> > > > As promised, here's a couple of links.
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> > > > http://www.der-ingo.de/en/milanhelp/index.html
> > > > Best Milan site on the net.
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> > > > Le MILAN
> > > > http://perso.club-internet.fr/e_sei/milan5.html
> > > > Cool French Milan site.
> > > >

> > > > Milan Computer
> > > > http://www.milan-computer.de./
> > > > Of course there is the official site. Most info is in the german
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> > > > That should keep you busy. Mind you, I don't own or never owned a
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> > > > Joshua.
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> > > > "Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
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You
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computer
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> > > > I
> > > > > can post here tomorrow. If you don't feel up to the job, please
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> > > > > Joshua.
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> > > > > "exxos" <exxos@home.co.uk> wrote in message
> > > > > news:jJPd9.30$vyi4.7995521@news2.randori.com...
> > > > > > Hi all,
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> > > > > > What do I need to build a Milen system up with ? I have the
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> > > > > > Thanks,
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2214. Bulkmail...

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 20:22:02 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1031347424-995887AEicMi@xs4all.nl>
Source record: 32275

Does somebody know how to send a message to as
many people you have in your addressbook? It says
something about using a commasign but that very
vague and nondescript for me...

Can anyone help?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

2215. Re: Using E-Tool

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 20:23:56 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d791cde3087700@tripnet.se>
Source record: 32274

On Fri 06-09-2002 20:44 (+0200) Raoul Teulings wrote:

>Just today I found the time to get into my
>problem with Emailer after using E-Tool. I do not
>know if there's a connection and I am not
>implying that but I found a corrupted GRPLIST.TXT
>file which caused all the problems...
>
>I switched it with the backupped one and now
>everything is working like it should be...
>
>I am only curious how the file got corrupted: a
>lot of characters just got in place of the
>regular addresses...It looks like if something
>got imported by this list...

I have seen strange things happening with Popwatch (another mail client) when it tries to retrieve the header (+ 1 line of body?) of some spam mail I get now and then.

These mails have only one single body line but is something like 20 000 characters long! Because some internal buffer in Popwatch gets overflowed it puts in garbled parts of other (Popwatch) files in the retrieved message.

When this happens Magic complains about "Memory violation" but strangely Popwatch itself is not killed but another app, Taskbar, gets terminated.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2216. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 20:49:11 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <ax8e9.89$vyi4.38338603@news2.randori.com>
Source record: 32276

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
news:6P7e9.1778$7i4.413635@newsfeed.slurp.net...
> It didn't happen to be from a Simon Osborne?
>

never heard of the guy ????

> Joshua.
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:u06e9.59$vyi4.30998667@news2.randori.com...
> >
> > "Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
> > news:GJ4e9.1434$7i4.307548@newsfeed.slurp.net...
> > > Can I ask you where you managed to find a Milan board? Thanks.
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> > It brought a whole load of Atari stuff the other week in bulk, the board
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> > > > I dont know if the board works or not which is why I need to know
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> > > > > That should keep you busy. Mind you, I don't own or never owned a
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2217. Re: Bulkmail...

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 22:51:42 UTC
From: swampfax@atlantic.net
Message-ID: <2kae9.10$R6.17803@news1.atlantic.net>
Source record: 32277

On 6 Sep 2002 22:22:02 +, Raoul Teulings wrote:
>Does somebody know how to send a message to as
>many people you have in your addressbook? It says
>something about using a commasign but that very
>vague and nondescript for me...
>
>Can anyone help?
>
>Raoul Teulings
>3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.
>
>.

Try AI_BULK.PRG by Dan Ackerman.
John G.

2218. Re: Harlekin desk acc

Newsgroup: comp.sys.atari.st
Date: 2002-09-06 23:17:19 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3d79377e$0$250$4c56ba96@master.news.zetnet.net>
Source record: 32278

On 1 Sep 2002 21:43:30 -, Rodolfo Vivas wrote:
>Any one can help me to find this appz??
>
>Thankz

The only info I can supply is, re Harlekin III of 1994, is that it is written by G Grenning & H Wehner; copyright by Mermaid Group and distributed byt HiSoft, England.

I suggest a Google or Jsearch search under varioous words.

Regards,
Charles.

2219. Re: Cubase Audio Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2002-09-07 00:06:15 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <adbe9.32977$%P6.7223635@e3500-atl1.usenetserver.com>
Source record: 32279

> Can you explain the printer drivers to me? What are the printer?.s
> files all about? I assume you rename the one (or all of them?) you need
> to printer?.sys.

First...what binary version do you use?
The latest, 2.6 proports to have all of the scoring features of CueBase Score. When I upgraded years ago officially to 2.4, Steinberg sent a HUDGE additional manual for the score editor. While the 2.6 code is now free, the manuals weren't.

Since I'm working from memory at this time...I'll do my best to remember how things work on the latest release...

There should be a Printer Setup Dialog somewhere in the primary menus across the top of the screen. Selecting this should bring a dialogue "Printer Configuration", or something similarly titled. Therein, you set your margins, paper type/size, and the units you prefer to measurements (imperal, metric, pixils, etc).
At the bottom of the dialogue there is a field that displays our currently selected printer driver file. Clicking anywhere in the printer selection area will bring up a file selector wich you use to point the way to the printer driver file you wish to use. CueBase shipped with several drivers stored in a directory called "PRINTER".
I'm thinking that you could have these driver files stored anywhere you wanted...on a floppy, on any hard drive/directory, etc.

Once you've set up your printer as you want it...these settings will be saved next time to 'save song'. It's a good idea to have your favorite printer set up saved in your DEF.ALL song that CueBase automatically loads each time you start it up.

Note: If you don't save a song after making your printer settings, then they won't be remembered anywhere. You can easily have different printer settings for different songs.

It's well worth your time to consider ways you commonly use CueBase Audio, and make template songs just to save your commonly used settings.

I.E. Your most used settings should be DEF.ALL as this is the song that CueBase will load up automaticly every time it starts (if present in the same directory as the copy of CUBASE.PRG you launch with).

I have several templates that I keep around for various ways of working or getting projects 'started'.
I.E. I have templates for jobs that are primarily MIDI, jobs that are focused on SCORE production, one for General MIDI, one for Primarily audio mix downs, and my DEF.ALL is a good starting place for the creative process. Obviously, my

audio.all template has a variety of coustom mixer maps and effect settings that I commonly use all ready to go, while my primarily MIDI, or General MIDI templates have all of the MIDI editors and Mixer Maps/Sysex Files, etc...that I most commonly need at my fingertips.

It's not uncommon for me to begin with a MIDI only setup and do all of my planning and note taking there. Once I'm done with the bulk of my MIDI related tasks...I'll save it as a SEQUENCE or set of SEQUENCES and then go to my Audio Template...load in the completed MIDI sequences and tuck them neatly out of the way...only activating various MIDI modules and editors if needed. All of my favorite audio functions are ready to go...I litterally have DOZENS of MIXER tracks down my screen...all muted and waiting, with hundreds of commonly needed snap shots also ready to go. Above all of these are 7 empty mono audio tracks all set at 50% volume and panned center, ready to roll. Here's a scaled down example:

I've set my hardware up as needed.
I've set up my favorite display, punch, tempo, printer, etc...

I've quite a few FX/Mixer settings that are pretty standard start ups for the types of mixes I do most often.

*On my default Audio Song...It starts with ALL tracks MUTED

Audio Tracks:
1 - Master Sketch - any
2 - empty - 3
3 - empty - 4
4 - empty - 5
5 - empty - 6
6 - empty - 7
7 - empty - 8
Audio Mixer/Effects:
1 - EQ Stereo
2 - EQ Mono
3 - Ambiant Vocal Reverb (Coustomized to good defaults by experience)
4 - Wet Echo Chamber (Reverb)
5 - Pop Filter (Filter)
6 - TwoGuitar Chorus (Chorus)
7 - TomTomCity (Reverb)
8 - Cymbal Sizzler (Filter)
9 - BrassLine Crunch 1 (EQ)
10 - BrassLine Crunch 2 (Filter)
11- BrassLine Crunch 3 (Reverb)
12- Mellow Sax 1 (Filter)
13- Mellow Sax 2 (Reverb)
ETC.
MIDI:
1 - Master Mix
2 - Empty
(I add these as needed one at a time after having done more tedious MIDI work from a different template loaded with all my favorite MIDI needs).

I made the template and saved it as AUDIO1.ALL
I actually have several of these for different types of projects. I.E. I have a 'DJ' ALL file this is suited to cutting and pasting segments of prefab music...like when the local Miss America wanna be hands me an 8 minute karoki sound track that she needs somehow cut down to 90 seconds with her back up vocals only in the right channel...per her pagent Diva Master's regulations. I have a Jazz Combo template, that's designed to get me started on one take rehersal session recordings that I mix down later (session itself usually recored in one take across all channels of a cheapo 4track cassette machine). The list goes on...

As you do more projects, and find yourself making the same settings over and over per your needs and tastes...you'll quickly begin to learn what is useful to have in starting templates. Your printer settings are no exception to this... Everything you do gets saved when, and only when, you SAVE SONG (*.ALL).

Finally...
There is a pretty good set of printer drivers. It's highly possible that you've a printer that isn't listed; however, chances are very good that one of the drivers will work for you. CueBase just needs to find your printer's raster dump mode and a reasonable resolution, and it's good to go. Since most printers out there will understand ESC2 or HPCL 5 or later, SOMETHING should be able to work for you. I.E. If you have an Epson Color Stylus 800, but don't see that 'particular' driver...most any of the Epson drivers will still work. Even the OLD 24pin drivers often work with the newer printers of same brand (albeit the resolution may not be so good). Try several, starting with the printer known to have similar resolution possibilities as your printer. I.E. If you plan to print at 300DPI and don't see your particular driver listed, go with the closest thing you can find that supports 300dpi or higher until you've located the one that does the best job. Chances are good you will find something that works at an acceptable level. It's also worth noting that resolutions in the neighborhood of 300dpi should be good enough to give excellent looking scores with CueBase Audio.

If all else fails on finding a suitable printer driver...
Have CueBase print to an image file. There is a driver to do this...I don't recall exactly what format it uses, thoe I'm guessing it is the Atari IMG format. You can then import that image into something like Calimus, PageStream, or Image Copy to print.

Hope this helps,
Brian

P.S. If you take me off your anti-spam list it's possible that I might be able to send you example song files, MixerMaps, and such in the future.

2220. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-07 01:27:43 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D79560F.3050903@volcano.net>
Source record: 32280
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Paul Gifford wrote:

> "The Maverick" <themaverick@volcano.net> wrote in message
> news:3D738E83.1000704@volcano.net...
>
>>Bravo Sierra Computers wrote:
>>
>>> Here's the Winner!
>>
>>Not very informative for those who are not using a web browser to read
>>the newsgroup...
>>
>>So was the winner the guy who always refers people to buyatari.com? ;-)
>
> That's www.myatari.com :)

But did you win???

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

2221. ATARI REDECTUER 3 on EBAY w/ BUY IT NOW

Newsgroup: comp.sys.atari.st
Date: 2002-09-07 01:54:47 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <H%ce9.1477$Da3.465165@kent.svc.tds.net>
Source record: 32281

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2052471827

2222. Re: Harlekin desk acc

Newsgroup: comp.sys.atari.st
Date: 2002-09-07 08:12:20 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d79bb008c27a1@tripnet.se>
Source record: 32282

On Fri 06-09-2002 23:17 (GMT) Charles Stanley wrote:

>On 1 Sep 2002 21:43:30 -, Rodolfo Vivas wrote:
>>Any one can help me to find this appz??

>The only info I can supply is, re Harlekin III of 1994, is that it is
>written by G Grenning & H Wehner; copyright by Mermaid Group and
>distributed byt HiSoft, England.

I have a copy of the newer Harlekin95 here but it is not for sale.

You might try Indigo2 at http://www.indigo2.dk/ He used to sell Harlekin
but it is not on his Atari price list any more.

He definitely has more stuff to offer than is on his list so perhaps he
can find a copy of Harlekin95 too. Harlekin is also a Danish program btw.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2223. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-07 08:12:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d79bb008c27a2@tripnet.se>
Source record: 32283
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Fri 06-09-2002 18:27 (-0700) The Maverick wrote:

>Paul Gifford wrote:
>
>> "The Maverick" <themaverick@volcano.net> wrote in message
>> news:3D738E83.1000704@volcano.net...
>>
>>>Bravo Sierra Computers wrote:
>>>
>>>> Here's the Winner!
>>>
>>>Not very informative for those who are not using a web browser to read
>>>the newsgroup...
>>>
>>>So was the winner the guy who always refers people to buyatari.com? ;-)
>>
>> That's www.myatari.com :)
>
>
>But did you win???

You really should invest in a webbrowser so you could check it out
yourself. I recommend CAB 2.8 or you might try to be as clever as the
original poster and try Lynx via the CLI at your ISP...

This valuable advice may be of good use to all readers in the 5
newsgroups it's crossposted to...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2224. Atari Online News, Etc. #04-36

Newsgroup: comp.sys.atari.st
Date: 2002-09-07 13:27:04 UTC
From: danap8@aol.com
Message-ID: <20020907092704.18854.00002231@mb-fz.aol.com>
Source record: 32284

A-ONE #0436 09/06/02

~ More Anti-spam Drives! ~ People Are Talking! ~ Madster Injunction!
~ Jaguar To Beat Windows? ~ Napster Sale Blocked! ~ Fewer Pop-Up Ads?
~ Anti-spam Group Rocky! ~ AOL Unveils ICQ Lite! ~ ACE Atari Swap!
~ No One Mourns Napster? ~ Octopus BBS Freeware! ~ Boston Woos MacWorld

-* China Blocks Google Searches *-
-* Greece Bans All Electronic Games! *-
-* 9/11 Attacks Yield New Surveillance Laws! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2225. Re: Bulkmail...

Newsgroup: comp.sys.atari.st
Date: 2002-09-07 17:02:06 UTC
From: <>
Message-ID: <1031413414-308873AEicMi@ntlworld.com>
Source record: 32285

From: Raoul Teulings <rt@xs4all.nl>
Date: Fri, 06 Sep 2002 22:22:02 +0200

>Does somebody know how to send a message to as
>many people you have in your addressbook? It says
>something about using a commasign but that very
>vague and nondescript for me...

You must enter a name for your distribution list in the Name field in the
addressbook manager, and then type all the names in that you want to send the
message to in the Email field, comma (and space) separated. Click on "Add"
when you've finished. Address your message to the new address you've created.

You can add other distribution lists to the one you've just created as well.

--
Regards, Derryck

2226. Desktop replacement for Steem?

Newsgroup: comp.sys.atari.st
Date: 2002-09-07 18:24:41 UTC
From: "DFN.DE" <ravivas@cantv.net>
Message-ID: <aldg3s$1phmrc$1@ID-119518.news.dfncis.de>
Source record: 32286

Anyone know what's the best desktop replacement for STeem emulator?
Where I can get it?

Thankz...

2227. Re: Bulkmail...

Newsgroup: comp.sys.atari.st
Date: 2002-09-07 20:23:14 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1031435616-444896AEicMi@xs4all.nl>
Source record: 32287

Thanks Derryck,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

2228. FREE Atari Catalogs! Via E-Mail and the Web!

Newsgroup: comp.sys.atari.st
Date: 2002-09-08 04:51:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209072145530.10698-100000@shell1.aracnet.com>
Source record: 32288
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

FREE Catalogs for Used & New 64 Bit Atari Jaguar Game Machines, Classic Atari 8 Bit & Atari ST Computers! HardWare/Accessories, Games/ SoftWare & Books/References! View Atari Catalogs on-line or DownLoad off my WebSite at www.aracnet.com/~atari/catalogs.htm If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. So E-Mail atari@aracnet.com or atari@benjamin.net!

http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2229. Re: Cubase Audio Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2002-09-08 05:17:30 UTC
From: <>
Message-ID: <K3Be9.322$cX5.155@newssvr19.news.prodigy.com>
Source record: 32289

On 6 Sep 2002 19:06:15 -, "Brian Roland" wrote:
>First...what binary version do you use?

I have 2.6. My printer setup seems to be working correctly. I was just wondering what the printer1.s, printer2.s, printer3.s, printer4.s, printer0.s files in the cubase.dat folder were all about. When I first set up the printer, I selected the driver for my printer, and upon testing got a message saying that cubase could not find the printer.sys. I changed the .s on the previously mentioned files to .sys, and that seems to have worked, but I am not sure it is correct to change them all.

Thanks for the info. Some very good insight! I am getting a good handle on using the program now. Just remove the <sick-of-spam> to reply directly. Is there any way to create multi-measure rests in the score editor, or do you have to have a whole rest for every "empty" measure?

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

2230. Re: FREE Atari Catalogs! Via E-Mail and the Web!

Newsgroup: comp.sys.atari.st
Date: 2002-09-08 06:04:07 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <rLBe9.501579$m91.19709076@bin5.nnrp.aus1.giganews.com>
Source record: 32290
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Wow. Free web pages. What a great deal.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0209072145530.10698-100000@shell1.aracnet.com...
> ***FREE*** Catalogs for Used & New 64 Bit Atari Jaguar Game Machines,

2231. FT / Trade... looking for TT or Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-08 06:04:15 UTC
From: Someone's Fortune <NoNeed@forSpam.com>
Message-ID: <h0qlnugineuqujp2vd8grr02clcbaq3td2@4ax.com>
Source record: 32291

I have a laptop for trade, excellent condition with accessories.

I am interested in a TT w/hard drive or falcon w/hard drive.

If interested in working a trade please contact me with specs...
I am located in San Jose,CA (USA):

Thanks,
James
>>>rdf0013@earthlink.net<<<

Gateway Solo 9300
-PIII 700
-288mb ram
-10gb hard drive
-1024x768 active matrix screen 14.1"
-DVD rom
-floppy
-IR port
-2 usb ports
-2 pc card slots
-ps/2 port for external mouse & keyboard
-56k modem
-digital spdif out
-composite video out
+manuals
+driver CD
+2 AC power adatper/chargers
+3com 10/100 pcmcia network card with drivers and adapter
+Windows98se with Eula preloaded.
+MS office small business with EULA
+2nd hard drive bay (replaces floppy drive to give dual hard drives on
laptop)
+extra battery

http://support.gateway.com/s/Mobile/Solo_Series/P9300/p930017.shtml

2232. Re: Harlekin desk acc

Newsgroup: comp.sys.atari.st
Date: 2002-09-08 15:13:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <alfpfa$lp8$1@thorium.cix.co.uk>
Source record: 32292

In message <3d79377e$0$250$4c56ba96@master.news.zetnet.net>, cstanley@zetnet.co.uk said:
>Subject: Re: Harlekin desk acc

>On 1 Sep 2002 21:43:30 -, Rodolfo Vivas wrote:
>>Any one can help me to find this appz??
>>
>>Thankz
>
>The only info I can supply is, re Harlekin III of 1994, is that it is
>written by G Grenning & H Wehner; copyright by Mermaid Group and
>distributed byt HiSoft, England.
>
>I suggest a Google or Jsearch search under varioous words.

As I said earlier, it's commercial but I am not sure that HiSoft
can still supply. I suggest he try them.

Alternatively I have an original copy of Harlekin II with manual
(for the original version) - if interested, he can make me an offer.

Regards, /Peter/

2233. Re: Atari Online News, Etc. #04-36

Newsgroup: comp.sys.atari.st
Date: 2002-09-09 04:41:05 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0209082041.43fdcb90@posting.google.com>
Source record: 32293

danap8@aol.com (DANAP8) wrote in message
news:<20020907092704.18854.00002231@mb-fz.aol.com>...
> A-ONE #0436 09/06/02
>
> ~ More Anti-spam Drives! ~ People Are Talking! ~ Madster Injunction!
> ~ Jaguar To Beat Windows? ~ Napster Sale Blocked! ~ Fewer Pop-

You don't mean that game console...-) he he he.

.

2234. Which BYTE mag had Atari ST on cover??

Newsgroup: comp.sys.atari.st
Date: 2002-09-09 05:42:01 UTC
From: Blake Patterson <bwpatter@bellatlantic.net>
Message-ID: <bwpatter-5BEFD0.01413109092002@news.bellatlantic.net>
Source record: 32294

Sometime in '85 BYTE magazine had the Atari ST on the cover. Can anyone
tell me what month? Thanks.

bp

--
Heisenberg may have slept here.

2235. Re: Which BYTE mag had Atari ST on cover??

Newsgroup: comp.sys.atari.st
Date: 2002-09-09 08:25:31 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3D7C7687.3923B5E5@ev1.net>
Source record: 32295

```
Blake Patterson wrote:
>
> Sometime in '85 BYTE magazine had the Atari ST on the cover. Can anyone
> tell me what month? Thanks.
>
There were *two* BYTE magazines with Atari ST's on the cover.
One of the '85 issues had an Atari 520 ST, and IIRC, the
January 1986 issue had an Atari 1040 ST.

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

2236. FA: Lantech Cartridge

Newsgroup: comp.sys.atari.st
Date: 2002-09-09 14:20:54 UTC
From: Don <atari@qnet.com>
Message-ID: <3D7CAE46.6CD7816F@qnet.com>
Source record: 32196

I have a Lantech Cartridge for the ST for auction check out there is only 14 hrs left.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2050961729&rd=1

Don

2237. Re: Which BYTE mag had Atari ST on cover??

Newsgroup: comp.sys.atari.st
Date: 2002-09-09 15:50:11 UTC
From: Starlord <starlord@in>
Message-ID: <_p3f9.802$lq2.221339718@news.inreach.com>
Source record: 32197

I used to have that magazine, I'll have to look into my pile of mags to see if I still have it.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. The year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com

"Blake Patterson" <bwpatter@bellatlantic.net> wrote in message
news:bwpatter-5BEFD0.01413109092002@news.bellatlantic.net...
> Sometime in '85 BYTE magazine had the Atari ST on the cover. Can anyone
> tell me what month? Thanks.
>
>
> bp
>
> --
> Heisenberg may have slept here.

2238. Re: Lantech Cartridge

Newsgroup: comp.sys.atari.st
Date: 2002-09-09 23:01:53 UTC
From: Don <atari@qnet.com>
Message-ID: <3D7D2860.3FEDAFF2@qnet.com>
Source record: 32199

Since I havent used Mint-net or Magic-net I cannot answer this question.

Sorry,

Don

TXG wrote:

> Does Mint-net or Magic-net support this adapter with drivers?
>
> TXG/MNX
> "Don" <atari@qnet.com> wrote in message news:3D7CAE46.6CD7816F@qnet.com...
> > I have a Lantech Cartridge for the ST for auction check out there is
> > only 14 hrs left.
> >
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2050961729&rd=1
> >
> >
> > Don
> >

2239. Re: Atari Online News, Etc. #04-36

Newsgroup: comp.sys.atari.st
Date: 2002-09-09 23:22:35 UTC
From: danap8@aol.com
Message-ID: <20020909192235.12380.00005785@mb-fm.aol.com>
Source record: 32200

>danap8@aol.com (DANAP8) wrote in message
>news:<20020907092704.18854.00002231@mb-fz.aol.com>...
>> A-ONE #0436 09/06/02
>>
>> ~ More Anti-spam Drives! ~ People Are Talking! ~ Madster Injunction!
>> ~ Jaguar To Beat Windows? ~ Napster Sale Blocked! ~ Fewer Pop-
>
>You don't mean that game console...-) he he he.

I don't?? <yawn>

2240. Re: Cubase Audio Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2002-09-09 23:32:28 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <t%9f9.63103$%P6.24331742@e3500-atl1.usenetserver.com>
Source record: 32201

> Is there any way to create multi-measure rests in the score
> editor, or do you have to have a whole rest for every "empty" measure?

Indeed there are a couple of methods depending upon your application.
Experiment.....

MULTI RESTS

Whenever more than one-bar rests occur, Cubase Score can replace it with a multi-rest symbol. In the Page Mode Settings dialog, which is reached from the Format menu, there is a parameter allowing you to set how many empty bars in a row should appear before Cubase decides to collect them into a multi-rest. "Off" means "never".

Sometimes you don't want that however...
Experiment with this...

SELECTING A SYMBOL IN THE PALLETTE

1. Position the mouse of the Symbols type selector in the score editor and click. A pop-up will appear. Choose Layout. You will find the multi rest symbol in this pallet.

2. click the multi rest symbol to activate it.

Note that there might be a difference between the automatic rests CueBase Score puts in an empty bar, and a true rest event that can be hidden/moved/maniputated. If you try to work with these 'default' rests shown in 'empty bars' and nothing happens, then you might have to insert actual rest events into the measure(s) in question for this to work. You'll have to experiment because I forget exactly how CueBase behaves with the multi rest symbol. You might need to insert user whole rests into each bar by hand, hide them, then position your multiple rest symbol. Trial and error, but hopefully this info will get you on track.

To insert a rest...In Editor Mode:
Select a note value either by bouncing the mouse pointer at the bottom of your screen and selecting a note, or by using the upper number keys (or is it the function keys...I forget). Right click, select the quarter rest looking thinggy in the pop up, and then click in your score where it should go.

In any case, you will want to hide all of the whole rests somehow, and I think you might have to hide the bar lines as well...been a LONG time since I worked with it.

HIDING/SHOWING ITEMS

Any object on a page can be hidden, including notes, rests, symbols, clefs, bar lines, even entire staves, you can make a page totally blank by hiding! (well, actually, one staff has to remain shown). Applications are shown below.

HIDING

To hide items proceed as follows:

1. Select all the items you want to hide.

2. Select Hide from the function pop-up menu, click on the Hide button on the Toolbar or press [Alternate]-[B] on the computer keyboard.

HIDING IN THIS LADYOUT ONLY

If you want the Hiding to be "local" to the current layout, hold down [Control] when selecting Hide as described above.

VIEWING HIDDEN OBJECTS

If you switch the Score Editor to Edit mode, all objects will be visible. Switch back to Page mode, and they are invisible again.

If you select Show invisible from the pop-up Option menu and activate the "Hidden" option, all hidden objects will be indicated by a "Hide" text item.

WHAT IS A LAYOUT?
In short, (there are a couple of complex chapters about layouts, however, it's relatively intuitive). Anytime you select a track or group of tracks from the arrange window and then enter the score editor, something called a "Layout" is automatically created. For instance...If you first select ALL of your tracks as a full score, it will open an editor window with those tracks sitting there ready to be worked with. All of the settings you make in there are part of a "Layout". Now lets assume that you'd like to make a simple rehersal score that only has the string parts...so you've selected only string tracks and opened an edit window...you've just created another score layout, which can have settings independent of your Full Score if you like. On down the line...till you've created layouts for individual parts.
It is possible to create layouts for one track and copy or import the same settings to other tracks, and so on. Layouts can be named, saved, loaded, etc independently of your entire arrangement or song.

Without a manual, best I can tell you is to explore...
Thoe it's pretty complicated and powerful, hopefully my little overview provides enough reason for it to be fairly intituive with some practice.

A couple of ways to get at your format lists:
Once one or more layouts exist (if you've done anything at all in a score editor window and closed it with [keep] or otherwise verified that your work there is a keeper...then you will have at least one layout), In the arrange window, select "Select" from the edit menu. At the bottom of the sub menu that appears you will find an item called "Score Layout". Move the pointer over this item and another pop will display, listing your Layout(s). Select one of the layouts, then open the Score Edit by selecting Score from the Edit menu, or by pressing [Control]-[R].

Another way to see a Layout List is found in the "Page Mode Settings".

Note there are two modes in the score editor. Page Mode and Editor Mode.
Page Mode is typically used to see how things will look when printed out, where editor mode displays more of the vital information of what is going on in your score technically. Some things only work in one mode or the other, some work better in one mode than the other, etc. In short, if you find yourself not able to do something you need in one mode...try the other ;)

Hope this gets ya going...
Brian

2241. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 02:17:35 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1031624255.328614@pikachu.atari-source.com>
Source record: 32202
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

The Maverick wrote:

> Bravo Sierra Computers wrote:
>
>> http://www.aracnet.com/~atari/whybuyben.htm Here's the Winner!
>
>
> Not very informative for those who are not using a web browser to read
> the newsgroup...
>
> So was the winner the guy who always refers people to buyatari.com? ;-)
>
> the Mav

Is it just me or does anyone else think that Ben is really into massive self-gratification? I'm completely insulted that I have received no response from him regarding my response to his article on his website. This contest is just over the top. Maybe I should hold a "why all women should perform certain activities on Mark" contest. *sigh*

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

2242. Re: Lantech Cartridge

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 02:23:48 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d7cd938$0$34787$e4fe514c@dreader3.news.xs4all.nl>
Source record: 32198

Does Mint-net or Magic-net support this adapter with drivers?

TXG/MNX
"Don" <atari@qnet.com> wrote in message news:3D7CAE46.6CD7816F@qnet.com...
> I have a Lantech Cartridge for the ST for auction check out there is
> only 14 hrs left.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2050961729&rd=1
>
>
> Don
>

2243. FS: Sun Com TAC-50 Joystick for Atari ST.

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 03:56:02 UTC
From: Jonathan Pruitt <jpruitt57@comcast.net>
Message-ID: <B9A2E437.AD2D%jpruitt57@comcast.net>
Source record: 32203

This Sun Com joystick was hardly used, and has been in storage for a long time. Recently discovered in a box of older computer related items. it has 2 buttons on the pistol grip, and 2 buttons on the base of the joystick. Guaranteed to be working on arrival.

Price: Best offer over $10
(+shipping costs).

email to jpruitt57@comcast.net1

thanks,

Jon Pruitt

2244. PopGem, MiNTsetter, freegem etc Now opensrc.

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 06:11:43 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10209100108180.13555-100000@coazter.myip.org>
Source record: 32204

Yup,

Lonny and all, I found the src :)
All of them (might not be the latest, but pretty close I believe),
I packed them all into 1 zip archive, you guys can do whatever you wish
with it.
The src are rather well commented, and are good skeleton for other GEM
projects, a bunch of defines, procedures you can use.
Anyway, all in GFA and/or LST with rsc and all.

Available at

http://coazter.myip.org/kellis_src.zip

2245. Re: Gasteiner hard disk help

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 06:44:23 UTC
From: swampdog@ntlworld.com
Message-ID: <3d7d33c2.1794317021@nntp.swampdog>
Source record: 32205

On Sun, 01 Sep 2002 13:41:52 -0100, <derryck@.NOT~THIS~cix.co.uk>
wrote:

>From: swampdog@ntlworld.com (Guy Harrison)
>Date: Fri, 23 Aug 2002 12:39:49 GMT
>
>>under sturdy shelving attached to the wall. I ran out of sturdy
>>shelving space and started using the desk. Then I ran out of desk and
>>started using the boxes placed in front of it. Then boxes got full and
>>more boxes got piled on top of them. Then I started not being able to
>>reach stuff on the sturdy shelves. Sometimes I could prod them off
>>with a pointy-stick. Sometimes not. Important stuff that did succumb
>
>Now you really *must* take a few pics of this to send in to MyAtari for
>their "Tip of the day" feature :-)

"Digital Camera" || "Fast Food"
"Digital Camera" || "Fast Food"
"Digital Camera" || "Fast Food"

(b) keeps winning!

Mind you, if you're ever after NT not being NT screenshots then I'm
yer man. :-)

>And thanks for the laugh too, I can almost recognise my own room in your
>description - and yes, my shelving _did_ collapse one night :-)

Hehe!

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

2246. Re: PopGem, MiNTsetter, freegem etc Now opensrc.

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 12:21:21 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.klslsiqt@localhost>
Source record: 32206

Hi Frederic,

Frederic Fouche wrote:

> Lonny and all, I found the src :)
> All of them (might not be the latest, but pretty close I believe),
> I packed them all into 1 zip archive, you guys can do whatever you
> wish with it

Real good news, thank you for digging all this code up! :))

> The src are rather well commented, and are good skeleton for other GEM
> projects, a bunch of defines, procedures you can use.
> Anyway, all in GFA and/or LST with rsc and all.

I already added the MiNTsetter, POPGEM and FreeGEM sources to The Orphaned Projects Page and am now a bit interested in the SMTPGEM sources. Sounds like a tool to actually send the emails I guess. Could you provide some more details on that one?

Thanks for all contributions to the Atari scene, and for now making the sources available! :)

Regards,

Joakim

http://topp.atari-users.net
http://aicq.atari-users.net

2247. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 13:42:56 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3D7DF6D4.EAA475EA@chello.at>
Source record: 32207

Bill F wrote:

> Apparently there were no bids.
> I wonder what sjhipping it would cost to the USA?

30 to 50 USD (depends on the weight)

400$ + package + shipping and you really wonder...?

Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

2248. Any need for a 50MHZ 68030 and 68882 (PGA)?

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 15:24:50 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <19of9.183$F45.267850@newsfeed.slurp.net>
Source record: 32208

Anyone interested in the above mentioned items pulled from a Mac accelerator? They are PGA form like the TT and would prolly make for a good replacement for the TT ones for overclocking and such... I'm in Canada.

Joshua.

2249. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 16:17:44 UTC
From: baldrick <baldrick@youshouldknow.netset.com>
Message-ID: <3d7e1b1f$0$1433$6d5eecc5@news.eurekanet.com>
Source record: 32209

Werner Romstorfer <werner.romstorfer@chello.at> wrote in message
news:3D7DF6D4.EAA475EA@chello.at...
> Bill F wrote:
>
> > Apparently there were no bids.
> > I wonder what sjhipping it would cost to the USA?
>
> 30 to 50 USD (depends on the weight)
>
> 400$ + package + shipping and you really wonder...?
>

$450 for a Hades sounds like a decent deal to me.
Considering new they were well over $1000, not that long ago.

Dan

aka baldrick

>
> Werner
>
> --
> <http://members.chello.at/werner.romstorfer/mirror/>

2250. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 16:50:54 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3D7E22E3.DB97C045@chello.at>
Source record: 32210

Hi Dan,
> $450 for a Hades sounds like a decent deal to me.
> Considering new they were well over $1000, not that long ago.

Depends on the point of view...

Here in Middle-Europe a TT with truecolor-graphic-card could be bought 3
Years ago for 145$. A ST-Book for 100.
So why should a Hades be worth more than 300$?

Maybe in other parts of the world the (private-selling-)prices are
different... :-)

Greetings, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

2251. Re: Desktop replacement for Steem?

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 16:55:39 UTC
From: "Matthew Augier (dps)" <Matthew@DPS.uk.com>
Message-ID: <Vvpf9.1400$6j.17729@newsfep3-gui.server.ntli.net>
Source record: 32211

http://saint.atari.org/ is pretty good.

Mat

> Anyone know what's the best desktop replacement for STeem emulator?
> Where I can get it?
>
> Thankz...
>
>

2252. Atari ST demo musix in midi format?

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 16:57:22 UTC
From: "Matthew Augier (dps)" <Matthew@DPS.uk.com>
Message-ID: <Vvpf9.1401$6j.17729@newsfep3-gui.server.ntli.net>
Source record: 32212

Does anyone know of a site that holds some old demo musix in Midi format?
I'm recreating some old stuff for fun and just want a bit of basic sound :)

Mat

aka Hi-tech from the Dynamic Duo

2253. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 17:05:28 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1031677529.711@pikachu.atari-source.com>
Source record: 32213

baldrick wrote:

>
> Werner Romstorfer <werner.romstorfer@chello.at> wrote in message
> news:3D7DF6D4.EAA475EA@chello.at...
>> Bill F wrote:
>>
>> > Apparently there were no bids.
>> > I wonder what sjhipping it would cost to the USA?
>>
>> 30 to 50 USD (depends on the weight)
>>
>> 400$ + package + shipping and you really wonder...?
>>
>
> $450 for a Hades sounds like a decent deal to me.
> Considering new they were well over $1000, not that long ago.
>
> Dan
>
> aka baldrick
>
>>
>> Werner
>>
>> --
>> <http://members.chello.at/werner.romstorfer/mirror/>

Yeah,

I'd do it if I had the cash, but CT60 will be my baby someday.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

2254. Re: PopGem, MiNTsetter, freegem etc Now opensrc.

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 17:56:23 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10209101245350.14314-100000@coazter.myip.org>
Source record: 32214

On Tue, 10 Sep 2002, GokMasE wrote:

> I already added the MiNTsetter, POPGEM and FreeGEM sources to The
> Orphaned Projects Page and am now a bit interested in the SMTPGEM
> sources. Sounds like a tool to actually send the emails I guess. Could
> you provide some more details on that one?

well, smptgem was supposed to be a cliet/server relation to popgem
(passing strings, subject/email address, body to a temp area (memory or
file), then spawn an editor (3rd party) then wrap all that to a 3rd party
smpt client (unix mail etc). So basically just a GEM interface to a lot of
3rd party software. I just hate reinventing the wheel :)
Bad side is that you needed a good editor (qed, luna whatever) and good
and WORKING smtp client. (I like modular design).
That's pretty much it.

> http://topp.atari-users.net
> http://aicq.atari-users.net
>
>
>

2255. Re: Desktop replacement for Steem?

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 19:08:00 UTC
From: Lannie Schafroth <lannie_schafroth@spam.hotmail.com>
Message-ID: <3d7e4313$1_3@news.teranews.com>
Source record: 32215

Isn't SainT another emulator? He was asking for a desktop replacement.

"Matthew Augier (dps)" <Matthew@DPS.uk.com> wrote in message
news:Vvpf9.1400$6j.17729@newsfep3-gui.server.ntli.net...
> http://saint.atari.org/ is pretty good.
>
> Mat
>
> > Anyone know what's the best desktop replacement for STeem emulator?
> > Where I can get it?
> >
> > Thankz...
> >
> >
>
>

2256. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 19:17:45 UTC
From: baldrick <baldrick@youshouldknow.netset.com>
Message-ID: <3d7e454c$0$1420$6d5eecc5@news.eurekanet.com>
Source record: 32216

Werner Romstorfer <werner.romstorfer@chello.at> wrote in message
news:3D7E22E3.DB97C045@chello.at...
> Hi Dan,
> > $450 for a Hades sounds like a decent deal to me.
> > Considering new they were well over $1000, not that long ago.
>
> Depends on the point of view...
>
> Here in Middle-Europe a TT with truecolor-graphic-card could be bought 3
> Years ago for 145$. A ST-Book for 100.
> So why should a Hades be worth more than 300$?
>
> Maybe in other parts of the world the (private-selling-)prices are
> different... :-)
>

Yes prices are much different in the US than Middle-Europe. Here you
would be lucky to get
a TT for $145 let alone one with a graphics card. If you are looking at
buying. It is possible to get
a TT for free from someone leaving the community. However those aren't as
common ;)
I've known this to happen here.

Outside of southern California, I don't believe Atari hardware ever reached
the level of market saturation in the US that
it did in Germany. That taken into account "High End" Atari's still fetch a
price in the US. When you start looking
at something like a Hades for $400 it sounds like a joke. There aren't that
many here and the people I know that have them aren't interested in selling
them.

Sounds like there would be quite a market for someone to buy ST Books,
Hades etc from the german market and sell them to North America. You could
do a 20% mark up and still have happy customers ;)

Dan Ackerman
aka baldrick

2257. Re: Desktop replacement for Steem?

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 19:53:31 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <Z4sf9.581$F45.404156@newsfeed.slurp.net>
Source record: 32217

Best shareware desktop replacement is Gemini. It's german but good. I don't know if it works with an emulator though. NeoDesk 4 is awesome but commercial. Thing is also very good but shareware. There's also TeraDesk which works pretty well too.

Joshua.

"DFN.DE" <ravivas@cantv.net> wrote in message news:aldg3s$1phmrc$1@ID-119518.news.dfncis.de...
> Anyone know what's the best desktop replacement for STeem emulator?
> Where I can get it?
>
> Thankz...
>
>

2258. Re: Desktop replacement for Steem?

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 21:06:56 UTC
From: "Matthew Augier (dps)" <Matthew@DPS.uk.com>
Message-ID: <catf9.2736$6j.26108@newsfep3-gui.server.ntli.net>
Source record: 32218

> Isn't SainT another emulator? He was asking for a desktop replacement.

Whoops my bad - sorry.

> news:Vvpf9.1400$6j.17729@newsfep3-gui.server.ntli.net...
> > http://saint.atari.org/ is pretty good.
> >
> > Mat
> >
> > > Anyone know what's the best desktop replacement for STeem emulator?
> > > Where I can get it?
> > >
> > > Thankz...
> > >
> > >
> >
> >
>
>

2259. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-10 23:06:15 UTC
From: lp <gfa@basic.net>
Message-ID: <B9A3F327.8E57%gfa@basic.net>
Source record: 32219

in article 100920020913077138%nobody@nowhere.com.invalid, Bill F at
nobody@nowhere.com.invalid wrote on 9/10/02 9:13 AM:

> Apparently there were no bids.
>
> I wonder what sjhipping it would cost to the USA?

It cost me about $40 usd to get just the motherboard and rage pro
shipped from medusa to the US. But it was well worth it. ;-)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2260. Atari-source.com

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 05:25:03 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1031721903.606650@pikachu.atari-source.com>
Source record: 32220

Hello folks,

Sorry for the post but I just wanted to let everyone know that linking to http://pikachu.atari-source.com is no longer correct. I built a webserver specifically for the site and all server related stuff and it is now correct to link to either http://atari-source.com or http://portal.atari-source.com. I apologize for the trouble, please update links and bookmarks. Lonny, and others, this server will host news in a day too. The address will be news.atari-source.com, please update.
--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

2261. Re: Atari ST demo musix in midi format?

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 14:29:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d7efe841aab274@attbi.com>
Source record: 32221

>Does anyone know of a site that holds some old demo musix in Midi format?
>I'm recreating some old stuff for fun and just want a bit of basic sound :)
>
>Mat
>
>aka Hi-tech from the Dynamic Duo

Hello Mat,

Have you tried Tim's Atari Midi site:

http://tamw.atari-users.net/timidi.htm

If it is not there, I am sure Tim an help you.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2262. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 14:29:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d7efe841aab275@attbi.com>
Source record: 32222

>Hi Dan,
>> $450 for a Hades sounds like a decent deal to me.
>> Considering new they were well over $1000, not that long ago.
>
>Depends on the point of view...
>
>Here in Middle-Europe a TT with truecolor-graphic-card could be bought 3
>Years ago for 145$. A ST-Book for 100.
>So why should a Hades be worth more than 300$?
>
>Maybe in other parts of the world the (private-selling-)prices are
>different... :-)
>
>
>Greetings, Werner

Well for one reason they are quite rare. For another, they are an excellent computer. I would not ever part with mine. But this is me and I cannot speak for everyone.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2263. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 14:29:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d7efe841aab276@attbi.com>
Source record: 32223

>Apparently there were no bids.
>
>I wonder what sjhipping it would cost to the USA?
>

So what is the seller going to do now? Re-open the bids or what? Sell it for a lower price??
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2264. Re: PopGem, MiNTsetter, freegem etc Now opensrc.

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 14:29:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d7efe841aab277@attbi.com>
Source record: 32224

>Hi Frederic,

>I already added the MiNTsetter, POPGEM and FreeGEM sources to The
>Orphaned Projects Page and am now a bit interested in the SMTPGEM
>sources. Sounds like a tool to actually send the emails I guess. Could
>you provide some more details on that one?
>
>Thanks for all contributions to the Atari scene, and for now making the
>sources available! :)
>
>
>Regards,
>
>Joakim

Too bad about PopGem. It is one nice program. I sent my money to get
registered and never received my key. I was able to get it to work well with
my ethernet setup under Magicnet and Mintnet.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2265. SWF files???

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 14:29:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d7efe841aab278@attbi.com>
Source record: 32225

Hello,

I have a swf video-sound file. Is any Atari program that will play this file? Is there a program that will convert it to a form that Aniplay can play it? I even tried to play it on my wife's Pentium II with no luck.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2266. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 15:43:22 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <jwJf9.200$Xq6.289251@newsfeed.slurp.net>
Source record: 32226

Well, looks like the number of bids jumped to 10 at the last 10 minutes with
the closing bid at 605 euros.
http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2051546796

Joshua.

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3d7efe841aab276@attbi.com...
> >Apparently there were no bids.
> >
> >I wonder what sjhipping it would cost to the USA?
> >
>
> So what is the seller going to do now? Re-open the bids or what? Sell it
for a
> lower price??
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2267. Re: SWF files???

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 16:25:56 UTC
From: lp <gfa@basic.net>
Message-ID: <B9A4E6D4.8E8D%gfa@basic.net>
Source record: 32227

in article 3d7efe841aab278@attbi.com, Edward S. Baiz Jr. at
edbaizjr@attbi.com wrote on 9/11/02 10:29 AM:

> I have a swf video-sound file. Is any Atari program that will play this file?
> Is there a program that will convert it to a form that Aniplay can play it? I
> even tried to play it on my wife's Pentium II with no luck.

I think those are Flash files? Someone sent me one and it
played when I dropped it on the IE window on my Mac.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2268. Re: SWF files???

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 16:40:55 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <gmKf9.267$Xq6.317160@newsfeed.slurp.net>
Source record: 32228

They are flash files and there is no Atari that will play them. You need to download Flash on a PC/Mac and then play the files on your browser. Go to http://www.macromedia.com

Joshua.

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message news:3d7efe841aab278@attbi.com...
> Hello,
>
> I have a swf video-sound file. Is any Atari program that will play this file?
> Is there a program that will convert it to a form that Aniplay can play it? I
> even tried to play it on my wife's Pentium II with no luck.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2269. ATARI DATEL HARDWARE DISK BACKUP UNIT ON EBAY.

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 17:54:58 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <SrLf9.9976$Da3.982405@kent.svc.tds.net>
Source record: 32229

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2053564748

2270. Re: PopGem, MiNTsetter, freegem etc Now opensrc.

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 18:23:13 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10209111321260.15809-100000@coazter.myip.org>
Source record: 32231

hmmm i sent the key to all the mail I got for the registration.
I guess I didn't receive yours, or I might have messed it up.
Really sorry about that, you should have emailed me for a status on it.
Anyway, the src is out, I am sure someone will remove the GFA bits about
the key registration. (not hard at all).
Anybody can then use it without a key.

On Wed, 11 Sep 2002, Edward S. Baiz Jr. wrote:

> >Hi Frederic,
>
> >I already added the MiNTsetter, POPGEM and FreeGEM sources to The
> >Orphaned Projects Page and am now a bit interested in the SMTPGEM
> >sources. Sounds like a tool to actually send the emails I guess. Could
> >you provide some more details on that one?
> >
> >Thanks for all contributions to the Atari scene, and for now making the
> >sources available! :)
> >
> >
> >Regards,
> >
> >Joakim
>
> Too bad about PopGem. It is one nice program. I sent my money to get
> registered and never received my key. I was able to get it to work well with
> my ethernet setup under Magicnet and Mintnet.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://mp3.com/coazter

2271. RARE ATARI ROBOKIT ON EBAY!

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 18:50:41 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <5gMf9.9979$Da3.988924@kent.svc.tds.net>
Source record: 32230

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2053580392

2272. ATARI SOUND DIGITIZER ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 20:00:59 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <%hNf9.9987$Da3.988957@kent.svc.tds.net>
Source record: 32232

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2053594840&ssPageName=ADME:B:LC:US:1

2273. ATARI 3D CONSTRUCTION KIT ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 20:52:56 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <I2Of9.9992$Da3.1006400@kent.svc.tds.net>
Source record: 32233

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2053613239

2274. ATARI LDW POWER ON EBAY LIKE NEW!

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 21:38:27 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <nJOf9.9995$Da3.1008412@kent.svc.tds.net>
Source record: 32234

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2053624246

2275. Re: SWF files???

Newsgroup: comp.sys.atari.st
Date: 2002-09-11 22:11:10 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B9A50E0D.24BA9%nameerf@flash.net>
Source record: 32235

in article 3d7efe841aab278@attbi.com, Edward S. Baiz Jr. at
edbaizjr@attbi.com wrote on 9/11/02 6:29 AM:

> Hello,
>
> I have a swf video-sound file. Is any Atari program that will play this file?
> Is there a program that will convert it to a form that Aniplay can play it? I
> even tried to play it on my wife's Pentium II with no luck.

I work with SWF files all the time. It isn't a video format, actually. It is an interactive computer animation format called "Shockwave Flash". The way it works, I believe (I may be wrong), is that it has a script that defines for the computer exactly what to do when, as well as a set of data to draw from (i.e. images, sounds, etc.). For instance, instead of running a video with a set size and ratio, it will tell the computer, "put this set of letters on the screen at this point size relative to the total screen size, perform a mathematical algorithm for causing the individual letters to loop around the screen 'follow-the-leader' fashion, for x amount of time, then fade in an image behind it half-way through." It is an extremely CPU intensive. But when you have a good enough system to run it, it will create very slick animations, including making text and images fly around the screen with constantly changing aspect ratios, fades, etc. and the animation itself is resolution independant, so if you change the size of the animation, everything grows bigger (i.e. font sizes, etc), keeping the same proportions as before, without getting "Pixelly" (except for bitmap images, which still must get pixelly when enlarged). It also allows interaction, in that you can assign an animated action to an input from mouse, specific keypresses, etc. It also has support for Javascript. They have games out on the 'net written in Flash (.swf) that are exactly the same, pixel-for-pixel, sound-for-sound, as the original arcade or console versions that run on any machine that support .swf files. Tons of web pages use them instead of animated .gif files because of the much smoother animation abilities and interactive possibilities.

Unfortunately, nothing that I know of for the Atari supports swf files, not even Aniplayer. And I don't think there is enough processing power to do it on most Atari machines out there. The only possibility might be if there is a Linux swf viewer that can be ported and run on 060 machines or emulators on fast PC's and Macs. But hey, if anyone wants to prove me wrong, PLEASE DO! I would love to run swf files on my Falcon!

Mike Freeman
nameerf@flash.net

2276. PRO ATARI GAME DEV. 5 VOL SET! AWESOM! ON EBAY!

Newsgroup: comp.sys.atari.st
Date: 2002-09-12 00:18:14 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <a3Rf9.10074$Da3.1011846@kent.svc.tds.net>
Source record: 32236

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2053654305

2277. Atari 1040STf for Sale

Newsgroup: comp.sys.atari.st
Date: 2002-09-12 00:30:52 UTC
From: Chris Roth <ctopher@optonline.com>
Message-ID: <O8Rf9.1635$e44.49296@news4.srv.hcvlny.cv.net>
Source record: 32237

I'm in the process of moving and stumbled upon my old Atari ST computer. The sytem is a 1040 ST with second floppy drive, 1224 color monitor, mouse and tons and tons of software. I'm located in central New Jersey and need to get rid of this stuff. Somebody make me an offer!

Chris

2278. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-12 06:31:10 UTC
From: Trip Cannon <TCannon@NOSPAMteleport.com>
Message-ID: <OwWf9.944$Le2.103399@newsread2.prod.itd.earthlink.net>
Source record: 32238
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

You're not the only one... I've written him several times asking about his NW Atari club... I wanted details about when and where to meet... He'd write me back with one sentence replies never giving me a straight answer and I'd never hear from him again... Yet he'd keep posting invitations on the NG's... What's up with this guy?!

-Trip

"Mark Duckworth" <mduckworth@spaamnot.atari-source.com> wrote in message news:1031624255.328614@pikachu.atari-source.com...
> Is it just me or does anyone else think that Ben is really into massive
> self-gratification? I'm completely insulted that I have received no
> response from him regarding my response to his article on his website.
> This contest is just over the top. Maybe I should hold a "why all women
> should perform certain activities on Mark" contest. *sigh*
>

2279. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-12 10:45:06 UTC
From: "d.berlier" <d.berlier@attbi.com>
Message-ID: <Se_f9.453493$UU1.72900@sccrnsc03>
Source record: 32239
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I have actually purchased from BEN and he is a great guy! very friendly and ATARI sales and service is his PRIMARY INCOME! with the state of things economic he really needs a break from an occasional flake action as he is TRUE to the atari and sales and service. That is his bread and butter so give him a break!

"Trip Cannon" <TCannon@NOSPAMteleport.com> wrote in message news:OwWf9.944$Le2.103399@newsread2.prod.itd.earthlink.net...
> You're not the only one... I've written him several times asking about his
> NW Atari club... I wanted details about when and where to meet... He'd write
> me back with one sentence replies never giving me a straight answer and I'd
> never hear from him again... Yet he'd keep posting invitations on the
> NG's... What's up with this guy?!
>
> -Trip
>
> "Mark Duckworth" <mduckworth@spaamnot.atari-source.com> wrote in message
> news:1031624255.328614@pikachu.atari-source.com...
> > Is it just me or does anyone else think that Ben is really into massive
> > self-gratification? I'm completely insulted that I have received no
> > response from him regarding my response to his article on his website.
> > This contest is just over the top. Maybe I should hold a "why all women
> > should perform certain activities on Mark" contest. *sigh*
> >
>
>

2280. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-12 13:42:50 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <q661ouk5rep16ts9jivof2uk0n462v2ojv@4ax.com>
Source record: 32240
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Thu, 12 Sep 2002 10:45:06 GMT, "d.berlier" <d.berlier@attbi.com>
wrote:

>I have actually purchased from BEN and he is a great guy! very friendly and
>ATARI sales and service is his PRIMARY INCOME! with the state of things
>economic he really needs a break from an occasional flake action as he is
>TRUE to the atari and sales and service. That is his bread and butter so
>give him a break!

I don't see what that has to do with what the guy posted, he was
wondering why Ben sorry BEN :-) didn't answer his question re an Atari
meeting place that Ben was himself talking about.

I'm not knocking Ben, just wondering why you are giving the other
poster a bit of stick re a perfectly reasonable question.

Btw, does flake equate to idiot?

If so that's a tad rude don't you think..
>
>
>"Trip Cannon" <TCannon@NOSPAMteleport.com> wrote in message
>news:OwWf9.944$Le2.103399@newsread2.prod.itd.earthlink.net...
>> You're not the only one... I've written him several times asking about his
>> NW Atari club... I wanted details about when and where to meet... He'd
>write
>> me back with one sentence replies never giving me a straight answer and
>I'd
>> never hear from him again... Yet he'd keep posting invitations on the
>> NG's... What's up with this guy?!

--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

2281. Q: Supplier for Falcon030 video to vga cable.

Newsgroup: comp.sys.atari.st
Date: 2002-09-12 16:55:23 UTC
From: Britt Park <britt@sciencething.org>
Message-ID: <uo1hnrkbqg9d9e@corp.supernews.com>
Source record: 32241

Does anyone know of a supplier for a Falcon030 video to VGA cable or converter? Short of that Does anyone know of a design for a do it yourself cable.

Thank in Advance,

Britt

2282. NVDI (USA)

Newsgroup: comp.sys.atari.st
Date: 2002-09-12 18:26:35 UTC
From: michxel.robillxrd@the-spa.com
Message-ID: <v%4g9.598195$m91.24139062@bin5.nnrp.aus1.giganews.com>
Source record: 32242

Where Can I get (if I can) NVDI in the United States?
If I can't get NVDI in the USA can I order from overseas and where
from?

Thank You
Mike
x=a

2283. ATARI FALCON DIGITAL STORE FRONT ON EBAY. COOL!

Newsgroup: comp.sys.atari.st
Date: 2002-09-12 19:44:30 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <y86g9.7$rJ3.1078@kent.svc.tds.net>
Source record: 32243

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2053843522

2284. FS - 1mb STE Ram

Newsgroup: comp.sys.atari.st
Date: 2002-09-12 20:04:18 UTC
From: Graham Prout <caver99@ntlworld.com>
Message-ID: <8r6g9.760$gc1.151487@newsfep1-gui.server.ntli.net>
Source record: 32244

I have 4 x 256mb 30pin simms out of a 1040STE is anyone wants it let me know.

Regards

Graham

2285. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-12 21:30:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209121418320.20629-100000@shell1.aracnet.com>
Source record: 32245
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi Trip,

if you want to organize Atari Club meetings, it's fine with me. I'd be
happy to come and contribute. I used to be a SIG Leader for New Users
Groups for both 8 Bit and ST. In fact, I'm sending this to you on my
Atari Mega ST4 and Flash Terminal Software.

==Thanx==
===Ben===

On Thu, 12 Sep 2002, Trip Cannon wrote:

> You're not the only one... I've written him several times asking about his
> NW Atari club... I wanted details about when and where to meet... He'd write
> me back with one sentence replies never giving me a straight answer and I'd
> never hear from him again... Yet he'd keep posting invitations on the
> NG's... What's up with this guy?!
>
> -Trip

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE
Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2286. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-12 22:32:15 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <b552oukp853oqkl9plvs0vmm9ostajm8bq@4ax.com>
Source record: 32146
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Thu, 12 Sep 2002 14:30:41 -0700, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>Hi Trip,
>
>if you want to organize Atari Club meetings, it's fine with me. I'd be
>happy to come and contribute. I used to be a SIG Leader for New Users
>Groups for both 8 Bit and ST. In fact, I'm sending this to you on my
>Atari Mega ST4 and Flash Terminal Software.
>
>
>==Thanx==
>===Ben===

Good to see that Ben but he was also keen to find out when and
possibly more importantly where or so it seems :-)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

2287. Re: FS - 1mb STE Ram

Newsgroup: comp.sys.atari.st
Date: 2002-09-12 22:40:38 UTC
From: Oracle <Someone@home.com>
Message-ID: <5C8g9.30693$g9.88153@newsfeeds.bigpond.com>
Source record: 32147

i presume you mean 256Kb

"Graham Prout" <caver99@ntlworld.com> wrote in message
news:8r6g9.760$gc1.151487@newsfep1-gui.server.ntli.net...
> I have 4 x 256mb 30pin simms out of a 1040STE is anyone wants it let me
> know.
>
> Regards
>
> Graham
>
>

2288. Re: FS - 1mb STE Ram

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 03:30:53 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <WZcg9.1414$jZ3.618824@newsfeed.slurp.net>
Source record: 32148

Hmmm... I hope you're not asking much because they're worth shite all. I've been known to give out 1MB and 4MB simms left, right, and center. They're just not worth any money... especially 256KB ones...

Joshua.

"Graham Prout" <caver99@ntlworld.com> wrote in message news:8r6g9.760$gc1.151487@newsfep1-gui.server.ntli.net...
> I have 4 x 256mb 30pin simms out of a 1040STE is anyone wants it let me
> know.
>
> Regards
>
> Graham
>
>

2289. FREE Atari Catalogs! Via E-Mail and the Web!

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 03:58:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209122054360.4918-100000@shell1.aracnet.com>
Source record: 32149
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
Check out my updated Atari Catalogs as I've adjusted HardWare Prices,
added some New item's and sold some more inventory. I mention this
because I'll also be adding more inventory to my Atari Catalogs!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area

FREE Catalogs for Used & New 64 Bit Atari Jaguar Game Machines,
Classic Atari 8 Bit & Atari ST Computers! HardWare/Accessories, Games/
SoftWare & Books/References! View Atari Catalogs on-line or DownLoad off
my WebSite at www.aracnet.com/~atari/catalogs.htm If you can't get my
Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's
not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or
Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach text files to your
E-Mail. Catalogs are just regular ASCII text files so you can download
them into your text editor and view them, edit them or print them out! It
would make things easier for me if you take my Catalogs, load them into
your text editor, delete what you don't want and E-Mail me the rest! To
expedite things, include your full Mailing address so I can figure
Shipping & Handling. So E-Mail atari@aracnet.com or atari@benjamin.net!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE
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http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2290. Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 04:03:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209122059170.4918-100000@shell1.aracnet.com>
Source record: 32150
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

For those of you who don't read your NewsGroups with a Web Browser!

http://www.aracnet.com/~atari/whybuyben.htm Here's the Winner!

Well, it's been a tough decision. Each entry looks good. But the winner of the "Why Buy Atari from Bravo Sierra Computers" is Reverend Tad Stinson! I chose Tad partly because He is a Reverend. Besides being a Professional Communicator who made the point quite eloquently! He has a unique point of view regarding the subject matter (Me!)! We get together once a week to eat out and come back to my place to play Atari! Were both avid Atarian DieHards and we speak on the phone nearly everyday. He knows me from a Point of view like no other! Still he gives me a glowing review. 2 Thumbs up! And as a Reverend, that adds a whole New dimension of credibility! As the Contest Winner, Reverend Tad Stinson receives the Cash Prize of $25! Anybody who's not persuaded by these, my Living References probably just refuses to believe! And for those who doubt the good Reverend! They have no Reverence for those who devote their lives to serving others! Whether as a Minister of the Gospel, or as a Dealer devoted to supporting Atari!

Contest Winner Listed Below:
==========

Dear Atarian,

Ben Smith is the greatest! I have been buying Atari hardware and software from Ben for over six years,and in that time have never been disappointed. He is always able to meet whatever Atari need I might have. He delivers excellent service, wonderful and useful advice, and sells his merchandise at a competitive, fair price. I have had the privilege of spending time with Ben at his home where he lives, eats, and sleeps Atari. He is without a doubt the most knowledgeable Atari expert I have ever met. If you are interested at all in Atari computers, I would highly recommend that you contact Ben Smith. He is a man of integrity, who can be trusted.

Sincerely,

Reverend Tad Stinson
Gladstone Oregon

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net

Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2291. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 04:11:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209122104530.4918-100000@shell1.aracnet.com>
Source record: 32151
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Thu, 12 Sep 2002, Paul Irvine wrote:

> On Thu, 12 Sep 2002 14:30:41 -0700, Bravo Sierra Computers
> <atari@aracnet.com> wrote:
>
> >Hi Trip,
> >
> >if you want to organize Atari Club meetings, it's fine with me. I'd be
> >happy to come and contribute. I used to be a SIG Leader for New Users
> >Groups for both 8 Bit and ST. In fact, I'm sending this to you on my
> >Atari Mega ST4 and Flash Terminal Software.
> >
> >
> >==Thanx==
> >===Ben===

My point is I'm overworked and I can't organize the meetings. If Trip
really want's to help, maybe he could organize some SIG Meetings.

> Good to see that Ben but he was also keen to find out when and
> possibly more importantly where or so it seems :-)
> --
> Paul
>
> I hate the smell of fear......
>
> *** remove yourfinger to email me ****
>

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http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2292. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 04:16:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209122115080.4918-100000@shell1.aracnet.com>
Source record: 32152
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Thu, 12 Sep 2002, Bravo Sierra Computers wrote:

> On Thu, 12 Sep 2002, Paul Irvine wrote:
>
> > On Thu, 12 Sep 2002 14:30:41 -0700, Bravo Sierra Computers
> > <atari@aracnet.com> wrote:
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> > >Groups for both 8 Bit and ST. In fact, I'm sending this to you on my
> > >Atari Mega ST4 and Flash Terminal Software.
> > >
> > >
> > >==Thanx==
> > >===Ben===
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> really want's to help, maybe he could organize some SIG Meetings.
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> > Good to see that Ben but he was also keen to find out when and
> > possibly more importantly where or so it seems :-)
> > --
> > Paul
> >
> > I hate the smell of fear......
> >
> > *** remove yourfinger to email me ****

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2293. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 10:03:42 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <qld3ouklhffudmcfqgs7e4n6bu0j8udlca@4ax.com>
Source record: 32153
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Thu, 12 Sep 2002 21:11:12 -0700, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>On Thu, 12 Sep 2002, Paul Irvine wrote:
>
>> On Thu, 12 Sep 2002 14:30:41 -0700, Bravo Sierra Computers
>> <atari@aracnet.com> wrote:
>>
>> >Hi Trip,
>> >
>> >if you want to organize Atari Club meetings, it's fine with me. I'd be
>> >happy to come and contribute. I used to be a SIG Leader for New Users
>> >Groups for both 8 Bit and ST. In fact, I'm sending this to you on my
>> >Atari Mega ST4 and Flash Terminal Software.
>> >
>> >
>> >==Thanx==
>> >===Ben===
>
>My point is I'm overworked and I can't organize the meetings. If Trip
>really want's to help, maybe he could organize some SIG Meetings.
>
Ta for that Ben..

Sorry to hear you are snowed under with work, one hopes that it's a
positive outcome.
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

2294. Re: Harlekin desk acc

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 12:50:32 UTC
From: nick@1632systems.co.uk
Message-ID: <alsmvf$a0q$1@thorium.cix.co.uk>
Source record: 32154

Hi

Hope you don't mind me doing a little self promotion

You wanted Harlekin 3, try this link
http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Tools___Utilities_12.html

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2295. Texel question

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 16:00:00 UTC
From: <>
Message-ID: <1031927160-554168AEicMi@ntlworld.com>
Source record: 32155

Hi all,

Anyone any idea if the word "Ansch" in this line:

LiA -3 5250 4 ; LiA(Ansch,rest,length)|Linear depreciation per period

has an English meaning, and if so, what?

TIA

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2296. Re: Q: Supplier for Falcon030 video to vga cable.

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 17:14:10 UTC
From: rs.mac@t-online.de
Message-ID: <1figphd.iphbi31tkokxyN%rs.mac@t-online.de>
Source record: 32156

Britt Park <britt@sciencething.org> wrote:

> Does anyone know of a supplier for a Falcon030 video to VGA cable or
> converter? Short of that Does anyone know of a design for a do it
> yourself cable.

Falcon 030 (DB19) Pin Pin VGA (HD15)

Red 1 1 Red
Green 2 2 Green
Blue 3 3 Blue
Ground 5 5 GND
Red Ground 6 6 Red GND
Green Ground 7 7 Green GND
Blue Ground 8 8 Blue GND
Ground 10 10 GND
Ground 11 5 GND
Hsync 13 13 HYSNC.
Vsync 14 14 VSYNC.
M1 18 GND * * *

* * * Do not connect M0 / M1 monitor detect pins to any other as GND!
Ask DOITF030 for more information.

Regards, Robert

--
-= Home of DOIT-Archive =-

Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

2297. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 17:34:10 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d822fb8263cec0@pandora.be>
Source record: 32161
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-158.zip
(1.163.297 bytes) Very nice and powerful GEM-based e-mail client for
STing/STik/Gluestik

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2298. Re: Texel question

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 17:40:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200209131940.a7034@b.maus.de>
Source record: 32160

D> has an English meaning, and if so, what?

Ansch: Der Anschaffungswert des Sachwerts.

In my dictionary stand:

Anschaffungswert = cost (or acquisition) value

Gerhard

2299. Re: Texel question

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 18:00:29 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <alt93t$fn6$1@reader1.panix.com>
Source record: 32157

Did you know that you can type "ansch*" into LEO, and get all the
words that contain that root, and get as confused as I did?

It seems to have the English meaning of "origin" or "original", as in
"original cost" which seems to be the sense in context.

If true, where the percentage entry? "Rest" I do not recognize.

If we are on the same page, I would expect to see "original value",
"percent per period" and "number of periods" in a linear depreciation
calculation.

Jim

derryck@.NOT~THIS~cix.co.uk writes:

: Hi all,

: Anyone any idea if the word "Ansch" in this line:

: LiA -3 5250 4 ; LiA(Ansch,rest,length)|Linear depreciation per period

: has an English meaning, and if so, what?

: TIA

: Cheers

: Derryck

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2300. Atari ST Games for Sale

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 18:15:17 UTC
From: swmoretp@aol.com
Message-ID: <20020913141517.27440.00002245@mb-bk.aol.com>
Source record: 32158

We have these classic computer games (including many Atari ST games) for sale on eBay. You can do a search by the item number you are interested in or by seller: swmoretp@aol.com to see the full list. The end time is US west coast time. We ship anywhere and ship multiple wins together to save on shipping.

Renegade for Atari ST - NEW
1380638945 Sep-18 19:34:43 US PDT
Chessmaster 2000 Atari 800 & C-64/128 - NEW
1380639585 Sep-18 19:36:44
Battleship by Epyx for the Atari ST - NEW
1380640097 Sep-18 19:38:31
Excellent Atari 800 Software Book with Good Game Reviews
1380640697 Sep-18 19:41:00
Final Assault by Epyx for the Atari ST - NEW
1380641230 Sep-18 19:43:23
Carrier Command for the Atari ST - NEW
1380641685 Sep-18 19:45:35
Mission Impossible 2 for the Atari ST - NEW
1380642061 Sep-18 19:47:09
The Pawn by Rainbird for the Atari ST
1380642485 Sep-18 19:49:04
Infocom, Scott Adams, Adventure 350/550 etc. Hint Book
1379941570 Sep-18 19:51:05
Sub Battle by Epyx for the Atari ST - NEW
1380642867 Sep-18 19:51:15
Ultima VII: Serpent Isle Clue Book
1380643500 Sep-18 19:54:16
Hero's Quest by Sierra On-Line, Atari ST
1379942932 Sep-18 19:55:03
King's Quest III, Sierra On-Line Atari ST
1379943425 Sep-18 19:56:50
Phantasm for Atari ST - NEW
1380644104 Sep-18 19:57:50
Archon for the Atari 800XL - NEW
1379943985 Sep-18 19:59:15
Tracker by Rainbird for the Atari ST
1380644536 Sep-18 19:59:39
Zork II, Infocom Small Box British Release Version, Atari ST
1379944532 Sep-18 20:01:22
Worlds of Ultima: The Savage Empire for IBM
1380644955 Sep-18 20:01:47
Rogue by Epyx for the Atari ST
1379945263 Sep-18 20:03:27
Starglider by Rainbird for Atari ST

1380645851 Sep-18 20:04:03
Spirit of Excalibur for Atari ST
1379946059 Sep-18 20:05:14
Spirit of Excalibur Hint Book
1380646571 Sep-18 20:06:37
Ultima Underworld II: Labyrinth of Worlds for IBM
1379947385 Sep-18 20:08:53
The First King's Quest II Black Box Version by Sierra On-line
1380647221 Sep-18 20:10:50
Ultima IV - VII The Avatar Adventures Book
1379948342 Sep-18 20:12:11
Waterloo by SSI for Atari ST - NEW
1380647888 Sep-18 20:12:51
Maniac Mansion by Lucasfilm with Poster for IBM
1380648517 Sep-18 20:16:04
Canyon Climber for Atari 800, 1982 CIB
1380649513 Sep-18 20:20:26

2301. Re: FS - 1mb STE Ram

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 19:25:01 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <alte2j$11tf2$1@ID-40235.news.dfncis.de>
Source record: 32159

I was amazed to find one of our local shops selling novelty greetings cards
with a SIMM on the front made to look like a snake....

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
news:WZcg9.1414$jZ3.618824@newsfeed.slurp.net...
> Hmmm... I hope you're not asking much because they're worth shite all.
I've
> been known to give out 1MB and 4MB simms left, right, and center. They're
> just not worth any money... especially 256KB ones...
>
> Joshua.
>
> "Graham Prout" <caver99@ntlworld.com> wrote in message
> news:8r6g9.760$gc1.151487@newsfep1-gui.server.ntli.net...
> > I have 4 x 256mb 30pin simms out of a 1040STE is anyone wants it let me
> > know.
> >
> > Regards
> >
> > Graham
> >
> >
>
>

2302. Binary Patch

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 23:00:54 UTC
From: Nicholas Steele <a@b.c>
Message-ID: <G6ug9.322802$f05.16761627@news1.calgary.shaw.ca>
Source record: 32162

Does anyone know the correct syntax to use the program binpatch.ttp? According to a text file with BigDos the files binpatch.ttp, ahdi.prg and ahdi6061.bdf have to be in the same directory, and then just run binpatch with ahdi6061.bdf as an arguement but all that happens is binpatch prints out the list of commands, but they are all in German. Any help would be appreciated. Or if there is already a version of ahdi.prg patched for XHDI that would be much appreciated. Thanks.

Nicholas

2303. Re: NVDI (USA)

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 23:08:24 UTC
From: swampfax@atlantic.net
Message-ID: <ldug9.43$7h3.44297@news1.atlantic.net>
Source record: 32165

On 12 Sep 2002 18:26:35 , michxel.robillxrd@the-spa.com wrote:
>Where Can I get (if I can) NVDI in the United States?
>If I can't get NVDI in the USA can I order from overseas and where
>from?
>
>Thank You
>Mike
>x=a
>.

Hi Mike,
I'm not sure if it's still active but you can try
Systemsfortomorrow.com.
John G.

2304. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 23:10:35 UTC
From: Trip Cannon <TCannon@NOSPAMteleport.com>
Message-ID: <Lfug9.5050$Os3.358830@newsread1.prod.itd.earthlink.net>
Source record: 32163
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

The posts in question were almost two years old... I take it the club was going strong back then? But I wouldn't know because I never was able to get information as to where to go and when.. And then there was another post pertaining to a night to get together and play on the console systems... I wrote back saying I was interested but received nothing but a one sentence reply saying "I'm working on it" or something to that extent... I answered another one a couple of months later and received the same reply..

So trust me man, I wasn't the flake here.. I mean, I'm not questioning his business ethics or anything but I don't know, maybe I would have bought some stuff from him if these meetings took place?

-Trip

"d.berlier" <d.berlier@attbi.com> wrote in message
news:Se_f9.453493$UU1.72900@sccrnsc03...
> I have actually purchased from BEN and he is a great guy! very friendly
and
> ATARI sales and service is his PRIMARY INCOME! with the state of things
> economic he really needs a break from an occasional flake action as he is
> TRUE to the atari and sales and service. That is his bread and butter so
> give him a break!

2305. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-13 23:13:28 UTC
From: Trip Cannon <TCannon@NOSPAMteleport.com>
Message-ID: <siug9.5052$Os3.359155@newsread1.prod.itd.earthlink.net>
Source record: 32164
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Ben,

Thanks for the reply but there's no way I'll be able to organize meetings with my schedule.. And I'm not that knowlegable with the ST line... That was one of the main reasons I wanted to attend so I could get to know the computer better... However, if you're still doing the console thing, let me know..

Thanks,
Trip

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0209121418320.20629-100000@shell1.aracnet.com...
> Hi Trip,
>
> if you want to organize Atari Club meetings, it's fine with me. I'd be
> happy to come and contribute. I used to be a SIG Leader for New Users
> Groups for both 8 Bit and ST. In fact, I'm sending this to you on my
> Atari Mega ST4 and Flash Terminal Software.
>
>
> ==Thanx==
> ===Ben===
>
> On Thu, 12 Sep 2002, Trip Cannon wrote:
>
> > You're not the only one... I've written him several times asking about his
> > NW Atari club... I wanted details about when and where to meet... He'd write
> > me back with one sentence replies never giving me a straight answer and I'd
> > never hear from him again... Yet he'd keep posting invitations on the
> > NG's... What's up with this guy?!
> >
> > -Trip
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
> http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
> Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com

> BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>
>

2306. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 04:04:28 UTC
From: Zam Karmen <zam_karmen@yahoo.com>
Message-ID: <Xns9288D642C58990411@216.148.227.77>
Source record: 32166
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Trip Cannon" <TCannon@NOSPAMteleport.com> wrote in
news:siug9.5052$Os3.359155@newsread1.prod.itd.earthlink.net:

> Ben,
>
> Thanks for the reply but there's no way I'll be able to organize
> meetings with my schedule.. And I'm not that knowlegable with the ST
> line... That was one of the main reasons I wanted to attend so I could
> get to know the computer better... However, if you're still doing the
> console thing, let me know..
>
> Thanks,
> Trip
>
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0209121418320.20629-100000@shell1.aracnet.com...
>> Hi Trip,
>>
>> if you want to organize Atari Club meetings, it's fine with me. I'd
>> be happy to come and contribute. I used to be a SIG Leader for New
>> Users Groups for both 8 Bit and ST. In fact, I'm sending this to you
>> on my Atari Mega ST4 and Flash Terminal Software.
>>
>>
>> ==Thanx==
>> ===Ben===
>>
>> On Thu, 12 Sep 2002, Trip Cannon wrote:
>>
>> > You're not the only one... I've written him several times asking
>> > about
> his
>> > NW Atari club... I wanted details about when and where to meet...
>> > He'd
> write
>> > me back with one sentence replies never giving me a straight answer
>> > and
> I'd
>> > never hear from him again... Yet he'd keep posting invitations on
>> > the NG's... What's up with this guy?!
>> >
>> > -Trip

>>
>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/ Books. FREE Catalogs on the web at
> http://www.aracnet.com/~atari/catalogs.htm
>> http://BenSells.atari.org or at Ben's Domain at
> http://www.atari.benjamin.net
>> Catalogs can be Requested by and Received Through E-Mail at
> atari@aracnet.com
>> BenSells@atari.org or atari@benjamin.net and Please Specify whether
>> you
> want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>>
>>
>
>
>

A long time ago..and I mean a LONG time ago, there were several Atari groups in the Portland area.

Myself and a few others got together and attempted to bring all these groups together under one single body. I think we called it the Northwest Atari Treaty Organization (NATO). I was much younger then and not as creative with names (can't say I'm any better now).

The leaders of all these groups felt threatened that we were trying to take over their groups and toss out their leaders. Quite the opposite - we were attempting to unite all the groups together to form a stronger presense in the Portland area. I believe had we been succesful, the fate of Atari Corp, and it's followers may have been somewhat different or at least delayed - maybe not.

So, given what you've heard from your inquiries and knowing a little about the past representation of the various Atari groups, I'm not surprised by the one liners and lack of more enthusiastic replies. I didn't find the Atari group representatives to be very skilled in the areas of social interaction.

I gave up the NATO idea and sold my 16 bit Atari and moved to Mac platforms. Later, I switched to Intel architecture where I remain.

Users groups at one time offered a great service to the community. Under strong leadership, they offered new users a "warm spot by the fire" so to speak and helped educate them in the basics of the system they chose. There was decent social interaction - I actually made a couple life-long friends from my involvement in the Commodore users group in Eugene, OR.

Any more, tho Intel architecture dominates and folks can get as much information from the web or from newsgroups such as this. Additionally, they can turn to Ebay for all their trading needs. Sadly, the PC user groups are falling by the wayside. I'm sure Ben's doing a good job

trying to keep this alive, but eventually good intentions must give way to reality and he needs to eventually face the fact that the Atari market is dwindling and unless a developer is really doing this out of the goodness of their hearts - hardware and software advances are going to eventually stop completely.

I'm not sure where I'm going with this, but I've seen these Atari posts regularly, and while annoying, you can't deny a person free speach. You My newsreader (X-news, it's great stuff) has an easy-to-use filter and I put it to good use. Folks not interested in seeing this stuff might do the same.

At any rate, that's Zammer's history lesson for today. Sorry it was lengthy, but hope it's of some value.

Zam

2307. Bravo Sierra Article

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 05:15:46 UTC
From: duwolf@hotmail.com
Message-ID: <4cd3b1ba.0209132115.6d3f58c@posting.google.com>
Source record: 32167

Hello folks,

Ben emailed me regarding not seeing the Atari-source.com article. I seem to have lost his email and am not sure if I responded or not. Some notes regarding the article. I do not mean to blow sunshine up my own ass, but the comments at the end are merely a way of saying that anything is possible, and education on an atari is possible. I'm not a braggart but I am proud of what I have achieved at age 21. I've worked hard to get where I am, so I hope I don't come off as a complete asshole.

I figured to save everyone some hassle, here is the direct link to the article:

http://portal.atari-source.com/modules.php?op=modload&name=Sections&file=index&req=viewarticle&artid=20&page=1

And below I will post the entire contents of the article:

First and foremost, here is the original article posted on http://www.aracnet.com/~atari/antispam.htm. The proprietor in question's name is Ben Smith and here is my reaction...

Original article:

Please Read this Page all the way through before you form your opinion..

Even though we can do a lot with our Atari's. I find myself quite limited using my ST on the Internet. Sure, Many Atarians have adapted New SoftWare so they can more fully use the Internet. I can't do that. I'm mentally impaired. Besides being accused of being Crazy for not owning/using any Computer and/or Game Machine (Jaguar) except Atari. And resisting salesmen and the rising Tide of PC/MicroSoft/MAC! Due to my Disability, I Log onto the InterNet with my Mega ST4, Antique Terminal SoftWare & 14,400 MoDeM! I learned how to be proficient with my Antique Atari Computer back when I was able to study New ways of getting On-Line. I'm Limited to ways I can Promote my Business/LivelyHood. Most Tools for on-line Business aren't for Atari. Especially with my Limitations. That is why I CrossPost to News Groups to survive as a Business. If you consider the thought/intent of the Rules behind CrossPosting. I'm an honest BusinessMan trying to make a Living Supporting the Atari Community. Most of those who Condemn me for Spamming either have no interest in keeping the Atari Community Alive, were Never interested in giving me their Business or are at an extreme on the Letter of the Law on Spam and throw out the Baby with

the Bath Water!

You may of noticed I've changed the way I Post my Messages. I've Learned a few things. I've learned I don't need HTML in my Post to link my WebSite and WebPages to NewsGroup Posts and I've learned to be a better Web HTML Programmer. In other words, instead of trying to put all the information in my posts, I've learned I can move that information to my WebSite and use HotLinks to Link my Customers to my WebPages through my WebSite. Thereby Shrinking the BandWidth! I don't know if I can always do this but as long as I'm able, despite my Mental Disability. I'm going to try! And to those who yelled at me without bothering to clearly explain why? You may not know it but I only use an Atari. Including going On-Line! So I can't see what you all see on your PC's and Mac's when your On-Line! So while you were screaming about my Posts! I was like a child you yelled at, understanding only on a simpler level. I hope we can put this behind us!

After reading this article, I must truly wonder if Ben Smith does have a mental disability, as mentioned. After all, even using only an Atari on the internet, one can relate most experiences on the internet to things that happen within real life. Imagine a world of being bombarded with advertisements. Would you really want it?

Let's use a real life analogy. Once a year there is an Atari show, the biggest Atari show where everyone who is even slightly interested can magically get time off work and from families to come and attend this three day show. At this show are some 100 exhibitors and of course all of the customers. Let's imagine for a moment that one particular exhibitor placed his signs and directions to his booth all over the auditorium. He is after all a small business trying to survive in a small faction of a market. Is this an unfair advantage to play less by the rules? Well yes. Until Ben Smith is the only proprietor of Atari software and hardware, he is using newsgroups and his ignorance of people actually speaking up because of the problems with it to his advantage.

In this hypothetical auditorium situation, Ben Smith would be using all of his resources to advertise his business... unfairly. Let's say the main organizers allow advertisements in flyers, tv monitors, and other resources. Other exhibitors use these mediums, and pay for it, but nonetheless it is slightly less effective.

And let's talk about this Internet learning disability... The MiNT kernel and other parts of it are modeled rather directly from Unix who in essence birthed and powers a vast portion of internet servers. Atari's can run apache web servers, ftp servers, telnet servers, etc. In your local bookstore there are plenty of books on these subjects, including netiquette, that apply not just to PC's and Macs but to all platforms. I too am an American, and while Internet usage is more

prevalant on PC's there is absolutely nothign stopping you from seeing on an Atari what you can see on a PC.

The simple fact is Ben, that if you do not have the ability to adapt to an environment or learn a particular skill then you shouldn't do that. This is something I firmly believe in. I do not believe people should be allowed to drive cars without having a basic foundation of knowing how the car works and how to troubleshoot on a general level what is wrong. It applies to all parts of life. If you do not know how to program software, you do not get to be a computer programmer, if you do not learn to drive properly and follow the rules of the road you do not get to drive. No matter what you do, a certain level of adaptation must follow. No matter how simple windows is, there are people that get it, and people that don't.

The problem with your posts to comp.sys.atari.st, and other groups is simple. Your content is the same primarily. At times we can see more then one post of yours in a week. You contribute not much of anything to the discussion, you do not answer specific inquiries for a product or package. Compare this for instance to Barrie of Keychange music. Barrie never all out advertises his business in a self contained post, but instead waits to see someone in need, with a need he can fill, and chimes in to plug his business, letting the person know that there are dealers out there who can help.

The difference is that Barrie's method requires more work. He must read through posts and contribute to conversations and get to know the community, whereas all we ever ever ever see from you is advertisements. It's not that we don't like you, it's that it's a community forum that you are exploiting for ONLY your own advantage. The problem Ben is not that you have a learning disability or that using Atari computers causes you to somehow miss out on advertising techniques, but quite simply the problem is that you are lazy.

If you were not lazy, you would see the problems with your current methods and change to a more subtle method that requires more effort on your end. You would get involved a bit more and try to gain a higher internet presence. Did you know that since Atari-source.com opened in December of 2001 we have had almost 60,000 page views? That is a significant exposure. You could develop relationships with web portals and news providers and work to get your site linked to from these sites. Who knows you might even be able to pay some of these webmasters actual money in order to plug your own business. Alas, this probably isn't necessary because most sites I know of, including mine, would probably offer up a large banner to your company's website absolutely free. Most webmasters would even offer to design your banner for you, though you could easily do it with Papillon or Smurf on your Atari or any other of the NUMEROUS graphics packages.

Nobody has been exceptionally hard on you Ben. We're just waiting for you to figure out for yourself why you are wrong to do this. The internet is exactly the opposite of what you think it is, it is a vast

network of resources and information just begging for you to learn how to properly use it. The information is out there, it is easy to provide your own domain name and serve all of your web site right off your Atari from your own home. Computers, and learning about them has nothing to do with disabilities and more with how much effort you really want to put into it.

Lastly please keep in mind that I have quite the right to publish such an article. My first computer was an Atari and it is the foundation of most of my computer training and education. The first computer I have ever crawled the Internet with was an Atari TT owned by my current roomate. I purchased a PC only to build a real world education of computing today so that I am marketable to employers, but I assure you, my Atari is where the real education was at. Today I am a Systems Administrator fo ra large company, a position acheived with literally no college education. To say that one cannot get a broad education and is limited by using Atari is like saying that you cannot learn how to drive because you must drive a Chevette instead of a Corvette. It's an argument that just doesn't work. Nobody hates you Ben, you do a wonderful service to the Atari community, but we need everyone to play by the rules. Newsgroups are an open forum. Advertisements just do not belong there in the method that you post them.

2308. Re: NVDI (USA)

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 11:54:44 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0209140354.ec883e4@posting.google.com>
Source record: 32168

You can try to buy it directly from ASH the german company that sells NVDI.
I think they will send it to the USA. Ask them.

http://www.application-systems.de/

There you have an on-line shop and a contact e-mail.

michxel.robillxrd@the-spa.com wrote in message
news:<v%4g9.598195$m91.24139062@bin5.nnrp.aus1.giganews.com>...
> Where Can I get (if I can) NVDI in the United States?
> If I can't get NVDI in the USA can I order from overseas and where
> from?
>
> Thank You
> Mike
> x=a

2309. Re: Hades 060 on evilBay.de

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 13:12:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d82e0861309233@attbi.com>
Source record: 32170

>Well, looks like the number of bids jumped to 10 at the last 10 minutes with
>the closing bid at 605 euros.
>http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2051546796
>
>Joshua.

Well that is great. I hope someone gets it. It will be nice to have another
new Hades owner to talk to.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2310. Re: PopGem, MiNTsetter, freegem etc Now opensrc.

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 13:12:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d82e0861309234@attbi.com>
Source record: 32169

>
>hmmm i sent the key to all the mail I got for the registration.
>I guess I didn't receive yours, or I might have messed it up.
>Really sorry about that, you should have emailed me for a status on it.
>Anyway, the src is out, I am sure someone will remove the GFA bits about
>the key registration. (not hard at all).
>Anybody can then use it without a key.
>

Hello Frederick,

Actually I did not send in the resgistration to you, I sent it to Kellis. That was the only name I had. Doesn't matter, I just wanted to support the author. The program works fine under StIk and GlueStik.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2311. Re: SWF files???

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 13:12:03 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d82e0861309235@attbi.com>
Source record: 32171

>in article 3d7efe841aab278@attbi.com, Edward S. Baiz Jr. at
>edbaizjr@attbi.com wrote on 9/11/02 6:29 AM:
>
>> Hello,
>>
>> I have a swf video-sound file. Is any Atari program that will play this file?
>> Is there a program that will convert it to a form that Aniplay can play it? I
>> even tried to play it on my wife's Pentium II with no luck.
>
>I work with SWF files all the time. It isn't a video format, actually. It is
>an interactive computer animation format called "Shockwave Flash". The way
>it works, I believe (I may be wrong), is that it has a script that defines
>for the computer exactly what to do when, as well as a set of data to draw
>from (i.e. images, sounds, etc.). For instance, instead of running a video
>with a set size and ratio, it will tell the computer, "put this set of
>letters on the screen at this point size relative to the total screen size,
>perform a mathematical algorithm for causing the individual letters to loop
>around the screen 'follow-the-leader' fashion, for x amount of time, then

Thanks for the explanation Mike. I will have to get Flash for my wife's PC.
Too bad I cannot play the file on my Hades computer. I know it could be done
if I had the correct program. No conversion program??? Maybe someday.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2312. Re: Harlekin desk acc

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 16:10:04 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1032086465.41074.0@doris.uk.clara.net>
Source record: 32179

Hi Nick

Why would they, they actively encourage Ben-Dover from good old-boy club Bravo Sierra, so what if its against the rules!.

What I suggest you do is post your complete shop inventory here twice a day, then we can quote it in any future un-related replies, then I'll come along and complain about it being against the rules, quoting said inventory of course, and then look forward to some more malicious, abusive and threatening private emails from anonymous arseholes.

BTW, hi assholes, I'm really scared you know.

P.S. to said anonymous assholes, take some advise, you really /don't/ want to meet me on other than friendly terms.

| Hope you don't mind me doing a little self promotion
|
| You wanted Harlekin 3, try this link
|
http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Tools___Utilities_12.html
|
|
|
| --
| Nick Harlow
| 16/32 Systems
| Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
| Web Site: http://www.1632systems.co.uk

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.386 / Virus Database: 218 - Release Date: 09/09/2002

2313. Re: Texel question

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 17:37:48 UTC
From: <>
Message-ID: <1032074846-92250AEicMi@ntlworld.com>
Source record: 32177

From: Gerhard_Stoll@b.maus.de (Gerhard Stoll)
Date: Fri, 13 Sep 2002 19:40:00 +0200

>In my dictionary stand:
>
>Anschaffungswert = cost (or acquisition) value

Thanks Gerhard, I've used "cost" - I'm no mathematician so I hope all this
stuff is correct ;-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2314. Re: Texel question

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 17:51:00 UTC
From: <>
Message-ID: <1032074850-93194AEicMi@ntlworld.com>
Source record: 32178

From: Jim DeClercq <jimd@panix1.panix.com>
Date: Fri, 13 Sep 2002 18:00:29 +0000 (UTC)

>Did you know that you can type "ansch*" into LEO, and get all the
>words that contain that root, and get as confused as I did?

LEO, didn't think of that!

>If true, where the percentage entry? "Rest" I do not recognize.

Dunno, as I've said to Gerhard I'm no mathematician!

This is how a couple of similar entries translate:

(Ansch;Rest;Dauer;Periode)|Arithmetisch-degressive Abschreibung
(cost,rest,length,period)|Arithmetically-decreasing depreciation

(Ansch;Rest;Dauer;Periode[;Monate])|Geometrisch-degressive Abschreibung
(cost,rest,length,period[,months])|Geometrically-decreasing depreciation
---

I hope it's not miles wrong as it will call into question the rest of this
file!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2315. Changing HDD

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 18:51:07 UTC
From: "\"Patrycjusz R. Łogiewa\"" <silverdr@inet.com.pl>
Message-ID: <3D83851B.70201@inet.com.pl>
Source record: 32172

Hi all,

just bought a nice HDD controler "ProFile" made by Protar or so. I would like to replace the builtin 20MB drive with some of my newer SCSI drives but It's got a proprietary driver I suppose. Also don't have any partitioning software, which would allow me to prep the drive for use under ST.

Any friendly soul with clues, URLs, uploads ;-) ?

2316. Re: FS - 1mb STE Ram

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 19:58:39 UTC
From: Graham Prout <caver99@ntlworld.com>
Message-ID: <MxMg9.10052$7x3.447351@newsfep2-win.server.ntli.net>
Source record: 32174

Yes i ment kb not mb sorry for the mistake, if anyone wants them i am asking
£1 for p&p as i dont need them anymore you can have them.

"David Wade" <g8mqw@yahoo.com> wrote in message
news:alte2j$11tf2$1@ID-40235.news.dfncis.de...
> I was amazed to find one of our local shops selling novelty greetings
cards
> with a SIMM on the front made to look like a snake....
>
>
> "Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
> news:WZcg9.1414$jZ3.618824@newsfeed.slurp.net...
> > Hmmm... I hope you're not asking much because they're worth shite all.
> I've
> > been known to give out 1MB and 4MB simms left, right, and center.
They're
> > just not worth any money... especially 256KB ones...
> >
> > Joshua.
> >
> > "Graham Prout" <caver99@ntlworld.com> wrote in message
> > news:8r6g9.760$gc1.151487@newsfep1-gui.server.ntli.net...
> > > I have 4 x 256mb 30pin simms out of a 1040STE is anyone wants it let
me
> > > know.
> > >
> > > Regards
> > >
> > > Graham
> > >
> > >
> >
> >
>
>

2317. Atari STinG to WinCE howto

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 20:38:32 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d83ac448176e90@tripnet.se>
Source record: 32173

I have put up an article that describes how to make a TCP/IP connection between an Atari running STinG to a WinCE 2.0 pocket computer. There are versions in English and Swedish. This is quite cool as it makes it possible to surf on the handheld through its sync cable without any Ethernet cards etc.

I have also put up some more general info and longterm uptime data for the Weblight webserver I have kept online since Jan. 2001. 98.8% availablility over 10 months is not too bad for a computer running TOS...

Can be found at http://atari.mine.nu/network/

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2318. Re: NVDI (USA)

Newsgroup: comp.sys.atari.st
Date: 2002-09-14 21:22:35 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <HzNg9.15822$AY5.3345929@e3500-atl1.usenetserver.com>
Source record: 32175

> Where Can I get (if I can) NVDI in the United States?
> If I can't get NVDI in the USA can I order from overseas and where
> from?
>
> Thank You
> Mike

http://www.atari-workshop.co.uk/index.htm

I've found this Atari dealer quite responsive and helpful despite being across the Atlantic. They do accept VISA and other cards (so currency swaps are instant and easy). You can request they email you a copy along with your license/key as you wait for the origonal disks/manuals to come to you via mail. Some software they are allowed to do electronic transfers so you get a working copy ASAP. Can't hurt to ask.

Brian

2319. Help needed for Microdeal Replay 4 software

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 03:10:07 UTC
From: MrShoujo@webtv.net
Message-ID: <1574-3D83FA0F-482@storefull-2332.public.lawson.webtv.net>
Source record: 32176

OK here's the story:

A friend bought a package deal off a friend who originally bought it from someone and while we got some great stuff, one thing we finally figured out what the heck it is and I wanna use it.

I have the Microdeal Replay sound sampler cartridge and the Replay 4 software for the Atari ST. I made a backup of the software (took us a while to find it) so now I have that, there's only 2 others things needed...

My friend hasn't found the instructions for the software yet. I would like basic instructions and general tips on using the software, saving clips, audio levels I should be aware of, and... does the "525" utility take Replay's .SPL (or whatever they are) files and turn them into WAVs? The reasons I need the conversion software to make WAVs are the fact that the little Windoze 'puter we got has a mic but it doesn't work right for some stupid reason, and I want to make little sound bites from my Japanese anime tapes, especially of those where the original Japanese voices say names correctly (so I can cure dubbies of Dub-itis) and I do that by converting WAV audio files onto my Psion Revo aka Diamond Mako PDA and play the files there. The WAV clips I had hoped to find don't seem to exist on the net (apparently recent anime fans don't understand the need for the clips I want), so now that I have the Replay cart AND software, I'm just 2 steps away from using the ST has a high quality audio sampler.

Instructions and converting to WAV format utility is all that I ask. Please send private replies to the posting email address. Goodness knows I'm going to be spammed out of my brains for this, but I need the help. URLs to files I can download would be most appreciated. File attachments I can forward (that aren't too huge) to another email address would be cool but not necessary.

m(_)m onegai shimasu!!!

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
||| Last night I dreamed I was eating a huge marshmallow. When I woke up, my pillow was gone!

2320. FS : Atari ST+Falcon CDs (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 12:26:10 UTC
From: steve666@clara.co.uk
Message-ID: <1fijzme.1feoinry8bhs0N%steve666@clara.co.uk>
Source record: 32180
Cross-posted to: uk.adverts.computer,uk.adverts,uk.adverts.other,comp.sys.atari.st

For sale - the following CDs for Atari computers:

1.. "Suzy B's Atari Software Treasury" (2 CDs)
2.. "Select" - Falcon s/w
3.. "Bird Of Prey" - Falcon s/w
4.. "Atari Computing Millennium" - final CD!!
5.. "FaST Club CD#3" - PD/shareware

Please note: numbers 2+3 are CDR's, the rest are originals.

All discs work perfectly. Please email with offers, uk only.
(steve666@clara.co.uk)

Thanks
Steve

2321. Re: PopGem, MiNTsetter, freegem etc Now opensrc.

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 13:00:44 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.lmodcqnc@localhost>
Source record: 32181

Frederic Fouche wrote:
>
> hmmm i sent the key to all the mail I got for the registration.
> I guess I didn't receive yours, or I might have messed it up.
> Really sorry about that, you should have emailed me for a status on
> it. Anyway, the src is out, I am sure someone will remove the GFA
> bits about the key registration. (not hard at all).
> Anybody can then use it without a key.

I have been working a bit on this now, and have ripped out the parts
concerning reigstration key. I guess the latest sources were in the
middle of being upgraded, so there were some problems with downloading
email. I am currently looking into fixing this problem, and if things
go well I'll upload source+binary.

Regards,

Joakim

http://aicq.atari-users.net
http://topp.atari-users.net

2322. Calamus font 8bit.cfn wanted!

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 13:03:19 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.skqmmols@localhost>
Source record: 32182

Hi all,

Does anyone have the calamus font 8bit.cfn?
If you do have it (and there are no legal issues with sharing it)
I'd be very greatful if you could send it to me! :)

my email is gokmaseATbigfootDOTcom

Thanks,

Joakim

http://aicq.atari-users.net
http://topp.atari-users.net

2323. a long burn

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 13:15:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200209151515.a11637@su2.maus.de>
Source record: 32183

Hi,

I was able to burn a CD with a total length of 86 min 32 sec. Maybe
that's not astonishing to you, for me it was.

Und TTschï¿½
ps

TT and Yamaha 8424

2324. FS: Atari TT + other bits

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 15:41:42 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <uo9ahst0dhr7a1@corp.supernews.com>
Source record: 32184

Hi all,

Having finally given up and moved over to the Mac platform, I am reluctantly selling my TT.

It is pretty much standard except it come with a Might Mic 64MB upgrade card. Now don't get all excited, I bought this card from Ebay and have never got it to work properly, the memory checks out at start-up but then bombs. Oh and it has a 500MB SCSI hard drive.

It has been re-cased into a VERY large tower case to give oodles of room for upgrades and unfortunately the original case went to one of my friends a long time ago.

I'm not really sure what this is worth nowadays so offers would be appreciated!

I also have a memory adapter board for a Falcon 030, just plonk a 72pin simm in and you have a 16MB falcon, again offers would be appreciated.

Tim

2325. Re: Atari ST+Falcon CDs (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 16:07:15 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1032205720.53184.0@dyke.uk.clara.net>
Source record: 32104
Cross-posted to: uk.adverts.computer,uk.adverts,uk.adverts.other,comp.sys.atari.st

Hi Steve

"Steve" <steve666@clara.co.uk> wrote in message
news:1fijzme.1feoinry8bhs0N%steve666@clara.co.uk...
| For sale - the following CDs for Atari computers:
|
| 1.. "Suzy B's Atari Software Treasury" (2 CDs)
| 2.. "Select" - Falcon s/w
| 3.. "Bird Of Prey" - Falcon s/w
| 4.. "Atari Computing Millennium" - final CD!!
| 5.. "FaST Club CD#3" - PD/shareware
|
| Please note: numbers 2+3 are CDR's, the rest are originals.

If that's the case they cannot be sold as they are unofficial, bootleg copies.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.386 / Virus Database: 218 - Release Date: 09/09/2002

2326. Re: Atari TT + other bits

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 16:18:28 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <uo9cmllulbjc6b@corp.supernews.com>
Source record: 32185

I know, I know, bad practice to follow up one's own posts, the items are located in Manchester, UK and postage for the TT (if you require it) will be
10, if it's any more than that, I'll cover it myself.

Regards

Tim

2327. Zip Drive On Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 17:36:52 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <3d84c172_2@corp.newsgroups.com>
Source record: 32186

I have a Falcon030 with a 100 meg iomega SCSI zip drive. I used HDriver 7.+ to format and partition. The problem I am having is when I run Magic 5.11 the Falcon030 sees the zip drive, when I just run TOS 4.04 the falcon can no longer see the zip drive. Does anyone know what I am doing wrong or missing a step in the process?

Thanks in advance for all help.

Claude B.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

2328. SC1224 and Magic 5.11

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 17:40:48 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <3d84c262_2@corp.newsgroups.com>
Source record: 32187

When I connect the Falcon030 to an Atarir SC1224 monitor under tTOS the SC1224 monitor works fine. If I run Magic 5.11 using MAGXBOOT.PRG from the auto folder, as soon as the MAGXBOOT runs the monitor starts to scroll rapidly. Is their a solution to this problem?

Thanks for all help.

Claude B.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

2329. Re: NVDI (USA)

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 18:06:07 UTC
From: sylvain@europe-shareware.org
Message-ID: <1fik2yj.ma4vh61h81n89N%sylvain@europe-shareware.org>
Source record: 32188

<michxel.robillxrd@the-spa.com> wrote:

> Where Can I get (if I can) NVDI in the United States?
> If I can't get NVDI in the USA can I order from overseas and where
> from?

You can ask ESNA <http://www.europe-shareware.org>, they can have such
softwares.

--
Sylvain Perchaud
http://www.europe-shareware.org

2330. Atari-Anfänger

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 19:01:16 UTC
From: Mathias Sahm <Mathias.Sahm@web.de>
Message-ID: <am2lgkdnp02$1@news.t-online.com>
Source record: 32189

Kennt jemand eine gute Seite im Netz fï¿½r Anfï¿½nger im Bereich Atari?
Habe ein Atari ST Geschenk gekricht und komme damit nicht ganz klar.
Zum Beispiel bewegen mich so Fragen wie: Muï¿½ ich ein Atari
herunterfahren? Wenn ja, wie?

MfG: Mathias Sahm

2331. Re: PopGem, MiNTsetter, freegem etc Now opensrc.

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 20:23:36 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10209151523210.21365-100000@coazter.myip.org>
Source record: 32191

Excellent :)

Exactly what I am talking about :))

On Sun, 15 Sep 2002, GokMasE wrote:

> Frederic Fouche wrote:
> >
> > hmmm i sent the key to all the mail I got for the registration.
> > I guess I didn't receive yours, or I might have messed it up.
> > Really sorry about that, you should have emailed me for a status on
> > it. Anyway, the src is out, I am sure someone will remove the GFA
> > bits about the key registration. (not hard at all).
> > Anybody can then use it without a key.
>
> I have been working a bit on this now, and have ripped out the parts
> concerning reigstration key. I guess the latest sources were in the
> middle of being upgraded, so there were some problems with downloading
> email. I am currently looking into fixing this problem, and if things
> go well I'll upload source+binary.
>
>
> Regards,
>
> Joakim
>
> http://aicq.atari-users.net
> http://topp.atari-users.net
>
>
>

2332. Re: Zip Drive On Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 20:31:08 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <am2qi8$2757i$1@ID-27442.news.dfncis.de>
Source record: 32190

Claude Bourgoin wrote:

> I have a Falcon030 with a 100 meg iomega SCSI zip drive. I used HDriver 7.+
> to format and partition. The problem I am having is when I run Magic 5.11
> the Falcon030 sees the zip drive, when I just run TOS 4.04 the falcon can no
> longer see the zip drive. Does anyone know what I am doing wrong or missing
> a step in the process?

Sounds as if you have created a DOS compatible partition on your ZIP
cartridge. Please refer to the HDDRIVER manual for more information on
partition types.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2333. Re: Atari-Anf&#65533;nger

Newsgroup: comp.sys.atari.st
Date: 2002-09-15 21:35:12 UTC
From: Ulf Gerke <ulf.gerke@t-online.de>
Message-ID: <am2uei$q6p$05$1@news.t-online.com>
Source record: 32192

Hallo Mathias,

"Mathias Sahm" <Mathias.Sahm@web.de> schrieb im Newsbeitrag
news:am2lgkdnp02$1@news.t-online.com...
> Kennt jemand eine gute Seite im Netz fi¿½r Anfi¿½nger im Bereich Atari?
> Habe ein Atari ST Geschenk gekricht und komme damit nicht ganz klar.
> Zum Beispiel bewegen mich so Fragen wie: Mui¿½ ich ein Atari
> herunterfahren? Wenn ja, wie?

es gibt hinten einen Schalter, da steht (sinngemi¿½i¿½) on / off dran. Auf off
fi¿½hrt er runter.

mfG

>
> MfG: Mathias Sahm

2334. Re: Zip Drive On Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 03:21:45 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <3d854a83$1_4@corp.newsgroups.com>
Source record: 32193

Yes, that is exactly what I did. Because I needed to transfer some large files from my PC to the Falcon. I trtied running Bigdos but the falcon still didn't see the zip drive.

Claude B.
"Uwe Seimet" <us@seimet.de> wrote in message news:am2qi8$2757i$1@ID-27442.news.dfncis.de...
> Claude Bourgoin wrote:
>
> > I have a Falcon030 with a 100 meg iomega SCSI zip drive. I used HDriver 7.+
> > to format and partition. The problem I am having is when I run Magic 5.11
> > the Falcon030 sees the zip drive, when I just run TOS 4.04 the falcon can no
> > longer see the zip drive. Does anyone know what I am doing wrong or missing
> > a step in the process?
>
> Sounds as if you have created a DOS compatible partition on your ZIP
> cartridge. Please refer to the HDDRIVER manual for more information on
> partition types.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

2335. Re: Supplier for Falcon030 video to vga cable.

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 07:38:27 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <am41o1cjs1@pegasus.csx.cam.ac.uk>
Source record: 32194

"Britt Park" <britt@sciencething.org> wrote in message
news:uo1hnrkbqg9d9e@corp.supernews.com...
> Does anyone know of a supplier for a Falcon030 video to VGA cable or
> converter? Short of that Does anyone know of a design for a do it
> yourself cable.

If you would prefere to purchase than make one yourself B&C
(http://www.myatari.com) probably stock them if your in or close to
the USA or Atari Workshop (http://www.atari-workshop.co.uk) for the
UK/Europe.

Stephen Moss

2336. gratis Atari ST1024 monitor + boek atari st intern (belgie)

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 08:46:29 UTC
From: Johan De Wit <witjo@rsd.bel.alcatel.be>
Message-ID: <3D859A65.B80664A0@rsd.bel.alcatel.be>
Source record: 32195

Hoi,

Af te halen in Stekene Koewacht.
Belgie

Kan niet testen, maar zou moeten werken.

Inclusief een boek van databeckers - Atari ST intern - in het nederlands

Voor afspraak : johan.dewit@easynet.be

2337. how to make the ST diskette images?

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 10:06:33 UTC
From: "\"Patrycjusz R. Łogiewa\"" <silverdr@inet.com.pl.remove.it>
Message-ID: <3D85AD29.1060201@inet.com.pl.remove.it>
Source record: 32096

Any clues on the subject?

2338. How to prep the SCSI HDD in the Protar controller?

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 10:07:40 UTC
From: "\"Patrycjusz R. Łogiewa\"" <silverdr@inet.com.pl.remove.it>
Message-ID: <3D85AD6C.5050505@inet.com.pl.remove.it>
Source record: 32097

Also here a help would be appreciated.

2339. basic question

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 10:36:14 UTC
From: Oracle <Someone@home.com>
Message-ID: <Omih9.33953$g9.95536@newsfeeds.bigpond.com>
Source record: 32098

With Ntsc Atari St's, was the verticle refresh rate at 60Hz and at 50Hz for Pal St's? Does this mean that a monitor bought from an Ntsc region would need its verticle hold & size adjusted to work on a Pal ST? or is the monitor socket allways 60Hz regardless?

just interested.

2340. Re: how to make the ST diskette images?

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 13:41:39 UTC
From: Cyprian Konador <c_konador@atari.pl>
Message-ID: <3D85DF93.EB757D4E@atari.pl>
Source record: 32099

"Patrycjusz R. dż˝ogiewa" skrobnďż˝dż˝:
>
> Any clues on the subject?

na pececie jest cos takiego jak Makedisk
a na Atari uzyj E-copy

--
pozdrawiam
Cyprian Konador
c_konador@atari.pl

UWAGA! ZMIANA SYGNATURKI! UWAGA! ZMIANA SYGNATURKI!

2341. Re: basic question

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 13:54:54 UTC
From: baldrick <baldrick@youshouldknow.netset.com>
Message-ID: <3d85e272$0$1425$6d5eecc5@news.eurekanet.com>
Source record: 32100

Oracle <Someone@home.com> wrote in message
news:Omih9.33953$g9.95536@newsfeeds.bigpond.com...
> With Ntsc Atari St's, was the verticle refresh rate at 60Hz and at 50Hz
for
> Pal St's? Does this mean that a monitor bought from an Ntsc region would
> need its verticle hold & size adjusted to work on a Pal ST? or is the
> monitor socket allways 60Hz regardless?
>
>
> just interested.

NTSC Atari ST vertical Refresh at 60 by default.
PAL Atari ST vertical Refresh at 50 by default

Yes monitors from the different regions can be adjusted. There is boot
loader software
for the 50Hz refresh rate, that switches the ST over to 50Hz. There were
some really
nice versions of the 1224 that could be fine tuned to just the right range
to accept either
NTSC or PAL input. In my experience the best ones for this were the box
shapped ones
without the fancy contour of the original 1224.

Dan Ackerman
aka baldrick

2342. FS: TTM 195 Monitor (also SC1224 & SM124)

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 14:56:03 UTC
From: Jeff Fair <parodifair@earthlink.net>
Message-ID: <B9AB41AC.13E54%parodifair@earthlink.net>
Source record: 32101

I live in Los Angeles and have a TTM195, SC1224, & SM124 all in very good condition for sale. I'm asking $75obo for the TTM 195, $60obo for the SC1224 and $50obo for SM124. Buyer pays shipping, please email me if you're interested.

Thanks,
Jeff

2343. Re: how to make the ST diskette images?

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 17:34:29 UTC
From: "\"Patrycjusz R. Łogiewa\"" <silverdr@inet.com.pl.remove.it>
Message-ID: <3D861625.9080902@inet.com.pl.remove.it>
Source record: 32102

Cyprian Konador wrote:
> "Patrycjusz R. Łogiewa" skrobnął:
>
>>Any clues on the subject?
>
>
> na pececie jest cos takiego jak Makedisk
> a na Atari uzyj E-copy
>

OK. That says something. But I remember reading somewhere that "to make true ST images, you have to make them on Amiga" - due to some FDD controler description in the pc. Similarly to Amiga diskettes.

Now the question: are ST and msdos 720KB diskettes fully compatible? In other words: can ALL the data of a ST diskette be read using the pc FDD controler? In that case I could use standard dd on my linux pc. Otherwise I look for alternatives either for ST or Amiga. I simply have a bunch of ST diskettes, which I would like archive (and be able to restore back once) before they get demagnetised...

Any more info?

2344. Re: how to make the ST diskette images?

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 18:24:57 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d862ff41532b90@tripnet.se>
Source record: 32103

On Mon 16-09-2002 19:34 (+0200) Patrycjusz R. ï¿½ogiewa wrote:

>Cyprian Konador wrote:
>> "Patrycjusz R. ï¿½ogiewa" skrobnï¿½ï¿½:
>>
>>>Any clues on the subject?
>>
>>
>> na pececie jest cos takiego jak Makedisk
>> a na Atari uzyj E-copy
>>
>
>OK. That says something. But I remember reading somewhere that "to make
>true ST images, you have to make them on Amiga" - due to some FDD
>controler description in the pc. Similarly to Amiga diskettes.

Due to the nature of the READ TRACK function of the Atari FDC it's
impossible to make a true copy of any floppy.

This is actually why it's possible to make copy protected floppies that
no standard copy program (using the FDC) can handle.

There are some solutions that use analogue technics and simply copies
everything the read head receives. This is rather tricky as both floppies
must rotate with the same speed.

Whith this method _any_ floppy can be copied if you are lucky.

Hm, just thought of something... Why not connect the output from the
floppy read head to the Falcon DSP and record it digitaly. Then do some
analysis on the data, clean it up and compensate for different floppy
rotating speeds etc. Finally write it back either in analogue format or
using FDC WRITE TRACK command after some rather complicated computations.
Not an easy task, though :-)

>Now the question: are ST and msdos 720KB diskettes fully compatible? In
>other words: can ALL the data of a ST diskette be read using the pc FDD

Yes and no :-)

There is really no easy answer to your question. If your floppies are
standard formatted on TOS 1.04 and higher any pc should be able to read
the data. If they are copy protected it will not work easily...

>controler? In that case I could use standard dd on my linux pc.
>Otherwise I look for alternatives either for ST or Amiga. I simply have
>a bunch of ST diskettes, which I would like archive (and be able to

>restore back once) before they get demagnetised...

The Amiga use a very different way of reading floppies without the ST/pc
floppy controller. That is why it may be possible to do true copies of
ST/pc disks on an Amiga. I have no further details on this.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2345. Re: how to make the ST diskette images?

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 20:29:00 UTC
From: "\"Patrycjusz R. Łogiewa\"" <silverdr@inet.com.pl.remove.it>
Message-ID: <3D863F0C.9060006@inet.com.pl.remove.it>
Source record: 32105

Thank you very much for the reply. Now it seems that I start to get
somewhere with this problem. However:

Kenneth Medin wrote:

>>OK. That says something. But I remember reading somewhere that "to make
>>true ST images, you have to make them on Amiga" - due to some FDD
>>controler description in the pc. Similarly to Amiga diskettes.
>
>
> Due to the nature of the READ TRACK function of the Atari FDC it's
> impossible to make a true copy of any floppy.

Do you have any more technical details on this? Maybe some URLs?

>
> This is actually why it's possible to make copy protected floppies that
> no standard copy program (using the FDC) can handle.
>

The same here. This is the same subject I guess.

> There are some solutions that use analogue technics and simply copies
> everything the read head receives. This is rather tricky as both floppies
> must rotate with the same speed.
>
> Whith this method _any_ floppy can be copied if you are lucky.

Yes. This is another story though. What I am looking for is a method of
creating the exact digital image of a ST diskette, using any common
hardware. This should be similar to the way C-64 raw GCR images are
created. If there are some tricks with the format of the ST, then it
looks that the Amiga seems to be the most suitable for this purpose as
it is known to be able to transfer raw MFM data (there is no hardware
decoding) with its floppy controller and can out-of-the-box read
everything but Macintosh 800KB format, which requires special drive
changing the rotation speed depending on the tracks. If I knew what are
the tricks with the ST's format I would be able to do something about it
using one of my old Amigas for example.

I would appreciate any further info on this subject.

>
> Hm, just thought of something... Why not connect the output from the
> floppy read head to the Falcon DSP and record it digitaly. Then do some
> analysis on the data, clean it up and compensate for different floppy
> rotating speeds etc. Finally write it back either in analogue format or

> using FDC WRITE TRACK command after some rather complicated computations.
> Not an easy task, though :-)
>

This reminds me sampling the cassette tapes from 800XL/C-64 into aiff
sample and scanning it for the bits... ;-) Yes this certainly is
possible as the tape example shows.

>>Now the question: are ST and msdos 720KB diskettes fully compatible? In
>>other words: can ALL the data of a ST diskette be read using the pc FDD
>
>
> Yes and no :-)
>
> There is really no easy answer to your question. If your floppies are
> standard formatted on TOS 1.04 and higher any pc should be able to read
> the data. If they are copy protected it will not work easily...

Yes. Once again then: what are those limitations of the floppy
controller in the ST?

>
>
>>controler? In that case I could use standard dd on my linux pc.
>>Otherwise I look for alternatives either for ST or Amiga. I simply have
>>a bunch of ST diskettes, which I would like archive (and be able to
>>restore back once) before they get demagnetised...
>
>
> The Amiga use a very different way of reading floppies without the ST/pc
> floppy controller. That is why it may be possible to do true copies of
> ST/pc disks on an Amiga. I have no further details on this.
>

As above - it should be possible and I remember somewhere reading
somthing like this but am also lacking the details.

BTW. When I mounted a ST diskette it showed strange (garbage) volume
name. Is this one of the differences between ST and msdos format?

2346. Re: Q: Supplier for Falcon030 video to vga cable.

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 20:58:00 UTC
From: mail@phpndp.com
Message-ID: <1103_1032209880@news1.on.sympatico.ca>
Source record: 32106

try
http://www.best-electronics-ca.com/cables.htm
for a USA source
ken

On Thu, 12 Sep 2002 09:55:23 -0700, Britt Park <britt@sciencething.org>
wrote:
> Does anyone know of a supplier for a Falcon030 video to VGA cable or
> converter? Short of that Does anyone know of a design for a do it
> yourself cable.
>
> Thank in Advance,
>
> Britt
>

2347. Re: Q: Supplier for Falcon030 video to vga cable.

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 20:59:27 UTC
From: Ken Seumas <k_seumas@sympatico.ca>
Message-ID: <1104_1032209967@news1.on.sympatico.ca>
Source record: 32107

try
http://www.best-electronics-ca.com/cables.htm
for a USA source
ken

On Thu, 12 Sep 2002 09:55:23 -0700, Britt Park <britt@sciencething.org>
wrote:
> Does anyone know of a supplier for a Falcon030 video to VGA cable or
> converter? Short of that Does anyone know of a design for a do it
> yourself cable.
>
> Thank in Advance,
>
> Britt
>

2348. Re: Texel question

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 21:16:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <am5hmn$391$1@thorium.cix.co.uk>
Source record: 32114

In message <1031927160-554168AEicMi@ntlworld.com>, derryck@.NOT~THIS~cix.co.uk said:

>Anyone any idea if the word "Ansch" in this line:
>
>LiA -3 5250 4 ; LiA(Ansch,rest,length)|Linear depreciation per period
>
>has an English meaning, and if so, what?

It's obviously an abbreviation, possibly for
'Anschaffung' = acquisition or purchase. Could also be
'Anschlag' = plot or estimate or
'Anschluss' = addition or
'Anschreiben' = put to one's account.
'Anschwellen' = increase (a less likely possibility).

I'd go for the first one if the context is something like compound
interest on a loan or mortgage.

Regards, /Peter/

2349. FS Mega STE

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 21:42:18 UTC
From: Dale Connors <dconnors@axion.net>
Message-ID: <dconnors-42A583.14421816092002@news.axion.net>
Source record: 32108

Have a 4 meg mega ste, with both an internal 300 meg hd, and another 300
megger in an adscsi external case.

also both sm124/and sc1224 monitors with monitor switch.
a hand scanner, and 9 pin roland dot matrix printer.

for software I have pagestream 2.2, Calamus, wordperfect, thats write,
every utility/known to man..... and atari's
and a box more... that i havent catalogued yet.

in western canada, so the major caveat will
be shipping. thought i'd offer it to the atari community first.

thanks

any offers to dconnors(remove spam)@axion.net
--
Laugh...its got to better than some alternatives....

2350. Re: Texel question

Newsgroup: comp.sys.atari.st
Date: 2002-09-16 23:28:16 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <am5peg$40k$1@reader1.panix.com>
Source record: 32109

For depreciation, "rest" is value remaining, or current value, or
remaining value. Something like "remain" or "value" would seem to me, a
sometimes statistician, to be preferable.

: Anyone any idea if the word "Ansch" in this line:

: LiA -3 5250 4 ; LiA(Ansch,rest,length)|Linear depreciation per period

: has an English meaning, and if so, what?

: TIA

: Cheers

: Derryck

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2351. Re: Zip Drive On Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 05:43:52 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <am6fai$30bga$1@ID-27442.news.dfncis.de>
Source record: 32110

Claude Bourgoin wrote:

> I have a Falcon030 with a 100 meg iomega SCSI zip drive. I used HDriver 7.+
> to format and partition. The problem I am having is when I run Magic 5.11
> the Falcon030 sees the zip drive, when I just run TOS 4.04 the falcon can no
> longer see the zip drive. Does anyone know what I am doing wrong or missing
> a step in the process?

I received your email, by the way, but cannot send an answer because
your mail domain is probably not correctly configured:

Sep 17 07:42:25 solo postfix/smtp[1443]: warning: no MX host for
pivot.net has a valid A record

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2352. MyMAIL 1.58

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 08:19:19 UTC
From: epkerha@epk.ericsson.se
Message-ID: <am6oi7$288$1@newstoo.ericsson.se>
Source record: 32111

```
Hi all,

New version of MyMail (1.58) is released.

This is basicly a binary update.
no changes is done on the RSC, help texts or Docs.

New/changes:
------------
- Fixed memory leaks
- Added loadable charset
- Some minor bugfixes

Languages supported:
--------------------
- English
- Swedish
- German
- French
- Polish

Download from:
--------------
http://erikhall.atari.org/programs/mymail.html

MyMail mailinglist
------------------
You can add or remove yourself from MyMAIL mailinglist.
The add/remove page is found at:
http://www2.tripnet.se/~erikhall/mymailupdates.html

MyMail WWWBoard
---------------
http://erikhall.atari.org/mymailboard/wwwboard.html

Best Regards
Erik Hall
```

2353. Ultimate Virus Killer - Atari ST/TT/Falcon virus killer

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 09:40:12 UTC
From: Richard <sorry@no.spam>
Message-ID: <a3udous68g8khp10a5ivrlpu1smg0pspn2@4ax.com>
Source record: 32112
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for about 14 years, and turned shareware a while ago. The latest version, 8.2, was released October 10 2001.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://www.uvk2000.com.
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me via the website and I will refrain from posting to the newgroup in the future.
Thanks for your time.

2354. STNICCC / Atari 16-bit Scene Central site

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 09:42:04 UTC
From: Richard <sorry@no.spam>
Message-ID: <o6udou0d29dn3op2m17k0quakn1tgfr07t@4ax.com>
Source record: 32113
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former 16-bit Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990? Or the reunion in December 2000? Or were you an otherwise active member of the aforementioned scene?

Then you should not wait a second longer and surf over to http://www.stniccc.com to discover that, in fact, there is a totally revamped site that covers these - and other - Atari scene events. It also contains Atari Scene Central, a repository of information on where all Atari 16-bit Scene people are now...

2355. ATARI TT030 PTC 1426 ORIGINAL MONITOR $25.00

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 13:40:52 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <EhGh9.10341$rJ3.931427@kent.svc.tds.net>
Source record: 32115

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2054370334&rd=1

2356. REDACTEUR 3 $11.00

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 15:13:15 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <fEHh9.11012$rJ3.941275@kent.svc.tds.net>
Source record: 32116

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2054977701

2357. Re: Texel question

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 15:38:58 UTC
From: <>
Message-ID: <1032336454-233266AEicMi@ntlworld.com>
Source record: 32132

From: xlator@cix.compulink.co.uk
Date: Mon, 16 Sep 2002 21:16:07 +0000 (UTC)

>>Anyone any idea if the word "Ansch" in this line:
>>
>>LiA -3 5250 4 ; LiA(Ansch,rest,length)|Linear depreciation per period

>It's obviously an abbreviation, possibly for
>'Anschaffung' = acquisition or purchase. Could also be

I replied to Jim's suggestion for a translation for "Ansch" with the
original two lines of German text and their translations.

It looks like "cost" is the most probable translation.

Once this is confirmed I'll be releasing the English Texel 2.20 resource
files and other data files.

I'm not sure if I'll be able to do the text that's embedded in the binary
however, it's a very complex job :-(

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2358. FS: Falcon, CT60, CTRAM...

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 15:57:18 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <am7jcs$aso9$1@as201.hinet.hr>
Source record: 32117

```
Falcon TOS 4.04, hdd 6 Gb 2.5", accessories, CT60, CTRAM 14 Mb,
another 14 Mb card...

make an offer

shipping and delivery:

Europe: cca 90 eur
rest of the world: cca 140 eur
-----------------------------------------------
Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2
-----------------------------------------------
```

2359. FS: STE, Falcon, Centram...

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 16:03:48 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <am7jp1$aso9$2@as201.hinet.hr>
Source record: 32118

FS:

1. Atari STE 1040, 4 Mb RAM, 250 Mb HDD 2.5, IDE adapter by M.
Beecroft, ATAPI Cd rom 48 x external with PS and Spin!, TOS 2.06 UK (also
1.06 GER), VGA adapter, Link SCSI adapter, HD floppy, mouse, joystick, sw...
2. Atari Falcon, 16 Mb, 850 Mb HDD 2.5", TOS 4.04, VGA adapter
3. CentRAM memory card by R. Czuba, 16 (14) Mb for Falcon
4. CT60 (when released)
5. C-Lab Polyframe ver. 2.0 with dongle

make an offer

location: Croatia, Europe
probable s/h costs: 50 EUR air mail EUROPE, 100 EUR airmail USA

2360. British ST Mags.

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 18:33:24 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <H2LI7t.7w3@freenet.buffalo.edu>
Source record: 32119

Hi! I have some British Magazines(ST) up for
sale, most of them have the disk with them. Email me for a list of them
at:dane@buffnet.net

Thanks!

Dane Stegman

2361. Falcon030 mouse

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 19:58:46 UTC
From: Britt Park <britt@sciencething.org>
Message-ID: <uof2bmsl97qk4f@corp.supernews.com>
Source record: 32120

Does anyone know a supplier for a Falcon030 compatible mouse? Is the mouse the same for the Falcon030 as for earlier STs?

TIA

Britt

2362. ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 21:44:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <2nNh9.110$EWM.21233817@news2.randori.com>
Source record: 32121

Hi all,

I have been half developing ST upgrade kits as a hobbie. You can see what I am upto on my site. Mostely things like STFM addond/upgrades etc. I wonder if there is actually any call for such things still. The ST still seems to be going pretty strong though would you lot support efforts to bring out upgrades ? I plan to upgrade a few of the ST's I have and put them on Ebay with 1.44meg drive and 4MB RAM, this only can be done in the UK since its where I am anyway. Of course I will probably updrade my own machine though if theres call enough I will make up some kits for other people to use.

Check out my site, if theres no call for kits anymore then it saves me a lot of work updating me site and such things.

Chris

--
---
www.cps-games.co.uk

2363. Where is my LGD CD?!

Newsgroup: comp.sys.atari.st
Date: 2002-09-17 22:52:33 UTC
From: sword7@speakeasy.org
Message-ID: <uofchh1b0aod38@corp.supernews.com>
Source record: 32122

Hello folks:

More than a month ago, I ordered a 6 CDs pack includes LGD CD on LGD (Little Green Desktop) web site through PayPal. I did not receive that yet. I read notices on that LGD web site said that it might takes many weeks to many months to arrive. Does anyone have similar experience like that?

Thank you!

-- Tim Stark

--
Timothy Stark <>< Inet: sword7@speakeasy.org

"For God so loved the world, that he gave his only begotten Son, that whosoever believeth in him should not perish, but have everlasting life. Amen." -- John 3:16 (King James Version Bible)

2364. advise on multitos

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 00:39:03 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <B9AD89B6.366C%doyene@zetnet.co.uk>
Source record: 32123

hei all.
I noticed a little problem with my multitos when rentering
partitions. It seem loose all my folders and file. But return when I reboot
. Which seems pointless way about thing, any advise will do system TT030
4X64 RAMS.
--
Regards.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| Atari TT030 Linux Debian/GNU |
| Mac PowerbookG3 OS9.2 OSX |
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
[Contact: doyene@zetnet.co.uk]
| John Nicholas Oakes |
| 32 West Avenue, New Moston, |
| Manchester. ENGLAND. |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

BEWARE THE PROGRAM BELOW IS TO DETER SPAM EMAILERS

${START_TRACKING: MOV "d0,sp lirtw:::"}{SEND_SPAMTO:
'failsafe@annoyspammers.co.eu lirtw:::"'}{END_TRACKING: BSR "sp,d0
lirtw:::"}$

2365. Re: Falcon030 mouse

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 02:10:15 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D87E05C.E0DFD9E1@rogers.com>
Source record: 32125

Britt Park wrote:

> Does anyone know a supplier for a Falcon030 compatible mouse? Is the
> mouse the same for the Falcon030 as for earlier STs?
>
> TIA
>
> Britt

Hi Britt,

In short, yes you can use any st compatible mouse with a falcon, whether its the plain st mouse, beetle mouse, golden image or one of the others.

2366. FS: Atari ST compatible monitor switchbox and TAC 50 joystick -best offer

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 02:11:30 UTC
From: Jonathan Pruitt <jpruitt57@comcast.net>
Message-ID: <B9AD57A3.B3F0%jpruitt57@comcast.net>
Source record: 32124

anybody interested in the following items?

1) A monitor switchbox for an Atari 1040st (possible compatible with other models, but I don't remember much about atari computers anymore, other than the fact that mine ran more solidly than anything I have owned since) . I used it to switch between monochrome and color monitors on 1040ste years ago. good condition.

2) a TAC 50 joystick, used, in good to excellent condition. 1040ste compatible.

please email me at jpruitt57@comcast.net with any reasonable offer.

Cheers,

Jon Pruitt

2367. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 02:11:50 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D87E0BA.481D3A1B@rogers.com>
Source record: 32126

exxos wrote:

> Hi all,
>
> I have been half developing ST upgrade kits as a hobbie. You can see what I
> am upto on my site. Mostely things like STFM addond/upgrades etc. I wonder
> if there is actually any call for such things still. The ST still seems to
> be going pretty strong though would you lot support efforts to bring out
> upgrades ? I plan to upgrade a few of the ST's I have and put them on Ebay
> with 1.44meg drive and 4MB RAM, this only can be done in the UK since its
> where I am anyway. Of course I will probably updrade my own machine though
> if theres call enough I will make up some kits for other people to use.
>
> Check out my site, if theres no call for kits anymore then it saves me a lot
> of work updating me site and such things.
>
> Chris

Chris,

Dont dissappear on us. If you leave without selling me some of those upgrades
I'll come over to your place really late and yell "BUGGAH" until the neighbours
wonder what your up to.

2368. Atari Web-Site FAQ!!!

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 02:16:16 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1032290214-935871AEicMi@williams-net.com>
Source record: 32127

Everyone,
Here is a ***NEWLY*** updated list of everything that I have and some of what people have given me in my e-mail. Thanks to all who have sent me there favorite web-sites!!! This is meant as a good resource for people to find web-sites related to Atari computers. This list is by NO means complete and can always be added to or deleted from if found that a site is no longer operational. Please direct all comments to me at firest@williams-net.com. Please if you have any web-sites to add to this list by all means send them to me and I will add them in. If you find a web-site that NO longer works let me know and I will check it out. I will do my best to update this list at least twice a month and post in this newsgroup. If this becomes to big I will break it down into smaller messages and post each message one a day as to not overload the newsgroup!! We as Atarians must band together to help to ensure the survival of our platform!!

Thanks,
Carey Christenson

Atari Vendors

Video 61 and Atari Sales (Sells Atari 8-bit and 16 bit hardware and software)
http://www.angelfire.com/mn/video61/

Cortex Design (Seller of Eclipse Graphics Card)
http://www.cortex-design.co.uk/

Woller Systems (Sells Atari Hardware and Software)
http://www.woller.com/

Merlancia Industries (Was planning on making a PPC Atari compatible computer needed 2000 pre-orders though)
http://www.merlancia.com/

Homa systems Retail
http://www.geocities.com/nmontaser/

Best Electronics
http://www.best-elctronics-ca.com/

European Shareware web-site.
http://www.europeshareware.free.fr/english/

16/32 bit systems web-site.
http://www.1632systems.co.uk/

Have not checked this site out. Will very soon!
http://www.keychange.co.uk/

Atari 8-bit and 16-bit software and hardware reseller
http://www.aracnet.com/~atari/atarisales.htm

Atari Downloads

University of Michigan Archives
http://www.umich.edu/~archive/atari/

Atari Hardware

Atari Eiffel Interface PS/2
http://perso.wanadoo.fr/laurent.favard/eiffel_e.html

Atari-launchpad: Hardware projects and information
http://www.geocities.com/SiliconValley/Bay/8745/pages/hardware.html

Eclipse User's Support Page
http://www.vianet.ca/~joshua/

Czuba Tech (Designer of the upcoming CT60)
http://www.czuba-tech.com/accueil/english/welcome.htm

Ethernet Adapter Details (From Elmar Hilgart)
http://www.asamnet.de/~hilgarte/ether_e.htm

Passage (Atari Info web-site)
http://hem.passagen.se/atari/

Mario Becroft's Atari Hardware Page
http://gem.win.co.nz/mb/atarihw/

Atari Coldfire Project
http://acp.atari.org

Frontier Systems (Hardware developer of the DEESSE card and XTOS
Computer)
http://www.frontier-systems.de/indexen.htm

Atari Ethernet Adapter (Lyndon Amsdon adapter)
http://hardware.atari.org/

Atari Sites

The Atari ST Quick FAQ (A very good resource for Atari ST, Mega ST,
Mega STe,Falcon 030 and TT030
http://www.megacom.net/~q-funk/ST/

The Atari Source
http://www.Atari-source.com

For Atari Users
http://www.atari-users.net

Another Atari FAQ devoted for the TT030
http://members.tripod.com/~TT030/

Anthill industries
http://www.netset.com/~baldrick

A-One Magazine
http://www.atarinews.org/

The Definitive Atari Resource ATARI.ORG
http://www.atari.org

Magic Online
http://www.magical-sides.de/

The Milan Computer Company
http://www.milan-computer.de/

My Atari - The monthly on-line magazine devoted to Atari
http://www.myatari.net/

Atari-Home site
http://www.atari-home.de/

Site of the Future XTOS computer!!!
http://www.xtos.de/

Someone sent this site to me, have not checked it out.
http://gem.win.co.nz/

Another Atari site that I will check out.
http://www.geocities.com/siliconvalley/peaks/6320/stplus01.htm

Atari history web-site.
http://www.atari-history.com/

Atari Software

Anodyne Software Home Page
http://www.anodynesoftware.com/

Aniplayer Support (There are 2 web-sites for this piece of software)
http://jf.omnis.ch/aniplayer.shtml
or
http://aniplayer.atari.org

Dursoft Development
http://home.sunrise.ch/dursoft/progs_e.html

Escape
http://www.inf.tu-dresden.de/~nf2/

Falcamp Homepage
http://deunstg.free.fr/sct1/falcamp/

Five to Five
http://www.optik.uni-erlangen.de/osmin/haesler/people/hs/525e.html

FVDI (For use with Eclipse Graphics Card)
http://rand.thn.htu.se/~johan/fvdi.html

GokMasE's Atari Page - Atari ICQ
http://aicq.atari-users.net/

Heinisoft Homepage
http://heinisoft.atari-users.net/

Highwire Development Project (New Browser for the Atari)
http://highwire.atari-users.net/

PlaymyCD
http://www.chez.com/lrd/

Invers Software (I believe this is the Calamus web-site)
http://www.calamus.net/us/index.html

Patricks Homepage
http://members.tripod.de/funmedia/

Pixart's Homepage
http://www.pixart.de/

Quincy shareware
http://gbarges.free.fr/quincy_e.html

Sector One Homepage - What's New!!!
http://deunstg.free.fr/sct1/index.html

ST-CAD's Homepage
http://home.t-online.de/home/MKrutz/

Atari IRC Homepage
http://q1.net/~atari/

Tim's Atari Midi World
http://tamw.atari-users.net/timidi.htm

Vassilis Hompage (Developer of STing)
http://users.otenet.gr/~papval/

VISION's Homepage
http://www.multimania.com/jlusetti/visione.htm

Wildfire
http://wildfire.atari.org

Ultimate Virus Killer 2000 web site
http://www.uvk2000.com

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60

/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

2369. Atari software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 02:53:35 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1032317615@news.frii.com>
Source record: 32128

Some more closet cleaning items I just posted on Ebay.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2055204283&ssPageName=ADME:B:LC:US:1

If it doesn't sell, it goes to the dumpster.

Ken

2370. Vintage Computer Games (Atari ST+) for Sale

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 03:54:56 UTC
From: swmoretp@aol.com
Message-ID: <20020917235456.12717.00004453@mb-fa.aol.com>
Source record: 32129

We have these classic computer games for sale on eBay. You can do a search by the item number you are interested in or by seller: swmoretp@aol.com to see the full list. The end time is US west coast time. We ship anywhere and ship multiple wins together to save on shipping.
ENDS 9/18
Renegade for Atari ST - NEW
1380638945 Sep-18 19:34:43 US PDT
Chessmaster 2000 Atari 800 & C-64/128 - NEW
1380639585 Sep-18 19:36:44
Battleship by Epyx for the Atari ST - NEW
1380640097 Sep-18 19:38:31
Excellent Atari 800 Software Book with Good Game Reviews
1380640697 Sep-18 19:41:00
Final Assault by Epyx for the Atari ST - NEW
1380641230 Sep-18 19:43:23
Carrier Command for the Atari ST - NEW
1380641685 Sep-18 19:45:35
Mission Impossible 2 for the Atari ST - NEW
1380642061 Sep-18 19:47:09
The Pawn by Rainbird for the Atari ST
1380642485 Sep-18 19:49:04
The RPG Companion, Ultima VII-VIII etc.
1381096358 Sep-18 19:49:22
Infocom, Scott Adams, Adventure 350/550 etc. Hint Book
1379941570 Sep-18 19:51:05
Sub Battle by Epyx for the Atari ST - NEW
1380642867 Sep-18 19:51:15
Ultima VIII: Pagan for IBM in the Box
1381096826 Sep-18 19:52:06
Ultima VII: Serpent Isle Clue Book
1380643500 Sep-18 19:54:16
Hero's Quest by Sierra On-Line, Atari ST
1379942932 Sep-18 19:55:03
King's Quest III, Sierra On-Line Atari ST
1379943425 Sep-18 19:56:50
Phantasm for Atari ST - NEW
1380644104 Sep-18 19:57:50
Pagan: Ultima VIII Strategy Guide/Clue Book
1381097288 Sep-18 19:58:04
Archon for the Atari 800XL - NEW
1379943985 Sep-18 19:59:15
Tracker by Rainbird for the Atari ST
1380644536 Sep-18 19:59:39
Zork II, Infocom Small Box British Release Version, Atari ST

1379944532 Sep-18 20:01:22
Worlds of Ultima: The Savage Empire for IBM
1380644955 Sep-18 20:01:47
Rogue by Epyx for the Atari ST
1379945263 Sep-18 20:03:27
Starglider by Rainbird for Atari ST
1380645851 Sep-18 20:04:03
Ultima etc. Quest for Clues VI Book by Origin/Shay Addams
1381098373 Sep-18 20:04:02
Spirit of Excalibur for Atari ST
1379946059 Sep-18 20:05:14
Spirit of Excalibur Hint Book
1380646571 Sep-18 20:06:37
QuestBusters: Keys to the Kingdom 2 Clue Book by Shay Addams
1381099776 Sep-18 20:06:46
Ultima Underworld II: Labyrinth of Worlds for IBM
1379947385 Sep-18 20:08:53
The First King's Quest II Black Box Version by Sierra On-line
1380647221 Sep-18 20:10:50
Ultima IV - VII The Avatar Adventures Book
1379948342 Sep-18 20:12:11
Waterloo by SSI for Atari ST - NEW
1380647888 Sep-18 20:12:51
Maniac Mansion by Lucasfilm with Poster for IBM
1380648517 Sep-18 20:16:04
Canyon Climber for Atari 800, 1982 CIB
1380649513 Sep-18 20:20:26

ENDS 9/24
Space Quest I by Sierra On-Line for IBM
1382100526 Sep-24 19:53:55
Balance of Power by Chris Crawford for IBM
1382101359 Sep-24 19:57:16
Wizard & the Princess and Mission Asteroid by Sierra On-line for Atari 800
1382102042 Sep-24 20:00:36
Epoch by Sirius for Apple II, 1981
1382102669 Sep-24 20:02:31
Apple II Phantoms Five by Sirius from 1980!
1382103360 Sep-24 20:04:45
Gorgon by Sirius for Apple II, 1981
1382104108 Sep-24 20:07:08
First Release of Both Barrels by Sirius, Apple II
1382105136 Sep-24 20:11:27

ENDS 9/26
King's Quest Collection by Sierra - NEW
1381827765 Sep-26 19:36:25
Phantasmagoria Official Clue Book
1381828861 Sep-26 19:39:25
Phantasmagoria by Sierra IBM
1381829788 Sep-26 19:42:17

Life & Death for IBM Complete in the Box
1381830606 Sep-26 19:45:07
Crossfire by Sierra On-Line & IBM for PCjr.
1381831592 Sep-26 19:47:58
Roadwar 2000 by SSI for Apple IIGS
1381832767 Sep-26 19:51:01
Mr. Cool By Sierra On-line for Apple II
1381833407 Sep-26 19:53:06

2371. Re: SC1224 and Magic 5.11

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 04:09:49 UTC
From: donw@intergate.com
Message-ID: <am8uac$1d5g$1@news.hal-pc.org>
Source record: 32130

Claude,
I have one machine that has a similar problem, a MSTE-4mg with a 1224
monitor running MagIC 4.1 during the boot process the screen will start
pulling and distorting. The cure for mine is a small program called
Rezflip in the Auto folder and all is well

Donner.....

On 15 Sep 2002 13:40:48 , "Claude Bourgoin" wrote:
>When I connect the Falcon030 to an Atarir SC1224 monitor under tTOS the
>SC1224 monitor works fine. If I run Magic 5.11 using MAGXBOOT.PRG from the
>auto folder, as soon as the MAGXBOOT runs the monitor starts to scroll
>rapidly. Is their a solution to this problem?
>
>Thanks for all help.
>
>Claude B.
>
>
>
>
>-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
>http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
>------== Over 80,000 Newsgroups - 16 Different Servers! =-----
>.

2372. Re: Zip Drive On Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 05:49:00 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <am9408$3p3eq$1@ID-27442.news.dfncis.de>
Source record: 32131

Claude Bourgoin wrote:

> I have a Falcon030 with a 100 meg iomega SCSI zip drive. I used HDriver 7.+
> to format and partition. The problem I am having is when I run Magic 5.11
> the Falcon030 sees the zip drive, when I just run TOS 4.04 the falcon can no
> longer see the zip drive. Does anyone know what I am doing wrong or missing
> a step in the process?

I forgot to mention that the best solution in your case is most likely a
partition that is both DOS/Windows and TOS compatible. This way you do
not need any additional software for the Atari.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2373. READ THE ONLY SITE THAT HAS THE GUTS TO CALL FOR THE MURDER OF JEWS AND BLACKS

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 06:51:15 UTC
From: Hal.Turner@HalTurnerShow.com
Message-ID: <am9hkpbhs12784@news1.kornet.net>
Source record: 32134

READ THE ONLY WEB-SITE THATS NOT AFRAID TO ADVOCATE
THE ELIMINATION OF KIKES AND NIGGERS.

www.halturnershow.com

Harold C. Turner
1906 Paterson Plank Rd.
North Bergen, New Jersey
201-348-8449

Hal.Turner@HalTurnerShow.com

Isabelle! You'll jump pickles. Tomorrow, I'll wander the frame.

They are smelling about clever, at sick, through dull walnuts.

What did Dilbert lift the lentil alongside the sharp printer? Plenty of empty tapes beside the thin morning were seeking under the lazy square. He'll be recommending for shallow Milton until his weaver plays stupidly. These days, go solve a boat! Get your superbly irritating cup against my camp. Some cars freely call the bad forest. It irrigated, you attacked, yet Sharon never generally covered alongside the navel. Plenty of oranges will be pretty inner buckets. Will you pull behind the ceiling, if Sam stupidly talks the dust? The case against the deep field is the raindrop that scolds wickedly. If the cold tyrants can shout wanly, the smart bush may care more planets. While coconuts hatefully waste twigs, the jars often climb in back of the elder plates.

Well, it kills a hat too outer without her young earth. It's very hot today, I'll taste tamely or Morris will sow the elbows.

Nowadays, drapers believe under open springs, unless they're durable. She should dye urban lemons outside the ugly dry mountain, whilst Gregory gently pours them too.

2374. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 08:19:20 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <5FWh9.195$QN2.5370@newsfep3-gui.server.ntli.net>
Source record: 32133

Hello.

"exxos" <exxos@home.co.uk> wrote in message
news:2nNh9.110$EWM.21233817@news2.randori.com...
> Hi all,
>
> I have been half developing ST upgrade kits as a hobbie. You can see what
I
> am upto on my site.

Whilst not wishing to stifle your efforts I should point out that all your 'half developed' kit is already available, tried and tested, from Keychange and other suppliers. You should try to develop something new, such as a USB adaptor.

Another point to watch is that whilst making 1 or 2 items is a hobby, when you have to build 50 or 100 to fulfill orders it suddenly becomes a chore, especially when the phone don't stop ringing, "Where's my upgrade?"

Been there, got the tee shirt.

Barrie at Keychange. www.keychange.co.uk

2375. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 12:18:22 UTC
From: usenet@kerslake.plus.com
Message-ID: <3d886de2.10656878@news.cis.dfn.de>
Source record: 32135

On Tue, 17 Sep 2002 21:44:31 GMT, "exxos" <exxos@home.co.uk> wrote:

>Check out my site, if theres no call for kits anymore then it saves me a lot
>of work updating me site and such things.

I was a bit surprised to see that you are selling copies of the AC
Millenium Time Capsule CD for £6 plus £3 for postage!!!

We produced these CDs and gave them away free with the last issue of
AC. I think we made them available for a small sum if anyone wanted a
spare.

If anyone wants a copy of CD I have about 15 here and am happy to let
anyone have one for free upon receipt of a suitable small jiffy bag
and return postage.

£9!!!

That's not on mate...especially for something that was given away free
in the first place!

--

Best wishes
Mike K

EML: mike@kerslake.plus.com
FAX: 0870 7066299
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - RADIO - SCOOTERS - KERSLAKE

2376. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 12:33:32 UTC
From: usenet@kerslake.plus.com
Message-ID: <3d8870c8.11399546@news.cis.dfn.de>
Source record: 32136

On Wed, 18 Sep 2002 12:18:22 GMT, usenet@kerslake.plus.com (Mike
Kerslake) wrote:

Apolgies for the followup to my own message.

>If anyone wants a copy of CD I have about 15 here and am happy to let
>anyone have one for free upon receipt of a suitable small jiffy bag
>and return postage.

These CDs I have are genuine originals, not 'burns'. Due to the
copyright nature of some of the contents of the CD ROM no one has
permission to make copies of the Time Capsule CD ROM for resale. Not
that I am saying anyone has I hasten to add!

;-)

--

Best wishes
Mike K

EML: mike@kerslake.plus.com
FAX: 0870 7066299
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - RADIO - SCOOTERS - KERSLAKE

2377. Re: Atari software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 13:15:25 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <D%_h9.6983$Rf3.771997@newsfeed.slurp.net>
Source record: 32137

If it doesn't sell, why not donate it to a poor Atarian rather than dumping it? It's hard to come by original software for Ataris especially when people dump them...

Joshua.

"Ken Springer" <wordworks@greeleynet.com> wrote in message news:1103_1032317615@news.frii.com...
> Some more closet cleaning items I just posted on Ebay.
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2055204283&ssPageName=ADME:B:LC:US:1
>
>
> If it doesn't sell, it goes to the dumpster.
>
> Ken
>
>

2378. Re: Atari Web-Site FAQ!!!

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 14:32:05 UTC
From: Video61@webtv.net
Message-ID: <2001-3D888E65-6@storefull-2116.public.lawson.webtv.net>
Source record: 32138

its getting pretty impressive, thanks for all of your hard work,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2379. TRUE PAINT FOR ALL ATARI'S on EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 14:47:47 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <nm0i9.13280$rJ3.1124143@kent.svc.tds.net>
Source record: 32139

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2055327928

2380. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 15:59:36 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <Hp1i9.166$EWM.39977071@news2.randori.com>
Source record: 32140

>
> Whilst not wishing to stifle your efforts I should point out that all your
> 'half developed' kit is already available, tried and tested, from
Keychange
> and other suppliers. You should try to develop something new, such as a
USB
> adaptor.

Yes and at a good price also. I have seen all whats around and not really what I am looking for in one way or another. I am supprised to see around hard drives which are 50MB selling for 100quid, not only from your site but elsewhere, not picking fault with it just most places are selling stuff which is pretty behind spec now at way over spec prices. I want to bring out resonable price upgrades. If there are kits already out there then please let me know, would save me a hell of a lot of time if I can jsut buy them cheaper than I can make them.

>
> Another point to watch is that whilst making 1 or 2 items is a hobby, when
> you have to build 50 or 100 to fulfill orders it suddenly becomes a chore,
> especially when the phone don't stop ringing, "Where's my upgrade?"
>

Maybe though I really doubt it will happen. Even though I have on sale a 1.44meg drive kit for £40, which I think is a good price considering everyother one ive seen is a lot more than that, I doubt ST users would pay 40quid for a 1.44 drive kit. Even more so if the price is higher for the external drive I built which cost me around £70 to build. though Ive seen stuff high price than that for the same. Most of the stuff is solder in so I doubt theres enough intelligance out there to do it without buggering summert else up in the process. True theres plugin kits around but I dont like them one bit.

Chris

> Been there, got the tee shirt.
>
>
> Barrie at Keychange. www.keychange.co.uk
>
>
>
>

2381. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 16:02:29 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <os1i9.167$EWM.38994012@news2.randori.com>
Source record: 32141

"Mike Kerslake" <usenet@kerslake.plus.com> wrote in message
news:3d886de2.10656878@news.cis.dfn.de...
> On Tue, 17 Sep 2002 21:44:31 GMT, "exxos" <exxos@home.co.uk> wrote:
>
> >Check out my site, if theres no call for kits anymore then it saves me a
lot
> >of work updating me site and such things.
>
> I was a bit surprised to see that you are selling copies of the AC
> Millenium Time Capsule CD for £6 plus £3 for postage!!!
>
> We produced these CDs and gave them away free with the last issue of
> AC. I think we made them available for a small sum if anyone wanted a
> spare.
>
> If anyone wants a copy of CD I have about 15 here and am happy to let
> anyone have one for free upon receipt of a suitable small jiffy bag
> and return postage.
>
> £9!!!
>
> That's not on mate...especially for something that was given away free
> in the first place!
>
>
> --

I had AC but never got the CD, if it was given away free then why didn't I
get a copy with my AC mag ? I'm sure it was being sold in the latter issues.
I don't even remember seeing it in there without looking it up. fair enough
though, if people can get stuff for free or better stuff from elsewhere then
I will happily close down me site, would save me a fair bit in running costs
for a start!

Chris

>
> Best wishes
> Mike K
>
> ------------------------------------
> EML: mike@kerslake.plus.com
> FAX: 0870 7066299
> WWW: http://www.kerslake.plus.com

> ATARI - RAILWAYS - RADIO - SCOOTERS - KERSLAKE
>

2382. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 16:09:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <9z1i9.168$EWM.39452807@news2.randori.com>
Source record: 32142

> > Chris
>
> Chris,
>
> Dont dissappear on us. If you leave without selling me some of those
upgrades
> I'll come over to your place really late and yell "BUGGAH" until the
neighbours
> wonder what your up to.
>
>

I will still build the 1.44 controllers up, Im building 5 probably up soon. I'm almost done with the 4meg STFM boards also. I will probably build just enough to fixup my ST's. I will have a quick go at a the CPU kit since Ive ordered the new CPU's now anyway though seeing what someone else said all the kits are already out there ?!?! I sure haven't seen anything at a value price which is why Im building my own up. If theres no call from other ST users out there then I will just fix up my ST's and im happy to do that.

I will soon have a loads of ST stuff for sale on me site. since I am in the UK it will be hard to post heavy things off. I will draw up a list and take some pics and list it all on my site. I dont know when I will have time to do this but hopefully soon. Some of the ST's will be upgraded with the kits I built and/or some test machines which were upgraded. I would have expected better responce from Atari people to support such efforts but like always im proved wrong :-\

Chris

2383. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 19:02:08 UTC
From: flib <flib@reddwarf.com>
Message-ID: <a74i9.23935$7x3.1132845@newsfep2-win.server.ntli.net>
Source record: 32050

"exxos" <exxos@home.co.uk> wrote in message
news:2nNh9.110$EWM.21233817@news2.randori.com...
> Hi all,
>
> I have been half developing ST upgrade kits as a hobbie. You can see what
I
> am upto on my site. Mostely things like STFM addond/upgrades etc. I wonder
> if there is actually any call for such things still. The ST still seems to
> be going pretty strong though would you lot support efforts to bring out
> upgrades ? I plan to upgrade a few of the ST's I have and put them on
Ebay
> with 1.44meg drive and 4MB RAM, this only can be done in the UK since its
> where I am anyway. Of course I will probably updrade my own machine though
> if theres call enough I will make up some kits for other people to use.

Cool to see you activly working on stuff for the ST!

My STFM hasn't been used for a while now, and due to a duff floppy (which I
have no idea how to repair) it's sat around doing nothing.

Shame really

flib

2384. Re: Milan ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 19:04:29 UTC
From: flib <flib@reddwarf.com>
Message-ID: <c74i9.23936$7x3.1132845@newsfep2-win.server.ntli.net>
Source record: 32052

"exxos" <exxos@home.co.uk> wrote in message
news:ax8e9.89$vyi4.38338603@news2.randori.com...
>
> "Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
> news:6P7e9.1778$7i4.413635@newsfeed.slurp.net...
> > It didn't happen to be from a Simon Osborne?
> >
>
> never heard of the guy ????

Is me :D

Joshua, want to give me an email please. atariactive (AT) supanet (DOT) com
I'll try the email in your post too

Cheers

flib

2385. Re: basic question

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 19:07:47 UTC
From: flib <flib@reddwarf.com>
Message-ID: <Oe4i9.23963$7x3.1131844@newsfep2-win.server.ntli.net>
Source record: 32049

I thought ST color monitors ran at 60Hz regardless?

Please correct me if I am wrong

flib

> > just interested.
>
> NTSC Atari ST vertical Refresh at 60 by default.
> PAL Atari ST vertical Refresh at 50 by default
>
> Yes monitors from the different regions can be adjusted. There is boot
> loader software
> for the 50Hz refresh rate, that switches the ST over to 50Hz. There were
> some really
> nice versions of the 1224 that could be fine tuned to just the right range
> to accept either
> NTSC or PAL input. In my experience the best ones for this were the box
> shapped ones
> without the fancy contour of the original 1224.
>
> Dan Ackerman
> aka baldrick
>
>

2386. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 20:21:52 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1032381946.5248@blade.atari-source.com>
Source record: 32144

I paid $5USD for 2 AJAX chips... Beat that ;-)

Mark

exxos wrote:

>>
>> Whilst not wishing to stifle your efforts I should point out that all
>> your 'half developed' kit is already available, tried and tested, from
> Keychange
>> and other suppliers. You should try to develop something new, such as a
> USB
>> adaptor.
>
> Yes and at a good price also. I have seen all whats around and not really
> what I am looking for in one way or another. I am supprised to see around
> hard drives which are 50MB selling for 100quid, not only from your site
> but elsewhere, not picking fault with it just most places are selling
> stuff which is pretty behind spec now at way over spec prices. I want to
> bring out
> resonable price upgrades. If there are kits already out there then please
> let me know, would save me a hell of a lot of time if I can jsut buy them
> cheaper than I can make them.
>
>
>>
>> Another point to watch is that whilst making 1 or 2 items is a hobby,
>> when you have to build 50 or 100 to fulfill orders it suddenly becomes a
>> chore, especially when the phone don't stop ringing, "Where's my
>> upgrade?"
>>
>
> Maybe though I really doubt it will happen. Even though I have on sale a
> 1.44meg drive kit for ï¿½40, which I think is a good price considering
> everyother one ive seen is a lot more than that, I doubt ST users would
> pay 40quid for a 1.44 drive kit. Even more so if the price is higher for
> the external drive I built which cost me around ï¿½70 to build. though Ive
> seen stuff high price than that for the same. Most of the stuff is solder
> in so I doubt theres enough intelligance out there to do it without
> buggering summert else up in the process. True theres plugin kits around
> but I dont like them one bit.
>
> Chris
>
>

>
>> Been there, got the tee shirt.
>>
>>
>> Barrie at Keychange. www.keychange.co.uk
>>
>>
>>
>>

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

2387. Re: advise on multitos

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 20:28:05 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <3d88e1c1$0$192$ba620e4c@news.skynet.be>
Source record: 32143

Hi,

John Nicholas Oakes wrote:

> I noticed a little problem with my multitos when rentering
> partitions. It seem loose all my folders and file. But return when I
reboot
> . Which seems pointless way about thing, any advise will do system TT030
> 4X64 RAMS.

Could you be a bit more precise? What type of filesystem? (ext2, vfat,
TOS). What were you doing exactly?

JFL

2388. ATARI FALCON 030 ISHAR & ISHAR TRILOGY!!

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 20:51:17 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <9H5i9.14377$rJ3.1173495@kent.svc.tds.net>
Source record: 32145

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1382276361

2389. ATARI FALCON 030 SHEER AGONY BOXED!!

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 21:35:00 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <8k6i9.14383$rJ3.1142110@kent.svc.tds.net>
Source record: 32046

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1382287715

2390. Re: how to make the ST diskette images?

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 21:38:03 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d89003a2f518a0@tripnet.se>
Source record: 32047

On Mon 16-09-2002 22:29 (+0200) Patrycjusz R. ï¿½ogiewa wrote:

>Kenneth Medin wrote:

>> Due to the nature of the READ TRACK function of the Atari FDC it's
>> impossible to make a true copy of any floppy.
>
>Do you have any more technical details on this? Maybe some URLs?

Well, the FDC is a WD1772 and descriptions of the commands etc should be possible to find by a Google search.

Exactly how to program the FDC via DMA on an Atari might be harder to find on the Net...

There are lots of different ways to make a floppy copy protected. There is no simple way to just copy everything. You have to analyse how the formatting is made and try to create an equally formatted track.

Some of this can be automated like in some copying programs but I don't think it's realistic to write one that can reproduce _any_ strange format scheme.

Basicly you use the READ TRACK and READ ADDRESS commands and examine how the track is formatted.

Then you setup a buffer with the format pattern including some special bytes ($F5 to $FF) for ID fields, CRC's etc.

>> This is actually why it's possible to make copy protected floppies that
>> no standard copy program (using the FDC) can handle.

One way (not using WD1772) is to put in very high sector numbers (above $F4). As these numbers have a special meaning to the FDC when creating a format like disable clock pulses, there is no way to copy this format using WD1772.

>Yes. This is another story though. What I am looking for is a method of
>creating the exact digital image of a ST diskette, using any common
>hardware. This should be similar to the way C-64 raw GCR images are

Exact digital copy would be to use the analog input, clean it up and write it back.

>changing the rotation speed depending on the tracks. If I knew what are
>the tricks with the ST's format I would be able to do something about it
>using one of my old Amigas for example.

I suppose you cold overcome my example above with Amiga hardware.

>> Hm, just thought of something... Why not connect the output from the
>> floppy read head to the Falcon DSP and record it digitaly. Then do some
>> analysis on the data, clean it up and compensate for different floppy
>> rotating speeds etc. Finally write it back either in analogue format or
>> using FDC WRITE TRACK command after some rather complicated computations.
>> Not an easy task, though :-)

>This reminds me sampling the cassette tapes from 800XL/C-64 into aiff
>sample and scanning it for the bits... ;-) Yes this certainly is
>possible as the tape example shows.

I really like this idea and it might be a final solution for this problem
with old copy protected floppies that go bad and can't be renewed.

Think of a floppy drive connected to some special electronics and
conected to a pc soundcard line in/out and perhaps the printer port. On
the pc write a program that reads the raw data. After cleaning up
(digitally) you could then write everything back and get a true copy.

There might be a market for such a device...

>>>Now the question: are ST and msdos 720KB diskettes fully compatible? In
>>>other words: can ALL the data of a ST diskette be read using the pc FDD
>>
>>
>> Yes and no :-)
>>
>> There is really no easy answer to your question. If your floppies are
>> standard formatted on TOS 1.04 and higher any pc should be able to read
>> the data. If they are copy protected it will not work easily...
>
>Yes. Once again then: what are those limitations of the floppy
>controller in the ST?

I guess you understand that the format itself and contents of the data
sectors are two very different things. All data sectors can be read, even
those with CRC errors but the format can be made in lots of different
ways.

>>>controler? In that case I could use standard dd on my linux pc.
>>>Otherwise I look for alternatives either for ST or Amiga. I simply have
>>>a bunch of ST diskettes, which I would like archive (and be able to
>>>restore back once) before they get demagnetised...

First keep them write protected. At least Win-95 actually makes changes
to the bootsector of any non Windows floppy and this really happens even
if you only _read_ from the floppy. Will happen if you insert a floppy in
the drive and just open the drive window!

If the floppies are not write protected you often can read them directly.
If they were written by TOS 1.2 or older ther are a few bits in the
bootsector that has to be changed or Windows will have problems. There
are both Atari and Win programs out that can take care of this.

If a format with 10 or 11 sectors/track were used you can use the MSA program on an ST to make a compressed copy of all sector content that can be written back again. I think there are compatible programs under Windows that does the same. The Emulation guys will know...

>BTW. When I mounted a ST diskette it showed strange (garbage) volume
>name. Is this one of the differences between ST and msdos format?

Normally compatible with msdos. Just checked here and it showed up just fine in Win-95 desktop. The volume name is put in the root directory with bit 3 set in the attribute (12th byte in the entry) byte.

There are some other non standard ways... The desktop program Neodesk uses its own way to make it possible to have more than 8+3 charcters in the volume name. It should be backwards compatible, though.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2391. Re: Atari Web-Site FAQ!!!

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 22:30:24 UTC
From: Cyprian Konador <c_konador@atari.pl>
Message-ID: <3D88FE80.B8787EFB@atari.pl>
Source record: 32048

carey christenson skrobnďż˝dż˝:
>
>
> Five to Five
> http://www.optik.uni-erlangen.de/osmin/haesler/people/hs/525e.html

"Not Found" :(

--
pozdrawiam
Cyprian Konador
c_konador@atari.pl

UWAGA! ZMIANA SYGNATURKI! UWAGA! ZMIANA SYGNATURKI!

2392. ATARI FALCON 030 TRANSARCTICA BOXED!!!

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 23:11:17 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <pK7i9.14387$rJ3.1214025@kent.svc.tds.net>
Source record: 32051

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1382310175

2393. 23 ATARI MEGAFILE 44 SYQUEST DISKS!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-09-18 23:40:47 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <3a8i9.14388$rJ3.1214025@kent.svc.tds.net>
Source record: 32053

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2055463275

2394. Re: Atari software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 01:28:20 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D89280B.BE575DF7@rogers.com>
Source record: 32054

Ken Springer wrote:

> Some more closet cleaning items I just posted on Ebay.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2055204283&ssPageName=ADME:B:LC:US:1
>
> If it doesn't sell, it goes to the dumpster.
>
> Ken

Ken

Dont bother with that tired, worn excuse of "if it dont sell it goes in the dumpster", It never works, it just makes you look bad,.......real bad.

2395. READ THE ONLY WEB SITE THAT WANTS TO KILL JEWS AND BLACKS

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 03:29:36 UTC
From: Hal.Turner@HalTurnerShow.com
Message-ID: <ambp15$3g$12784@news1.kornet.net>
Source record: 32060

KILL ALL KIKES AND NIGGERS

www.halturnershow.com

Harold and Phyllis Turner

1906 Paterson Plank Rd.
North Bergen, New Jersey
201-348-8449

Hal.Turner@HalTurnerShow.com

He'll be behaving towards clever Paulie until his pitcher burns cruelly. Debbie! You'll believe lemons. There, I'll grasp the plate. It's very strong today, I'll attack totally or Georgette will join the frogs. They are recommending at heavy, to angry, throughout dry teachers. Don't receive lazily while you're irrigating near a lazy ticket. Her lentil was outer, rude, and cooks about the house.

All desks will be full shallow potters. While units actually walk drapers, the goldsmiths often pull among the unique pools. Otherwise the spoon in Candy's walnut might seek some upper tyrants. For Georgette the sauce's lost, inside me it's short, whereas alongside you it's dreaming weird.

She may fill surprisingly, unless Bruce rejects printers throughout Casper's card. Fucking don't laugh a poultice!

Some carrots solve, love, and care. Others virtually judge. You won't nibble me cleaning beside your poor moon. He can arrive handsome papers, do you smell them? She wants to kill rich hens in Clifford's star. Will you lift below the corner, if Neil globally recollects the boat? Otto's cat changes towards our diet after we converse between it. As slowly as Harvey answers, you can measure the carpenter much more believably.

2396. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 04:22:14 UTC
From: puffpuffin@aol.com
Message-ID: <20020919002214.05516.00006167@mb-fc.aol.com>
Source record: 32055

Chris,

Don't pay attention to Barrie. He's just saying that stuff so that he can drum up sales in his business. ($150US for a Marpet kit...give me a break! That's TWICE of the original MSRP!)

I think there is a market for your products.

I would be interested in your kits. The 1 4MB SIMM upgrade looks to be the most useful for me. However, I don't like to desolder all the RAM. It's a lot of work! Maybe the "using jumpers to disable onboard RAM" option should be available. The 1 SIMM upgrade would be useful for people who want to shove a IDE adapter into the case too. I'd like to try it! :-)

Your 1.44MB floppy upgrade is interesting in that there is no leg cutting. A bit high on price, but it looks a lot neater and easier to install. I don't think AJAXs can be found easily for $5US (unless Mark can point me to his secret stash! :)).

AFAIK, there are no RAM upgrade boards that take 1 SIMM - al boards require 4 SIMMS. And all the 1.44MB kits require cutting legs. So I think your products are unique enough to sell.

I think if your products are
priced right and build a good reputation, I think you will sell a few (not 1000s :)). I
think there are a good number of 520/1040STs that need upgrading, but dealers are charging too much for the Marpet boards as stated earlier.

If you're ever bored and run out of projects, I think another big need for the ST market now is a scan doubler (or some type of RGB to VGA converter). While ST color monitors are still in decent supply, they tend to be the Goldstar (terrible brightness quality) or Samsung (break often) models which were not very good quality compared to the 14" Phillips and 12" JVC models. These two excellent models are quite rare. To be able to use the ST color modes on good quality VGA monitors would be a boon. I mean, you could sell more of your game CDs too. :-)

What are the CPU kits you are referring to? The 16Mhz upgrade kits?

Are your projects going to be available for DIYers? Or are you going to sell them commercial only?

Anyway, that's my feedback. Please don't let naysayers and businessmen bring you down!!! We need hackers like you to keep the ST alive!

Hoping you change your mind and stay with us, Phil

P.S. For some reason, my private mail to you bounced at the following address: exxos@home.co.uk.

2397. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 05:17:08 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3d895dce$0$250$4c56ba96@master.news.zetnet.net>
Source record: 32056

On 18 Sep 2002 12:18:22 , Mike Kerslake wrote:
On Tue, 17 Sep 2002 21:44:31 GMT, "exxos" <exxos@home.co.uk> wrote:
snip....

Hi Mike,nice to see you still around.

>I was a bit surprised to see that you are selling copies of the AC
>Millenium Time Capsule CD for £6 plus £3 for postage!!!

>We produced these CDs and gave them away free with the last issue of
>AC. I think we made them available for a small sum if anyone wanted a
>spare.

One of these certainly did not drop through my letter box,in fact
I have a feeling that I was one of those who did not receive the
last edition of AC. I`ll get my home help to dig out my copies
from the attic and check the last one received.But there was
certainly no CD.
Maybe this explains the 15 you have surplus ??

>If anyone wants a copy of CD I have about 15 here and am happy to let
>anyone have one for free upon receipt of a suitable small jiffy bag
>and return postage.

Please reserve one for me and let me have the details of how to
contact you,it will save me diving through old paper work etc.

Regards

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

2398. Re: Atari web-site FAQ!!!

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 05:41:57 UTC
From: lp <gfa@basic.net>
Message-ID: <B9AEDBE5.91F4%gfa@basic.net>
Source record: 32057

in article 1028320610-012698AEicMi@williams-net.com, carey christenson at firest@williams-net.com wrote on 8/2/02 11:34 PM:

> Atari IRC Homepage
> http://q1.net/~atari/

Hi,

This really should be:

http://www.q1.net/~atari/

I don't know why it seems to work minus the 'www' part,
but in the event my ISP changes things down the road, would you
mind updating your list?

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2399. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 06:02:19 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <LLdi9.28$gzp1.11862103@news2.randori.com>
Source record: 32058

"Mark Duckworth" <mduckworth@spaamnot.atari-source.com> wrote in message
news:1032381946.5248@blade.atari-source.com...
> I paid $5USD for 2 AJAX chips... Beat that ;-)
>
> Mark

Theres always good deals about if your lucky enough to drop on them :).

chris

2400. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 06:13:07 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <RVdi9.29$gzp1.10158204@news2.randori.com>
Source record: 32059

HI paul,

>
> Don't pay attention to Barrie. He's just saying that stuff so that he can
drum
> up sales in his business. ($150US for a Marpet kit...give me a break!
That's
> TWICE of the original MSRP!)

I thought they were all way overpriced which is why I started my stuff.

>
> I think there is a market for your products.
>
> I would be interested in your kits. The 1 4MB SIMM upgrade looks to be
the
> most useful for me. However, I don't like to desolder all the RAM. It's
a
> lot of work! Maybe the "using jumpers to disable onboard RAM" option
should be
> available. The 1 SIMM upgrade would be useful for people who want to
shove a
> IDE adapter into the case too. I'd like to try it! :-)
>

The problem is room in the case. I was making a board to solder under the PSU to keep it out of the way only problem is as you say unsolder all the ram which is a pain, im still thinking on the best solution for it.

> Your 1.44MB floppy upgrade is interesting in that there is no leg cutting.
A
> bit high on price, but it looks a lot neater and easier to install. I
don't
> think AJAXs can be found easily for $5US (unless Mark can point me to his
> secret stash! :)).
>

Im not a fan of leg cutting since everytime I try it I normally end up snapping the legs off, my kit you just unsolder the chip, its a lot better ni the end I think.

> AFAIK, there are no RAM upgrade boards that take 1 SIMM - al boards
require 4
> SIMMS. And all the 1.44MB kits require cutting legs. So I think your
products
> are unique enough to sell.

>

I dont know, 72pins are a bit more common than 30pins, another reason why I did it, also requires less space too.

> I think if your products are
> priced right and build a good reputation, I think you will sell a few (not
> 1000s :)). I
> think there are a good number of 520/1040STs that need upgrading, but
> dealers are charging too much for the Marpet boards as stated earlier.
>
> If you're ever bored and run out of projects, I think another big need for
> the ST market now is a scan doubler (or some type of RGB to VGA
converter).
> While ST color monitors are still in decent supply, they tend to be the
> Goldstar (terrible brightness quality) or Samsung (break often) models
which
> were not very good quality compared to the 14" Phillips and 12" JVC
models.
> These two excellent models are quite rare. To be able to use the ST color
> modes on good quality VGA monitors would be a boon. I mean, you could
sell
> more of your game CDs too. :-)
>

I will take a look at any project, if its pretty simple to do I will build it.

> What are the CPU kits you are referring to? The 16Mhz upgrade kits?
>

16mhz versions of 68000 yes. I haven't ried to boost the ST so I dont know if it will work until I try it.

> Are your projects going to be available for DIYers? Or are you going to
sell
> them commercial only?
>

they are for anyone who wants to buy them.

> Anyway, that's my feedback. Please don't let naysayers and businessmen
bring
> you down!!! We need hackers like you to keep the ST alive!
>
> Hoping you change your mind and stay with us, Phil
>
> P.S. For some reason, my private mail to you bounced at the following
address:
> exxos@home.co.uk.
>

its a fake E-mail due to spam... goto my site and look on the forsale page,
my E-mail is near my address.

thanks,
Chris

2401. Re: CT060 news?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 08:41:47 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10209191040540.3706-100000@kairos>
Source record: 32061

Latest news is the email that got sent around the other day:

"50 CT60 are now ready to be shipped...

But a 'small' problem stills with the Blitter in half transfert mode...

I found some information this week about what may be the cause...

I hope to find the solution at last the week end....

Some of you requested some info...I can't tell more without boring
technical details...

I do all my possible to be able to ship a 'perfect' product..."

On Thu, 19 Sep 2002, Rustynutt wrote:

> Anyone hear anything about status?
> Mike
>
>

2402. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 09:52:19 UTC
From: usenet@kerslake.plus.com
Message-ID: <3d899764.1299957@news.cis.dfn.de>
Source record: 32062

On Wed, 18 Sep 2002 16:02:29 GMT, "exxos" <exxos@home.co.uk> wrote:

>I had AC but never got the CD, if it was given away free then why didn't I
>get a copy with my AC mag ? I'm sure it was being sold in the latter issues.

The Time Capsule CD was given away with the very last issue of AC
(#16), hence could not have been advertised in later issues. All
subscribers to the magazine whose subscription ended with or included
issue #16 should have received a copy of the CD with their magazine.

>I don't even remember seeing it in there without looking it up. fair enough
>though, if people can get stuff for free or better stuff from elsewhere then
>I will happily close down me site, would save me a fair bit in running costs
>for a start!

That's entirely your choice. We closed AC because it started to cost
us money.

--

Best wishes
Mike K

EML: mike@kerslake.plus.com
FAX: 0870 7066299
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - RADIO - SCOOTERS - KERSLAKE

2403. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 09:52:56 UTC
From: usenet@kerslake.plus.com
Message-ID: <3d8998e2.1681738@news.cis.dfn.de>
Source record: 32063

On 19 Sep 2002 05:17:08 GMT, dhunt@zetnet.co.uk (Derek W W Hunt)
wrote:

> Hi Mike,nice to see you still around.

Cheers Derek.

> One of these certainly did not drop through my letter box,in fact
> I have a feeling that I was one of those who did not receive the
> last edition of AC. I`ll get my home help to dig out my copies
> from the attic and check the last one received.But there was
> certainly no CD.

First thing to check is whether or not your subscription finished with
an issue before #16. Some people's subs did finish before #16 and not
everyone renewed. In fact I think there was quite a drop in the print
figure between #15 and #16. If you did receive #16 and you didn't
receive a CD, then that's an error.

If you didn't receive #16 and you're sure your sub was current then
again it's an error either on AC's part or a delivery matter. Sadly I
no longer have access to the AC database (Data Protection reasons),
because ownership of Renegade Publishing Ltd passed to Joe Connor over
two years ago.

I would suggest that you contact Joe Connor and see if he can check
your subscription details and possibly find a copy of #16 for you if
you are entitled to one.

> Maybe this explains the 15 you have surplus ??

No, not really. We had to order 1,000 CDs because our final issue of
AC had a print run of about 800-900. The CD pressers use increments of
500.

As far as I am aware there were no real problems with the delivery of
#16. There's usually one or two that go missing in the post, or the
label did not get printed (but that was very very rare). Because of
the way that we posted and paid for the delivery of UK delivered
copies, we were always able to accurately tally up the posted number
of magazines with the database figure, any anomaly would have shown up
within a very short time (believe me the Post Office Revenue
Protection branch were very accurate and stringent in our dealings
with them!!!)

>>If anyone wants a copy of CD I have about 15 here and am happy to let
>>anyone have one for free upon receipt of a suitable small jiffy bag

>>and return postage.
>
> Please reserve one for me and let me have the details of how to
> contact you,it will save me diving through old paper work etc.

See if you can get some clarification on when your sub to AC finished.
I can happily supply you with a CD upon receipt of a small Jiffybag,
with sufficient return postage, suitably sized for a single CD.

Contact me via email and I'll supply you with a contact address.

The same goes for anyone else here that wants a copy.

HTH

--

Best wishes
Mike K

EML: mike@kerslake.plus.com
FAX: 0870 7066299
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - RADIO - SCOOTERS - KERSLAKE

2404. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 10:16:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209190312340.20187-100000@shell1.aracnet.com>
Source record: 32064
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! So check my HotLinks below, E-Mail me at atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/whatsnew.htm Incoming New Atari Stock!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2405. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 12:14:09 UTC
From: flib <flib@reddwarf.com>
Message-ID: <ucji9.15$%k5.1822@newsfep3-gui.server.ntli.net>
Source record: 32065

"Mike Kerslake" <usenet@kerslake.plus.com> wrote in message
news:3d8998e2.1681738@news.cis.dfn.de...
> On 19 Sep 2002 05:17:08 GMT, dhunt@zetnet.co.uk (Derek W W Hunt)
> wrote:

> I would suggest that you contact Joe Connor and see if he can check
> your subscription details and possibly find a copy of #16 for you if
> you are entitled to one.

If I remember right, Joe passed most of the back issues of Atari Computing
to me at the last Stafford show. I still have copies of issue 16, but sadly
no CDs.

flib

2406. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 12:24:07 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Akji9.26239$7x3.1235187@newsfep2-win.server.ntli.net>
Source record: 32066

Hello.

"PuffPuffin" <puffpuffin@aol.com> wrote in message
news:20020919002214.05516.00006167@mb-fc.aol.com...
> Chris,
>
> Don't pay attention to Barrie. He's just saying that stuff so that he can
drum
> up sales in his business. ($150US for a Marpet kit...give me a break!

Neck or leg sir,

> That's TWICE of the original MSRP!)

Puffin' Puff, since you quote in dollars I guess English is your second language, how can my post be interpreted as a plug for my business. Chris asked the questions, I gave my considered opinions. I probably lose more sales than gain for speaking my mind. C'est la vie.

When and where did you see the excellent Marpet kit on sale for $150. Not on my site.

> I think there is a market for your products.

For the DIY customer, probably.

For Joe Public wanting a quick, proven upgrade, probably not.

> I think there are a good number of 520/1040STs that need upgrading, but
> dealers are charging too much for the Marpet boards as stated earlier.

Safe to say most of the 520/1040 FMs have been done or people just buy a 4mb ST, that's no secret.

I still have the Marpet board in stock. I will only supply and fit. That way I make a living and the cludgers bother others.

> If you're ever bored and run out of projects, I think another big need for
> the ST market now is a scan doubler (or some type of RGB to VGA
converter).

Ah, something constructive!

> Anyway, that's my feedback. Please don't let naysayers and businessmen
bring
> you down!!! We need hackers like you to keep the ST alive!

Most certainly, but they need to concentrate on something new, not try to re-invent the wheel.

Barrie at Keychange. www.keychange.co.uk

2407. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 12:35:34 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <qwji9.138317$z91.5547162@bin3.nnrp.aus1.giganews.com>
Source record: 32067
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0209190312340.20187-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> when It's in your Neighbor's back yard. But when It's in your back yard,
> it's a Depression!". Usually Atari sales depend on Customers with extra
> income. Money over and above what it takes to pay bills. This has cut into
> my livelyhood.

Maybe people have tired of your spam and gone elsewhere...
http://www.myatari.com

2408. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 12:41:29 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <PAji9.26478$7x3.1237704@newsfep2-win.server.ntli.net>
Source record: 32068

Hello again.
"exxos" <exxos@home.co.uk> wrote in message
news:Hp1i9.166$EWM.39977071@news2.randori.com...
> >
> > Whilst not wishing to stifle your efforts I should point out that all
your

> I am supprised to see around
> hard drives which are 50MB selling for 100quid, not only from your site
but
> elsewhere, not picking fault with it just most places are selling stuff
> which is pretty behind spec now at way over spec prices.

If a hard drive does the job how can it be behind (the required) spec? You
really should realise the largest part of the cost for an external Atari
hard drive is the case, PSU and interface. My drives start at £100 or so for
100mb. You may get a 200mb or 300mb unit depending on my stock. Some have
had 500mb units for the same price. There are no 'spec' prices for Atari
parts, there's no direct comparison.

> I want to bring out reasonable price upgrades. If there are kits
already out there then please
> let me know, would save me a hell of a lot of time if I can just buy them
> cheaper than I can make them.

Send me your projected product and price list.

> Most of the stuff is solder in so I
> doubt there's enough intelligence out there to do it without buggering
> summert else up in the process.

No comment.......

> True there's plugin kits around but I don't like them one bit.

There's good and bad but the good, inc the Marpet, are .....good and easy
enough for Joe Public to fit.

Barrie at Keychange. www.keychange.co.uk

2409. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 12:43:44 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <4Eji9.370628$f05.18220349@news1.calgary.shaw.ca>
Source record: 32069
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

This is where we not only use kill files but anonymous mailers to send nasty messages to Ben since he won't stop posting spam... I might suggest you stop spamming, Ben... it'll lead to problems for you...

- Shangrila

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message news:qwji9.138317$z91.5547162@bin3.nnrp.aus1.giganews.com...
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0209190312340.20187-100000@shell1.aracnet.com...
> > Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> > Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> > when It's in your Neighbor's back yard. But when It's in your back yard,
> > it's a Depression!". Usually Atari sales depend on Customers with extra
> > income. Money over and above what it takes to pay bills. This has cut
into
> > my livelyhood.
>
> Maybe people have tired of your spam and gone elsewhere...
> http://www.myatari.com
>
>
>

2410. Re: "Atari compendium" .HYP file? (Aranym website)

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 14:03:48 UTC
From: lp <gfa@basic.net>
Message-ID: <B9AF5184.920E%gfa@basic.net>
Source record: 32070

in article 1f8l1t6.p1xxfct3qh90N%northstar2010@_I-hate-spam_yahoo.no,
Hallvard Tangeraas at northstar2010@_I-hate-spam_yahoo.no wrote on 3/5/02
3:56 PM:

> Is the "Atari compendium" now available as an ST-guide hypertext (.HYP)
> file?
> I found this screenshot at the Aranym website which makes it seem like
> the above is correct:
>
> http://aranym.sourceforge.net/images/blyp-stguide.png
>
>
> Where can it be downloaded from?

It is just a screen shot. Scot Sanders refused to allow distribution
as a HYP far as I know.

Read here about it:

http://phoenix.inf.upol.cz/~opichals/jay/

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2411. Re: CT060 news?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 14:41:23 UTC
From: rs.mac@t-online.de
Message-ID: <1firlue.1mfwyq4w7zy30N%rs.mac@t-online.de>
Source record: 32071

Rustynutt <uce@ftc.gov> wrote:

> Anyone hear anything about status?

It was a posting in comp.sys.atari.fr yesterday.
Postings says: 50 units ready but he works to eliminate a blitter
problem..

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

2412. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 16:34:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <E0ni9.49$gzp1.25231499@news2.randori.com>
Source record: 32072

> > I think there is a market for your products.
>
> For the DIY customer, probably.
>
> For Joe Public wanting a quick, proven upgrade, probably not.

Most of my kits will be solder in types. The cost of building plugin boards is more costfull. I dont like plugin stuff though if theres enough call for such things and people are willing to pay the higher prices for the option then I will look into it.

>
> > I think there are a good number of 520/1040STs that need upgrading, but
> > dealers are charging too much for the Marpet boards as stated earlier.
>
> Safe to say most of the 520/1040 FMs have been done or people just buy a
4mb
> ST, that's no secret.
>
> I still have the Marpet board in stock. I will only supply and fit. That
way
> I make a living and the cludgers bother others.

How much are you selling that board for ? are there any online instuctions to how to fit it so I can take a look whats already out there ?

>
> > If you're ever bored and run out of projects, I think another big need
for
> > the ST market now is a scan doubler (or some type of RGB to VGA
> converter).
>
> Ah, something constructive!
>

What people dont seem to understand is project development takes time and cash. The idea is if people buy the smaller projects then it will fund future projects. I could develop such a device though not without some small capital to start with. i've spent a large amount of time and cash already, I dont really want to take on anothe rproject until my current ones are finished. If no one is interested then thats fine. I will have all the stuff I need for my ST!

> > Anyway, that's my feedback. Please don't let naysayers and businessmen
> bring
> > you down!!! We need hackers like you to keep the ST alive!

>
> Most certainly, but they need to concentrate on something new, not try to
> re-invent the wheel.
>

bringing new options for the wheel is not re-inventing it.

Chris

> Barrie at Keychange. www.keychange.co.uk
>
>
>
>
>

2413. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 17:03:50 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <Vrni9.50$gzp1.23003200@news2.randori.com>
Source record: 32073

> >I don't even remember seeing it in there without looking it up. fair
enough
> >though, if people can get stuff for free or better stuff from elsewhere
then
> >I will happily close down me site, would save me a fair bit in running
costs
> >for a start!
>
> That's entirely your choice. We closed AC because it started to cost
> us money.

Closing my site will not be my choice, it is the choice of the Atari users. I vote to keep my site running and keep Atari active. If people support it then it stays open and development carrys on. If people dont support it then the site closes and I move onto other things. Its a very simple choice. I dont really have a say in it, I can't afford by far to develop stuff myself. Buying something from my site helps me pay off running costs and parts I buy. I dont actually make any profit from it. I would do form the CD's which I got in my site. which means I can afford to buy better tools and expand. True I could giveaway stuff but at the end of it I am not keeping the profets it all goes back into development. If people rather complain about it then im happy to let you complain way up until Atari is nothing but a fond memory. users will only have themselves to blame for that so dont blame me for trying to fund what I love doing, which is supporting the Atari sence.

Chris

2414. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 17:14:43 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4Cni9.52$gzp1.23068736@news2.randori.com>
Source record: 32074

> > I am supprised to see around
> > hard drives which are 50MB selling for 100quid, not only from your site
> but
> > elsewhere, not picking fault with it just most places are selling stuff
> > which is pretty behind spec now at way over spec prices.
>
> If a hard drive does the job how can it be behind (the required) spec? You

for todays drives 100MB is nothing, you can buy 2gig drives new for as
little as £20 is you look correctly.

> really should realise the largest part of the cost for an external Atari
> hard drive is the case, PSU and interface.

Interfaces can be expensive, cheapest ive found is about £20, SCSI cases are
well overpriced IMO, Ive not looked much but in local shops they are going
for like £60. I would expect a 2gig drive compleate for £100, If I could
find a source of some good cases I would build the power supply up myself.
I would expect anyone to pay £100 for a 100MB drive, I have a SCSI case with
interface, soon to be a 2gig drive. S/H of course but I would expect anyone
to pay much for it. My kits seems a lot but if people knew what when into
it they would see its really cheap. cheaper by far of some other kits ive
seen. Its a sad fact that people dont know how much stuff really costs. I
know how much a 100MB SCSI drive costs, which is £100 or so on your site,
when its worked out correctly its a fair(ish) price in some respects though
I would buy one since 100MB drive for £100 does not sound good (even though
it probably is). Im not pickinh fault with your prices though I doubt I
will bring out SCSI drives since people wont pay the higher price for them
no matter how much of a bargin it actually is.

> > I want to bring out reasonable price upgrades. If there are kits
> already out there then please
> > let me know, would save me a hell of a lot of time if I can just buy
them
> > cheaper than I can make them.
>
> Send me your projected product and price list.

I dont have one. I am guessing that a 16mhz kit would cost near £100, I
doubt anyone would pay that since they could buy 5 whole ST's for that. This
is why I posted here to see what the market is like. I am not going to spend
£100's on development if no one is interested. I am asking what people are
willing to buy at what price. Some people have already said £40 seems a bit
much for a 1.44kit, I agree it does sound a lot, but its a hard fact that
this is what it costs to build. If you work it out roughtly....

£20 in board parts alone, £10 for floppy drive

all minimum times.

1 hour to etch and drill the board.
1 hour clean up and assemble the board & upgrade drive.
1 hour to test fully the board.

this does not include costs for the tools for the job, drill bits break, soldertip wear etc etc. so in all 3 hours to assemble 1 board fully, £10 for 3 hours is not really good at all. It could be possible to build them up if im bloody quick though theres always some problem which takes time, even so £10 for a hours work is not too bad. So I hope you can all can see £40 is well justified. The parts may seem a lot but there not much I can do about that. I buy the cheapest parts but dont buy crap. Unfortunattly parts are expensive and so is developing PCB's!

This is whay again, I ask if people want such things. I would love to seel the kit for £10 as this is probably what people thing such a thing is worst, though its not possible. If people dont see a good value kit at this price then theres no point at all developing things which will cost more than that like Ram upgrades and CPU boosters etc. I would be a fool to spend developing kits which users can do themselves when I can just "bodge fit" stuff in for my own ST to get it working, save me a hec of a lot of time and effort. this is just for a pretty simple kit. If this does not sell then I doubt anything else would.

>
> > Most of the stuff is solder in so I
> > doubt there's enough intelligence out there to do it without buggering
> > summert else up in the process.
>
> No comment.......
>
> > True there's plugin kits around but I don't like them one bit.
>
> There's good and bad but the good, inc the Marpet, are .....good and easy
> enough for Joe Public to fit.
>

If there is a larger call for plugin stuff then I will do it, its not possible to plugin everything without some soldering somewhere. some kits like RAM might be able to do it though it depends on call and how much turn around my site has. I myself would have never fitted a solder in board in my ST. I know what it was like to fear even the thought of a solder in kit. So far there is notmuch interest in my solder in kits, so why would I fund development into plugin kits ? I may not be the best buisness man in the world though spending money for nothing such seems like a waste dont it.

chris

2415. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 17:23:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <oKni9.53$gzp1.21889185@news2.randori.com>
Source record: 32075

"flib" <flib@reddwarf.com> wrote in message
news:a74i9.23935$7x3.1132845@newsfep2-win.server.ntli.net...
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:2nNh9.110$EWM.21233817@news2.randori.com...
> > Hi all,
> >
> > I have been half developing ST upgrade kits as a hobbie. You can see
what
> I
> > am upto on my site. Mostely things like STFM addond/upgrades etc. I
wonder
> > if there is actually any call for such things still. The ST still seems
to
> > be going pretty strong though would you lot support efforts to bring out
> > upgrades ? I plan to upgrade a few of the ST's I have and put them on
> Ebay
> > with 1.44meg drive and 4MB RAM, this only can be done in the UK since
its
> > where I am anyway. Of course I will probably updrade my own machine
though
> > if theres call enough I will make up some kits for other people to use.
>
> Cool to see you activly working on stuff for the ST!
>
> My STFM hasn't been used for a while now, and due to a duff floppy (which
I
> have no idea how to repair) it's sat around doing nothing.
>
> Shame really
>
> flib

I used to do a lot of stuff for the ST, like the discmags I did along with
supporting others. Though it had to end sice doing things for fun sadely
doesnt pay the bills. I would love to start doing such things again though
I dont have the time like I used to have :(I used to do a lot of
programming though I moved onto the PC since notmany showed any interest in
what I was doing which is why I moved on. I dont use my ST much, I still
play games on it and one thing which is a pain is the 720K drive, 1.4meg
drive loads quicker and more space for games! some games are really good but
run very slow which almost makes then unplayable. a CPU booster would
readdict me to many games for sure. I hope everyone kept up with that one
;-) I sure can't find anything out there which is what I am looking for at

the right price which is why I thought up the ideas to try my own. I thought I would share my effort with other people also, you can't really shoot me down for that which some other people seem to be half trying to do at the moment. I will still update my ST and I will be happy, every one else can do what they like. Though I am not going to arguee with reasons on why I am trying to help people. If everyone is happy with what they have got or can get then thats fine. I can do what I want to do so everyone is happy.....

Chris

2416. Retrostuff for sale (Atari, VCS, Sinclair etc.)

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 18:07:20 UTC
From: netbios_nl@hotmail.com
Message-ID: <1032458726.315944@cache2>
Source record: 32077
Cross-posted to: alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.st,comp.sys.sinclair,de.comp.sys.atari,fr.comp.sys.atari,maus.computer.atari.hardware

Have some vintage hard- and software for sale (Atari, Sinclair, COMX, Commodore, Philips), some rare stuff. Point your browser at:

http://home.quicknet.nl/qn/prive/sa.karsseb/ebay/index.html

for an overview...

2417. (help)nvdi 5.03and band in box 5

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 19:32:34 UTC
From: otoumelin <otoumelinpasspam@free.fr>
Message-ID: <WS3.b3251681.98224e60.otoumelinpasspam@free.fr>
Source record: 32076

Hello, i make my update nvdi 5.03 and when i use band in box it's
crach to run band in box i need to rename nvdi to .prx.
i want to nows if some one have this bug.
sorry for m'i bad english.
Toumelin Olivier

2418. Anyone have the Ishar CD

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 21:11:31 UTC
From: baldrick <baldrick@youshouldknow.netset.com>
Message-ID: <3d8a3d28$0$1424$6d5eecc5@news.eurekanet.com>
Source record: 32078

Years ago Simarils released a CD version of Ishar with the Atari and the PC versions on the CD.
The cool thing about the CD was you got alot of prerender cut scenes in the Falcon version that
were loaded from the CD. Unfortunately I couldn't find anyone that had it for sale at the time.

A recent auction of Ishar games, made me wonder if anyone out there still had a copy of the CD.

Dan Ackerman
aka baldrick

2419. CVG files and Calamus

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 21:31:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d89ed2c4ea411@attbi.com>
Source record: 32079

Hello All,

I am trying to read a CVG file under Calamus SL 2002. This file was produced by Porthos. When I try to load it in, nothing happens. How long is it suppose to take for Calamus to bring it up? I waited about 15 minutes. The file is about 630K. I created a vector graphics frame and then imported the file into that. If that is wrong, what is the correct way? Anybody???
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2420. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-19 23:56:01 UTC
From: GAC <gac@mail.com>
Message-ID: <pan.2002.09.19.23.42.55.821029@mail.com>
Source record: 32080
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Why not just black list him from your client and ignore or get a usenet
client that can do so? Then having this thread? I mean he's been going
on for 3-4 years now? I don't think he will ever stop.

- Gary aka MUD
Cambridge, Ontario Canada
BBS Express Pro - Node x297

On Thu, 19 Sep 2002 12:43:44 +0000, Shangrila wrote:

> This is where we not only use kill files but anonymous mailers to send nasty
> messages to Ben since he won't stop posting spam... I might suggest you
> stop spamming, Ben... it'll lead to problems for you...
>

2421. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 02:33:28 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D8A88D0.BE602E1D@rogers.com>
Source record: 32081

exxos wrote:

> "Mark Duckworth" <mduckworth@spaamnot.atari-source.com> wrote in message
> news:1032381946.5248@blade.atari-source.com...
> > I paid $5USD for 2 AJAX chips... Beat that ;-)
> >
> > Mark
>
> Theres always good deals about if your lucky enough to drop on them :).
>
> chris

What Mark failed to tell us is how he got them, or for that matter its likely a private sale so nobody else can get an ajax chip for $5. Btw, dropping in an ajax chip works great in a mega ste but stuffing one into any of the earlier st's is no easy task.

2422. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 02:35:55 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D8A8963.2F8D41AE@rogers.com>
Source record: 32082

exxos wrote:

> > > I am supprised to see around
> > > hard drives which are 50MB selling for 100quid, not only from your site
> > but
> > > elsewhere, not picking fault with it just most places are selling stuff
> > > which is pretty behind spec now at way over spec prices.
> > >
> > If a hard drive does the job how can it be behind (the required) spec? You
> >
> for todays drives 100MB is nothing, you can buy 2gig drives new for as
> little as ï¿½20 is you look correctly.

The last few drives I got were $25 to $35 for a 1 gig drive here in canada.
that 200 quid price translates to a minimum of $210 canadian. For that price
difference I can easily find myself a case, power supply and host adaptor.

2423. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 03:08:17 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1032494645.88775@blade.atari-source.com>
Source record: 32083

Still waiting for a response, Ben.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

2424. Re: basic question

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 07:09:39 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <amehjl$57d30$1@ID-40235.news.dfncis.de>
Source record: 32084

"flib" <flib@reddwarf.com> wrote in message
news:Oe4i9.23963$7x3.1131844@newsfep2-win.server.ntli.net...
> I thought ST color monitors ran at 60Hz regardless?
>
> Please correct me if I am wrong
>

You are wrong. European machines ran at 50.

> flib
>
> > > just interested.
> >
> > NTSC Atari ST vertical Refresh at 60 by default.
> > PAL Atari ST vertical Refresh at 50 by default
> >
> > Yes monitors from the different regions can be adjusted. There is boot
> > loader software
> > for the 50Hz refresh rate, that switches the ST over to 50Hz. There
were
> > some really
> > nice versions of the 1224 that could be fine tuned to just the right
range
> > to accept either
> > NTSC or PAL input. In my experience the best ones for this were the box
> > shapped ones
> > without the fancy contour of the original 1224.
> >
> > Dan Ackerman
> > aka baldrick
> >
> >
>
>

2425. Re: CVG files and Calamus

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 08:58:09 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fit0qr.pikzp1ne0so2N%donotusethisaddress@pandora.be.invalid>
Source record: 32085

Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:

> Hello All,
>
> I am trying to read a CVG file under Calamus SL 2002. This file was produced
> by Porthos. When I try to load it in, nothing happens. How long is it suppose
> to take for Calamus to bring it up? I waited about 15 minutes. The file is
> about 630K. I created a vector graphics frame and then imported the file into
> that. If that is wrong, what is the correct way? Anybody???

It can take quite some time before Calamus brings up the cvg. It all depends of the number of objects the cvg holds. As your cvg is 630K I suspect it's just too big for Calamus. Correct me if I'm wrong, I believe for the moment Calamus is restricted in the numbers of objects it can handle. This will change in future versions of Calamus. I'm only afraid that future versions of Calamus won't run anymore on Atari, even if one use MagiC.
I tried it with a 271K cvg created with Porthos. Calamus SL 2002 R3 needed just 3 secs to display the cvg on screen. This with Cache for vector graphics swichted on. Without the cache Calamus starts displaying the cvg instantly but line by line. Try it once without the cache and see what happens. You can change the cache in options/screen display. I don't know if "screen display" is the right word as I'm using the Dutch version of Calamus so on your version this options may carry another name.

HTH,
Martin

2426. Re: ST kits market ?

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 11:16:58 UTC
From: <>
Message-ID: <1032522776-815727AEicMi@ntlworld.com>
Source record: 32087

From: "exxos" <exxos@home.co.uk>
Date: Thu, 19 Sep 2002 16:34:46 GMT

>> I still have the Marpet board in stock. I will only supply and fit. That
>way
>> I make a living and the cludgers bother others.
>
>How much are you selling that board for ? are there any online instuctions
>to how to fit it so I can take a look whats already out there ?

There's nothing to it, one adaptor plugs in under the video shifter chip and the other plugs in around the MMU. There are two (IIRC) resistor legs to cut and lift, and a couple of clip-on leads to disable the built-in memory.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2427. Re: Atari Web-Site FAQ!!!

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 11:28:00 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3D8B0632.8A39D03B@chello.at>
Source record: 32086

Cyprian Konador wrote:

> > Five to Five
> > http://www.optik.uni-erlangen.de/osmin/haesler/people/hs/525e.html
>
> "Not Found" :(

look at <http://www.jointhenet.de/hs/525e.html> ;-)

Greetings, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

2428. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 13:39:15 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <7yFi9.864357$oa7.30245710@Flipper>
Source record: 32088
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Do you people know that there are about 5000 "Atari Ben Smith" messages. 40% is from Ben Smith, 60% are reactions from others (positive or negative, I don't know!). ;-)

Freddy.

"GAC" <gac@mail.com> wrote in message news:pan.2002.09.19.23.42.55.821029@mail.com...
> Why not just black list him from your client and ignore or get a usenet
> client that can do so? Then having this thread? I mean he's been going
> on for 3-4 years now? I don't think he will ever stop.
>
> - Gary aka MUD
> Cambridge, Ontario Canada
> BBS Express Pro - Node x297
>
> On Thu, 19 Sep 2002 12:43:44 +0000, Shangrila wrote:
>
> > This is where we not only use kill files but anonymous mailers to send nasty
> > messages to Ben since he won't stop posting spam... I might suggest you
> > stop spamming, Ben... it'll lead to problems for you...
> >
>

2429. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 15:23:56 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d8b4c44701b20@tripnet.se>
Source record: 32089
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Fri 20-09-2002 13:39 (GMT) Freddy Offenga wrote:

>Do you people know that there are about 5000 "Atari Ben Smith" messages. 40%
>is from Ben Smith, 60% are reactions from others (positive or negative, I
>don't know!). ;-)

Yes, and the only on topic and relevant ones are from Ben Smith himself!

OK, I have not checked every NG this is crossposted to but at least here
in comp.sys.atari.st there is no charter that would make him OT.

Makes me wonder if those who keep on complaining and asking personal
questions to Ben (ever heard of email?) do this to help getting his
message out...

Even though I'm located far away from Ben Smith I have actually thought
of buying some things from him simply because I'm so pissed by reading
all these stupid follow ups...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2430. ATARI SPECTRE GCR MAC EMULATOR W/ROMS!!!

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 15:54:38 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <2xHi9.1472$fO.180990@kent.svc.tds.net>
Source record: 32090

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2055936746

2431. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 16:26:39 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <3%Hi9.68072$216.2397724@bin4.nnrp.aus1.giganews.com>
Source record: 32091
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3d8b4c44701b20@tripnet.se...
> OK, I have not checked every NG this is crossposted to but at least here
> in comp.sys.atari.st there is no charter that would make him OT.

The question is not about off-topicness, it's about frequency of posting.

Plus he slams auction sellers, but that's a personal thing with me.

2432. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 17:08:40 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d8b642c74bfe90@pandora.be>
Source record: 32092
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/ez_edit.zip
(423.913 bytes): EZ-Edit is a nice text editor with multi syntax coloring
(C, C++, HTML4, Javascript, 68000 assembler, STC).
Commes with a build in Tidy (check/correct faults in HTML). French only

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-7329.zip
(248.423 bytes): Music Edit is a notation prg with MIDI in-/output. Runs
on all Atari's and Atari-cloon. Runs under plain-TOS, N_AES, Magic>4,
Geneva. German only

**programming**
ftp://chapelie.rma.ac.be/atari/programming/Gemlib/eazy_gem.zip
(993.139 bytes): EZ-GEM is a library of some 200 functions for GEM programming.
Supports the TORC Mousewheel protocol. French only.

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2433. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 19:39:20 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <IPKi9.875046$oa7.30593513@Flipper>
Source record: 32093
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Ok, I agree. It's no use to slam auction sellers in general. There are a few which are really corrupt and haven't heard of customer service at all, but most of them are ok. But I don't think it's reasonable to compare auctions with normal business. I don't think you can expect too much service from an auction seller, since they mostly don't even know what they're selling. If I want to make sure to get a quality product, I'm not going to look for it on ebay.

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message news:3%Hi9.68072$216.2397724@bin4.nnrp.aus1.giganews.com...
>
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:3d8b4c44701b20@tripnet.se...
> > OK, I have not checked every NG this is crossposted to but at least here
> > in comp.sys.atari.st there is no charter that would make him OT.
>
> The question is not about off-topicness, it's about frequency of posting.
>
> Plus he slams auction sellers, but that's a personal thing with me.

2434. Re: For Sale On ebay: Dell Precision 410 Dual Pentium III 500mhz

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 19:49:24 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D8B7B9E.4281F076@rogers.com>
Source record: 32094

r@yahoo.com wrote:

> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2054414008&rd=1

great, just what we needed, another evilbay sporkbait. A steaming pile of
dell no less. Just the thing to lure back the dell loser known as sinflop

2435. Re: (help)nvdi 5.03and band in box 5

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 20:14:31 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0209202208440.43-100000@easymint>
Source record: 32095

On Thu, 19 Sep 2002, otoumelin wrote:

> Hello, i make my update nvdi 5.03 and when i use band in box it's
> crach to run band in box i need to rename nvdi to .prx.
> i want to nows if some one have this bug.
> sorry for m'i bad english.
> Toumelin Olivier
>
>

I'm using NVDI 5.03 and Band In A Box together, without problems.
The only problem I can remember was the MONACO020.FNT that had an "s"
before it in the ASSIGN.SYS file in the standard installation. This would
not look good in Band In A Box. After removing the "s" before this
fontname in ASSIGN.SYS this problem was solved.

Martin Tarenskeen

2436. Re: For Sale On ebay: Dell Precision 410 Dual Pentium III 500mhz

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 20:33:37 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.fatpjotk@localhost>
Source record: 31996

James Alexander wrote:

> great, just what we needed, another evilbay sporkbait. A steaming
> pile of dell no less. Just the thing to lure back the dell loser
> known as sinflop

You are practically asking him to come back you know.
I must say you can't really complain about his presence one bit
if you post stuff like this.

Just my 2 cents.

/Joakim

2437. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 23:07:32 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <261nou0it0or6dih21tqp46frhvcqqlmir@4ax.com>
Source record: 31997
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Fri, 20 Sep 2002 19:39:20 GMT, "Freddy Offenga"
<taf.offenga@chello.nl> wrote:

>Ok, I agree. It's no use to slam auction sellers in general. There are a few
>which are really corrupt and haven't heard of customer service at all, but
>most of them are ok. But I don't think it's reasonable to compare auctions
>with normal business. I don't think you can expect too much service from an
>auction seller, since they mostly don't even know what they're selling. If I
>want to make sure to get a quality product, I'm not going to look for it on
>ebay.
>
Personally I think what has happened is a little too OTT, at the end
of the day Ben makes a living supplying those that read these groups.
Whilst I agree there are those that don't like Ben's posts for various
reasons I don't think tampering with a man's living is quite
justified.

We are not talking a wide open market here, this is quite specialised
and quite possibly the reliance is on these very groups.

Sorry, even tho I don't supports Ben's issue with Ebay'ers and I wish
he would use COMM: or ADV: I would never think of taking steps that
might regulate his income or possibly make him think twice about if
it's all worthwhile.

I don't want to get into a long drawn out 'but he's' thing, this is
just my personal opinion pointed out in a *civil way*..
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

2438. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-20 23:29:58 UTC
From: Impmon <Impmon@digi.mon>
Message-ID: <8ibnouss018b6g6aqqpvp6m9tamrlqa6kk@4ax.com>
Source record: 31998
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Fri, 20 Sep 2002 17:23:56 +0200 (CET DST), "Kenneth Medin"
<kennethm@tripnet.se> typed:

>Yes, and the only on topic and relevant ones are from Ben Smith himself!
>
>OK, I have not checked every NG this is crossposted to but at least here
>in comp.sys.atari.st there is no charter that would make him OT.

He may be on topic but he's posting spams so often people want to do
more than killfile him, they want to kill him.

I have his email KF'ed long ago cuz I got tired of seeing the same new
spam almost every other day. :p
--
All viruses and spams are automatically removed by my ISP before
reaching my inbox. To reply, change digi.mon to tds.net
Free virus check: http://housecall.antivirus.com/housecall/start_corp.asp

2439. Atari ST 720k drive wanted for 520ST

Newsgroup: comp.sys.atari.st
Date: 2002-09-21 01:42:50 UTC
From: dragonadventure@hotmail.com
Message-ID: <67ebc6b4.0209201742.40b38f94@posting.google.com>
Source record: 31999

I'm looking for an Atari 720k drive to connect with my 520ST in the US. Does anyone know of someone who's selling a used, but working unit? Remember, it must be a 720k, not a 360k. Thanks.

e-mail cotto@pwsb.com

2440. Re: For Sale On ebay: Dell Precision 410 Dual Pentium III 500mhz

Newsgroup: comp.sys.atari.st
Date: 2002-09-21 03:21:21 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D8BE58B.AC7BC538@rogers.com>
Source record: 32000

GokMasE wrote:

> James Alexander wrote:
>
> > great, just what we needed, another evilbay sporkbait. A steaming
> > pile of dell no less. Just the thing to lure back the dell loser
> > known as sinflop
>
> You are practically asking him to come back you know.
> I must say you can't really complain about his presence one bit
> if you post stuff like this.
>
> Just my 2 cents.
>
> /Joakim

Hi Joakim

When he's not around I admit its a relief but he/it always seems to come back anyways. And usually keeps posting the same stuff too. But then its not the only incident of "nonsense" on usenet. Actually its not that I want him / it back but it always happens anyways, he / its been at it years before you or I arrived here, and been back long after others who've debunked him have left.

2441. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-21 03:47:05 UTC
From: Lannie Schafroth <lannie_schafroth@spam.hotmail.com>
Message-ID: <3d8bebad$1_8@news.teranews.com>
Source record: 32001
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I agree.

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
news:261nou0it0or6dih21tqp46frhvcqqlmir@4ax.com...
> On Fri, 20 Sep 2002 19:39:20 GMT, "Freddy Offenga"
> <taf.offenga@chello.nl> wrote:
>
> >Ok, I agree. It's no use to slam auction sellers in general. There are a
few
> >which are really corrupt and haven't heard of customer service at all,
but
> >most of them are ok. But I don't think it's reasonable to compare
auctions
> >with normal business. I don't think you can expect too much service from
an
> >auction seller, since they mostly don't even know what they're selling.
If I
> >want to make sure to get a quality product, I'm not going to look for it
on
> >ebay.
> >
> Personally I think what has happened is a little too OTT, at the end
> of the day Ben makes a living supplying those that read these groups.
> Whilst I agree there are those that don't like Ben's posts for various
> reasons I don't think tampering with a man's living is quite
> justified.
>
> We are not talking a wide open market here, this is quite specialised
> and quite possibly the reliance is on these very groups.
>
> Sorry, even tho I don't supports Ben's issue with Ebay'ers and I wish
> he would use COMM: or ADV: I would never think of taking steps that
> might regulate his income or possibly make him think twice about if
> it's all worthwhile.
>
> I don't want to get into a long drawn out 'but he's' thing, this is
> just my personal opinion pointed out in a *civil way*..
> --
> Paul
>
> I hate the smell of fear......
>
> *** remove yourfinger to email me ****

2442. cps-games clearance

Newsgroup: comp.sys.atari.st
Date: 2002-09-21 08:45:14 UTC
From: exxos@euphony.net
Message-ID: <d62c8d8a.0209210045.6d061ea1@posting.google.com>
Source record: 32002

Hi all,

I am clearing out my project room a bit since I can't move in there! I have complied a small list of items for sale. I have not but a price next to them so I expect some good offers. anything which is not sold will go on ebay. Im giving anyone a chance to get the items here first.

http://www.cps-games.co.uk/salelist.htm

Please only E-mail me with serious offers, I will answer any questios about the items. I will soon update the list when I get other items ready for sale.

--
---
www.cps-games.co.uk

2443. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-21 10:27:04 UTC
From: <>
Message-ID: <1032681438-102708AEicMi@ntlworld.com>
Source record: 32014

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Fri, 20 Sep 2002 17:23:56 +0200 (CET DST)

>Makes me wonder if those who keep on complaining and asking personal
>questions to Ben (ever heard of email?) do this to help getting his
>message out...

Exactly. Especially when it seems pretty clear that he doesn't otherwise
participate or even read this news group!

Cheers

Derryck

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2444. Re: For Sale On ebay: Dell Precision 410 Dual Pentium III 500mhz

Newsgroup: comp.sys.atari.st
Date: 2002-09-21 10:31:08 UTC
From: <>
Message-ID: <1032681440-103032AEicMi@ntlworld.com>
Source record: 32015

From: James Alexander <james-m-alexander@rogers.com>
Date: Sat, 21 Sep 2002 03:21:21 GMT

>GokMasE wrote:
>
>> James Alexander wrote:
>>
>> > great, just what we needed, another evilbay sporkbait. A steaming

>> You are practically asking him to come back you know.

>When he's not around I admit its a relief but he/it always seems to come
>back

If you (and I mean everyone in general) don't feed the troll then he/it will
go away. So don't rise to his or anyone else's bait. It's what they live on.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2445. Re: Atari ST 720k drive wanted for 520ST

Newsgroup: comp.sys.atari.st
Date: 2002-09-21 12:22:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d8c0f5e8d2ee2@attbi.com>
Source record: 32004

>I'm looking for an Atari 720k drive to connect with my 520ST in the
>US. Does anyone know of someone who's selling a used, but working
>unit? Remember, it must be a 720k, not a 360k. Thanks.
>
>e-mail cotto@pwsb.com

Hello,

I would check out B&C Computers or else Best Electronics. You can install a
1.44 meg floppy also. I have heard this will work and that you will be able to
format in 720k but not 1440k.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2446. Re: CVG files and Calamus

Newsgroup: comp.sys.atari.st
Date: 2002-09-21 12:22:17 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d8c0f5e8d2ee3@attbi.com>
Source record: 32003

>Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:
>
>> Hello All,
>>
>> I am trying to read a CVG file under Calamus SL 2002. This file was produced
>> by Porthos. When I try to load it in, nothing happens. How long is it suppose
>> to take for Calamus to bring it up? I waited about 15 minutes. The file is
>> about 630K. I created a vector graphics frame and then imported the file into
>> that. If that is wrong, what is the correct way? Anybody???
>
>It can take quite some time before Calamus brings up the cvg. It all
>depends of the number of objects the cvg holds. As your cvg is 630K I
>suspect it's just too big for Calamus. Correct me if I'm wrong, I
>believe for the moment Calamus is restricted in the numbers of objects
>it can handle. This will change in future versions of Calamus. I'm only
>afraid that future versions of Calamus won't run anymore on Atari, even
>if one use MagiC.
>I tried it with a 271K cvg created with Porthos. Calamus SL 2002 R3
>needed just 3 secs to display the cvg on screen. This with Cache for
>vector graphics swichted on. Without the cache Calamus starts displaying
>the cvg instantly but line by line. Try it once without the cache and
>see what happens. You can change the cache in options/screen display. I
>don't know if "screen display" is the right word as I'm using the Dutch
>version of Calamus so on your version this options may carry another
>name.
>
>HTH,
>Martin

Thanks for the tip Martin. I will do that. I did not know about the cache as I
have not had much experience with CVG files.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2447. Re: Atari ST 720k drive wanted for 520ST

Newsgroup: comp.sys.atari.st
Date: 2002-09-21 14:40:07 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <cw%i9.976$Pf.73904@newsfep2-gui>
Source record: 32005

Hello.

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3d8c0f5e8d2ee2@attbi.com...
> >I'm looking for an Atari 720k drive to connect with my 520ST in the
> >US. Does anyone know of someone who's selling a used, but working
> >unit? Remember, it must be a 720k, not a 360k. Thanks.

You should note the 520 ST is the model with the external PSU and floppy
drive.....

I have a suitable drive in stock.

Barrie at Keychange. www.keychange.co.uk

2448. Re: (help)nvdi 5.03and band in box 5

Newsgroup: comp.sys.atari.st
Date: 2002-09-21 19:01:06 UTC
From: otoumelin <otoumelinpasspam@free.fr>
Message-ID: <WS3.0df3a857.90465660.otoumelinpasspam@free.fr>
Source record: 32006

Dans le message <Pine.MNT.4.31.0209202208440.43-100000@easymint>
Martin Tarenskeen a ï¿½crit:
>On Thu, 19 Sep 2002, otoumelin wrote:

>> Hello, i make my update nvdi 5.03 and when i use band in box it's
>> crach to run band in box i need to rename nvdi to .prx.
>> i want to nows if some one have this bug.
>> sorry for m'i bad english.
>> Toumelin Olivier
>>
>>

>I'm using NVDI 5.03 and Band In A Box together, without problems.
>The only problem I can remember was the MONACO020.FNT that had an "s"
>before it in the ASSIGN.SYS file in the standard installation. This would
>not look good in Band In A Box. After removing the "s" before this
>fontname in ASSIGN.SYS this problem was solved.

>Martin Tarenskeen

Hello,whats i you'r computer?
because i' ave a falcon CT2.
thanks to you
Toumelin Olivier

2449. New Mailing-List for Atari Clone Users (Hades, Milan)

Newsgroup: comp.sys.atari.st
Date: 2002-09-21 22:51:05 UTC
From: lp <gfa@basic.net>
Message-ID: <B9B27019.92A0%gfa@basic.net>
Source record: 32007

```
This list is for people who have Atari clones (Hades, Milan) and are
interested in helping/sharing information with other Atari clone users.

Sign up at:
http://atari-users.net/mailman/listinfo/ac_atari-users.net

-------------------------------------------------------------
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
```

2450. Atari Online News, Etc. #04-38

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 01:46:43 UTC
From: danap8@aol.com
Message-ID: <20020921214643.12364.00008999@mb-fm.aol.com>
Source record: 32008

```
A-ONE #0438 09/20/02

~ The :-) Turns 20! ~ People Are Talking! ~ MyMail Update News!
~ Bidding For Napster! ~ HotMail To Can Spam?! ~ Ellison Exits Apple
~ Cybersecurity Plan Off ~ Faster PowerMacs Ship! ~ Mac OS X Update!
~ New Linux Worm and DOS ~ EasyMINT Forum Open! ~ Virus Armageddon?

-* Gemulator 10th Anniversary! *-
-* History of Antic's Cyber Software! *-
-* Rivals: Microsoft Violates Antitrust Deal! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2451. Auto Booting IDE Drive in Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 04:11:02 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <3d8d3f09$1_3@corp.newsgroups.com>
Source record: 32009

Hi all,
I just got a new Fujitsu 2.16GB IDE drive for my Falcon030. I partioned the drive using HD Driver 7, installed HD Driver on the C partion of the IDE Drive. But I cannot get it top autoboot from the hard drive. The drive will boot if I use a floppy disc with an auto folder that contains the HD Driver program.
Does anyone out their know how to get this IDE drive to auto boot? The old IDE drive that I replaced would auto boot.
Thanks for your help.

Claude B.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

2452. SCSI or MiNT question

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 04:56:58 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <amjiiq$6ed$1@reader2.panix.com>
Source record: 32010

I have an external HD I am trying to install MiNT on. It is the first in my SCSI chain, which includes one tape backup unit, two zip drives, one scanner, and a CDROM. The later things all work.

I can format and partition that external drive. I can write a MiNT filesystem to it, and can use a fdck program to tell it is there, but TOS cannot find it. Error -34.

Atari TT030, HDDriver 8. I had a smaller drive in that external box, and that did not have this problem. But it was too small for what I wanted to do. This one is a HP 1.2 gig.

Any suggestions? Please?

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2453. Re: Auto Booting IDE Drive in Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 05:10:46 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <amjj8c$6aehp$2@ID-27442.news.dfncis.de>
Source record: 32011

Claude Bourgoin wrote:

> Does anyone out their know how to get this IDE drive to auto boot? The old
> IDE drive that I replaced would auto boot.

This should work. Ensure that you did *not* change and of the IDE boot
settings with HDDRUTIL. If it does not work without any special settings
try to change these settings as explained in the HDDRIVER manual.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2454. Re: SCSI or MiNT question

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 05:12:26 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <amjjbg$6aehp$3@ID-27442.news.dfncis.de>
Source record: 32012

Jim DeClercq wrote:

> I can format and partition that external drive. I can write a MiNT
> filesystem to it, and can use a fdck program to tell it is there, but TOS
> cannot find it. Error -34.

So it works with MiNT, but not without it? Check the partition sizes.
Without MiNT or MagiC the maximum partition size for TOS 3.0x is 512 MB.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2455. Re: SCSI or MiNT question

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 07:16:08 UTC
From: lp <gfa@basic.net>
Message-ID: <B9B2E678.92C7%gfa@basic.net>
Source record: 32013

in article amjiiq$6ed$1@reader2.panix.com, Jim DeClercq at
jimd@panix3.panix.com wrote on 9/22/02 12:56 AM:

> I can format and partition that external drive. I can write a MiNT
> filesystem to it, and can use a fdck program to tell it is there, but TOS
> cannot find it. Error -34.

Are you refering to singleTOS, as in mint.prg/minix.xfd is not loaded?

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2456. MiNTNet drivers

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 08:44:26 UTC
From: ozk@his.cozy.hades
Message-ID: <Pine.MNT.4.31.0209221043390.413-100000@hadesbox>
Source record: 32016

New MiNTNet drivers now available on my site. Take a look.

--
Regards,

Odd Skancke - ozkATatariDOTorg - http://assemsoft.atari.org

2457. Re: (help)nvdi 5.03and band in box 5

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 09:03:34 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0209221054470.44-100000@easymint>
Source record: 32017

On Sat, 21 Sep 2002, otoumelin wrote:

> >I'm using NVDI 5.03 and Band In A Box together, without problems.
> >The only problem I can remember was the MONACO020.FNT that had an "s"
> >before it in the ASSIGN.SYS file in the standard installation. This would
> >not look good in Band In A Box. After removing the "s" before this
> >fontname in ASSIGN.SYS this problem was solved.
>
>
> Hello,whats i you'r computer?
> because i' ave a falcon CT2.

I'm using a Falcon030/CT2b. I had to set both the FastRam flags, using the FileInfo cpx. Or else it would crash om my system too. And CT2b turbo doesn't work without NVDI. With NVDI and CT2b B.I.A.B. is very fast. The panel that appears when a song is calculated before playing (drums...piano...bass...) is hardly visible because of the speed :-)

Do you have any other autofolder apps or accs running ? Did you experiment with the order of the autofolder apps ?

It should work. Let me know.

Martin Tarenskeen

2458. Real Media (.rm) audio files

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 09:06:05 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0209221104110.44-100000@easymint>
Source record: 32018

Is there a way to play Real Media (*.rm) files on an Atari ?
Or to convert them to a format that can be played ?

Martin Tarenskeen
Falcon030/CT2b

2459. SCSI Ethernet adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 10:04:22 UTC
From: Oracle <Someone@home.com>
Message-ID: <utgj9.37783$g9.107949@newsfeeds.bigpond.com>
Source record: 32019

I've been given a Asante EN/SC scsi ethernet adaptor, traditionaly used for connecting destop mac's with only scsi ports to a network.

Has anyone ever written drivers for such a device to work on the Atari line of computers?

thanks

2460. Re: SCSI Ethernet adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 10:27:55 UTC
From: lp <gfa@basic.net>
Message-ID: <B9B3136B.961C%gfa@basic.net>
Source record: 32021

in article utgj9.37783$g9.107949@newsfeeds.bigpond.com, Oracle at
Someone@home.com wrote on 9/22/02 6:04 AM:

> I've been given a Asante EN/SC scsi ethernet adaptor, traditionaly used for
> connecting destop mac's with only scsi ports to a network.
>
> Has anyone ever written drivers for such a device to work on the Atari line
> of computers?

yes, look here:
http://www.anodynesoftware.com/ethernet/main.htm

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2461. Re: CVG files and Calamus

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 11:48:12 UTC
From: <>
Message-ID: <1032697428-300234AEicMi@ntlworld.com>
Source record: 32033

From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Date: Sat, 21 Sep 2002 12:22:17 GMT

>Thanks for the tip Martin. I will do that. I did not know about the cache as I
>have not had much experience with CVG files.

I guess you know that there is an English manual for Calamus 2002? PDF and HTML versions on Invers' web site, paper version for purchase?

Peter West and myself spent a year on it.

Cheers

Derryck

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2462. Re: SCSI Ethernet adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 12:34:39 UTC
From: Oracle <Someone@home.com>
Message-ID: <MFij9.37882$g9.108516@newsfeeds.bigpond.com>
Source record: 32023

this sight makes mention of a Danaport device, mine is not of this brand,
does that matter?

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3d8d9cd6$0$13229$e4fe514c@dreader4.news.xs4all.nl...
> Hi,
>
> Check:
> http://www.anodynesoftware.com/ethernet/main.htm
>
> and tell us if it works...
>
> "Oracle" <Someone@home.com> wrote in message
> news:utgj9.37783$g9.107949@newsfeeds.bigpond.com...
> > I've been given a Asante EN/SC scsi ethernet adaptor, traditionaly used
> for
> > connecting destop mac's with only scsi ports to a network.
> >
> > Has anyone ever written drivers for such a device to work on the Atari
> line
> > of computers?
> >
> > thanks
> >
> >
> >
>
>

2463. Re: SCSI or MiNT question

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 14:48:16 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <amkl7g$e5p$1@reader2.panix.com>
Source record: 32024

Uwe Seimet <us@seimet.de> writes:

: Jim DeClercq wrote:

: > I can format and partition that external drive. I can write a MiNT
: > filesystem to it, and can use a fdck program to tell it is there, but TOS
: > cannot find it. Error -34.

: So it works with MiNT, but not without it? Check the partition sizes.
: Without MiNT or MagiC the maximum partition size for TOS 3.0x is 512 MB.

No, this is with MiNT running. My drive k: is unreadable from the desktop
with MinT running. It is also unreadable from the desktop without MiNT
running because it is too big, and also because it is a LNX partition.
That I was expecting.

Everything else on my SCSI chain works under MiNT or not under MiNT, and
everything on my SCSI chain is downstream from the drive in question. That
would seem to rule out a termination problem.

Freemint 1.15.12, MiNTNP030 running as mintnp.prg.

Have not tried making a smaller partition, to see what happens without
MiNT running. Have not tried any other kernel, either.

Is there something about a drive or its jumpers that can cause this?
There is no available documentation on this drive. It was made by one of
the divisions of HP that no longer exists. And when they stopped existing,
nobody saved copies of documentation. Nobody put a copy in their library.

In short, can one jumper a drive, any drive, to make it act like this?

Or, when the TOS desktop, or Thing, (same results) gets a double click to
open a drive, what SCSI commands go to the drive from HDDriver? And what
response is expected? Command numbers are OK, I can look up the rest.

Jim

2464. Re: SCSI Ethernet adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 15:35:28 UTC
From: Judy Baumgardner <jbaumga@columbus.rr.com>
Message-ID: <4rlj9.169349$ja.24805488@twister.columbus.rr.com>
Source record: 32025

Yes it does.

The Asante device's do not work. They have their own proprietary
system. Several people on several continents have banged their
heads against these devices with no luck.

If you can track down a Dayna adaptor those work.

Dan Ackerman
aka baldrick

posting on someone elses machine so who knows what the return
email will be

Oracle wrote in message ...
>this sight makes mention of a Danaport device, mine is not of this brand,
>does that matter?
>
>"TXG" <txg@the-underground.myweb.nl> wrote in message
>news:3d8d9cd6$0$13229$e4fe514c@dreader4.news.xs4all.nl...
>> Hi,
>>
>> Check:
>> http://www.anodynesoftware.com/ethernet/main.htm
>>
>> and tell us if it works...
>>
>> "Oracle" <Someone@home.com> wrote in message
>> news:utgj9.37783$g9.107949@newsfeeds.bigpond.com...
>> > I've been given a Asante EN/SC scsi ethernet adaptor, traditionaly used
>> for
>> > connecting destop mac's with only scsi ports to a network.
>> >
>> > Has anyone ever written drivers for such a device to work on the Atari
>> line
>> > of computers?
>> >
>> > thanks
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2465. Re: SCSI or MiNT question

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 18:11:46 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <aml10v$6m556$1@ID-27442.news.dfncis.de>
Source record: 32026

Jim DeClercq wrote:

> Is there something about a drive or its jumpers that can cause this?

No, otherwise the drive would not be recognized at all.

> Or, when the TOS desktop, or Thing, (same results) gets a double click to
> open a drive, what SCSI commands go to the drive from HDDriver? And what
> response is expected? Command numbers are OK, I can look up the rest.

I don't know this by heart and it depends a bit on the drive. Just check
the commands for another drive. You can expect a similar sequence. But I
don't think checks on this level make any sense. Since you were able
to partition the drive (HDDRUTIL displays the correct drive and
partition data, doesn't it?) it's clear that nothing is wrong on such a
low level.
My guess is that it has something to do with the fact that it is a Linux
partition and the MiNT filesystem driver for Linux partitions.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2466. Re: SCSI Ethernet adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 19:26:41 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d8d9cd6$0$13229$e4fe514c@dreader4.news.xs4all.nl>
Source record: 32020

Hi,

Check:
http://www.anodynesoftware.com/ethernet/main.htm

and tell us if it works...

"Oracle" <Someone@home.com> wrote in message
news:utgj9.37783$g9.107949@newsfeeds.bigpond.com...
> I've been given a Asante EN/SC scsi ethernet adaptor, traditionaly used
for
> connecting destop mac's with only scsi ports to a network.
>
> Has anyone ever written drivers for such a device to work on the Atari
line
> of computers?
>
> thanks
>
>
>

2467. Wanted ATW800

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 19:28:30 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d8d9d44$0$13231$e4fe514c@dreader4.news.xs4all.nl>
Source record: 32022

Hi,

Is there someone who has an Transputer/ ATW800 for sale?

Contact me private: txg01@xs4all.nl

2468. Re: SCSI or MiNT question

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 20:06:01 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Hupj9.147261$AY5.64919520@e3500-atl1.usenetserver.com>
Source record: 32027

"Jim DeClercq" <jimd@panix3.panix.com> wrote in message
news:amjiiq$6ed$1@reader2.panix.com...
> I have an external HD I am trying to install MiNT on. It is the first in
> my SCSI chain, which includes one tape backup unit, two zip drives, one
> scanner, and a CDROM. The later things all work.

No problem...

> I can format and partition that external drive. I can write a MiNT
> filesystem to it, and can use a fdck program to tell it is there, but TOS
> cannot find it. Error -34.

How many partitions are set up?
How exactly did you partition them in the very beginning...before writing a
'MiNT' file system?

What kind of 'MiNT' file system are you trying to install, is this an EXT2,
Minix, or RAW partition type?

The desk top is NOT going to see any of these partitions if:
1. Minix (MIX, MNX, RAW) or EXT2 (LNX, $83, EXT, RAW) partitions will not be
accessable AT ALL unless MiNT is running and you have the proper XFS module in
the MINT/MULTITOS folder, or, if it's a MINIX partition and upon set-up
minix.ttp was told to hide the partition from the normal TOS desktop. In such
cases you will have to go through DriveU for access. Some versions of the
minix.ttp/ext2.ttp offer a flag that hides the partition from the desktop while
still reserving the drive letter. This is so access that is not minix/ext2
aware will not accidentally take out data on the partition There once was a
time it was a very good idea to use this feature of the formatter, and many of
the scripted MiNT installs such as KGMD and KEMD did it by default.

2. If it is either MIX or LNX partition and you do not have the proper XFS
module in the MINT or MULTITOS folder. Do be aware that some modules are very
picky about which version of the kernel you are running, and how all of your
directories, file locks, temp directories, and permissions are set up.

3. HDDriver doesn't try to hook any unrecognized partition type into the GEM
desktop...but being XHDI compliant, another OS on your Atari can often still
see, and sometimes even properly use the partitions even if they don't seem to
exist on your desk top. To force HD driver to properly tie any partition type
that it does not directly support into the system you should study the partition
type dialog. HDDriver likes to know partition types so it can provide proper
information to any part of the system that might need them...even if HDDRIVER
doesn't directly support the partition type, it still likes the correct
information so that software that does support it can correctly converse with
the SCSI Drivers! HDDriver is really good at setting things up by itself

provided all the standards and rules have been followed...however, the rules aren't always clear or don't always get followed...so you must give HDDriver a helping hand.
a. Open HDDRIVER Configure Utility and pull down the "HARD DISK/CHANGE PARTITION TYPE" dialogue. Don't change anything for now! Just see if your 'MiNT' partition is registered as LNX, MNX, MIX, RAW, or otherwise, then cancel out of the dialogue. If no partition types show at all then we've a problem and most likely should repartition the entire drive...see my last comment in this post if this is the case.
b. Pull down the "SETTINGS/PARTITION TYPES" dialogue. Make sure any of the partition types you'll need have an X ticked beside them. If your 'MiNT' partition type was listed as RAW or otherwise not listed (I.E. MNX instead of MIX), then you should enter it into one of the partition type blanks provided, or...if for instance, it registered as MNX but you are positive it is an Atari minix partion, you can go back to the change partition type dialog and change it to MIX. The same is true for EXT2 partition types...if you are positive it is Atari EXT2 then the partition type can be changed to LNX. If you aren't 'sure' just add it to one of the blanks and it should still work okay.

> Atari TT030, HDDriver 8. I had a smaller drive in that external box, and
> that did not have this problem. But it was too small for what I wanted to
> do. This one is a HP 1.2 gig.

The drive size should be no problem...
I don't own a single drive under 2 gig anymore and they all work fine with HD Driver on my Falcon030. Of course one can run out of drive letters pretty fast with several big drives connected and lots of partitions. In such cases, simply disable uneeded drives/partitions for your session.

My usual Falcon 030 disk array is set up as follows:
IBM 20gig IDE, 10 1gig BGM partitions, and 1 10 gig LNX partition.
Seagate SCSI II 2.1 gig with 3 partitions around 600meg apiece.
Seagate SCSI II 1.2 gig with 1 GEM/DOS partition.

At times I've also had Ultra Wide SCSI III drives up to 10gig on this chain as well, with no problems (other than running out of drive letters...which can be worked around).

I did have some troubles installing the EasyMint package to the IDE drive at first. These tips should help you find the problem at hand with your LNX/MNX partition.

1. Make sure you are using a compatiable EXT2.XFS or MINIX.XFS module to the MiNT kernel you are using. There are indeed a lot of combinations that just don't work together. If you are doing a fresh install, I highly recomend starting from scratch with one of the EasyMint installs, and since you have a TT with an 030 cpu, I recommend using an EXT2 partition and a solid kernel with FPU emulation (unless you have an actual FPU)...this way you can be relatively sure that all of your XFS modules, init locks, temp directories, permissions and so forth are all compatable. Trying to mix installs such as KGMD with newer things, (I.E. from the SpareMint archives) can indeed be a challenge, often futile, even for experienced unix gurus. YES, if you currently use KGMD, TAF,

or something else, it IS worth while to start all over with SpareMiNT...as it has much more modern file systems, libraries and kernels...many unix things can now be compiled straight away with no code changes, and there is an ever growing list of rpm packages and updates on the SpareMint server.

If none of this seems to help:
May I recommend that you FIRST check the drive with plain GEM/BGM compatible partitions? There is quite alot of tiny things that can go wrong when you start working with a minix or ext2 partition for the first time. First get out the HDDriver manual and set up your drive according to the partition sizes you want using either GEM or BGM partitions. DO READ carefully, and make sure that if you tweak sector sizes (I recommend you don't even mess with this...let HDDriver figure it out) that they are indeed compatable with the partition size and type you've set up. HDDriver does a good job of automatically setting this up, but I've seen many users who have changed things by repartitioning or reinitalizing and partition and create a mess (such as trying to force a GEM partition that is too big, or forcing a 1gig BGM partition to have a 512 sector size instead of 1024 or larger, etc...).

Once the drive is is visible correctly on your desk top, and surely working properly without MiNT...have your ext2 or minix utility intalize the partition you want. It should not touch any other partition(s). Yes, if you really want, you can set up the entire drive as one big ext2 or minix partition, thoe I highly advise you have at least one small GEM or BGM partition first.

Good luck, and holler if I can help you further.

Brian Roland

2469. [MagiC] English Upgrade from 6.01 to 6.2?

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 21:06:30 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <_oqj9.147499$AY5.65191906@e3500-atl1.usenetserver.com>
Source record: 32028

Is there an english upgrade path to MagiC 6.2 yet?
So far all I can find is an upgrade for German version 6.10 and some patches and drop in RSC files at the DDP site. How do I make the jump from English 6.01 to German 6.10 or 6.20 without having to buy an entire German Release?

Is Systems Solutions UK still around? Every www link I've found for them seems to be broken. My understanding is that they are offically the 'English' arm of ASH. Is this still true?

Thanks,
Brian

2470. Re: For Sale On ebay: Dell Precision 410 Dual Pentium III 500mhz

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 22:45:29 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D8E47E5.E70AA5E3@rogers.com>
Source record: 32029

derryck@.NOT~THIS~cix.co.uk wrote:

> From: James Alexander <james-m-alexander@rogers.com>
> Date: Sat, 21 Sep 2002 03:21:21 GMT
>
> >GokMasE wrote:
> >
> >> James Alexander wrote:
> >>
> >> > great, just what we needed, another evilbay sporkbait. A steaming
>
> >> You are practically asking him to come back you know.
>
> >When he's not around I admit its a relief but he/it always seems to come
> >back
>
> If you (and I mean everyone in general) don't feed the troll then he/it will
> go away. So don't rise to his or anyone else's bait. It's what they live on.
>
> Cheers
>
> Derryck

Derryck,

I've said this before several times to others. That perticular troll has been around for a decade. He / IT always comes back from its "vacations" and keeps spewing bollox no matter if everyone ignores IT or not. But the whole point of my reply was at the other spammer troll who blatantlhy posted a DELL for sale ad in an ATARI group.

2471. Re: For Sale On ebay: Dell Precision 410 Dual Pentium III 500mhz

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 23:40:43 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.oeppokio@localhost>
Source record: 32030

James Alexander wrote:

> I've said this before several times to others. That perticular troll
> has been around for a decade. He / IT always comes back from its
> "vacations" and keeps spewing bollox no matter if everyone ignores IT
> or not. But the whole point of my reply was at the other spammer
> troll who blatantlhy posted a DELL for sale ad in an ATARI group.

No matter how you look at it, the more you care about getting even with
him, the more reason for the troll to keep on coming back for more.
Sure, he might pop in once in a while still, but please don't make it
worse.

Having 2 people writing postings with foul language is only annoying
more people IMO.

/Joakim

2472. Re: SCSI or MiNT question

Newsgroup: comp.sys.atari.st
Date: 2002-09-22 23:46:58 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <amlkpimcg1@reader2.panix.com>
Source record: 32031

Brian Roland <BJRoland@bellsouth.net> writes:

Thank you for all the advice. I am trying to install MiNT, and do not
yet have a drive u to access. It is a LNX for ext2 partition, and there is
one of them. That far I get. I am, at the moment, trying to re-install
MiNTnet for dummies, and not doing anything different than the first
time, or so I thought. I might be wrong about that.
.
The results are different than the first time, and the drive mech is
different from the first time. I did not have room for a compiler.

And thanks for the note about XFS modules. I will check that, and if there
is not one where you suggest there should be one, I will make it so, and
make it match.

But I suspect that I have a drive meant for a specific machine, and need
to get another one, since this one cannot be made to work. I played with
jumpers until it properly initialized, which left only one jumper in
place. On the other hand, it does not have any suffix on the model number,
so it is more than possible that I made some simple mistake.

I guess I will know that after making sure there is a folder with driver
in it, and after making a singleTOS-readable partition.

BTW, EasyMiNT does not work for me. I have only 4.4 megs free on my boot
drive, and it needs more than that. Thus, it reads files, tries to
re-write them, and fails, lacking room. I need a new, larger internal
drive to run EasyMiNT. But I can run MiNTnet for dummies, and add to it.

I will save your advice, print it out and study it. There is a lot of
information there.

Jim

: "Jim DeClercq" <jimd@panix3.panix.com> wrote in message
: news:amjiiq$6ed$1@reader2.panix.com...
: > I have an external HD I am trying to install MiNT on. It is the first in
: > my SCSI chain, which includes one tape backup unit, two zip drives, one
: > scanner, and a CDROM. The later things all work.

: No problem...

: > I can format and partition that external drive. I can write a MiNT
: > filesystem to it, and can use a fdck program to tell it is there, but TOS
: > cannot find it. Error -34.

: How many partitions are set up?
: How exactly did you partition them in the very beginning...before writing a

: 'MiNT' file system?

: What kind of 'MiNT' file system are you trying to install, is this an EXT2,
: Minix, or RAW partition type?

: The desk top is NOT going to see any of these partitions if:
: 1. Minix (MIX, MNX, RAW) or EXT2 (LNX, $83, EXT, RAW) partitions will not be
: accessable AT ALL unless MiNT is running and you have the proper XFS module in
: the MINT/MULTITOS folder, or, if it's a MINIX partition and upon set-up
: minix.ttp was told to hide the partition from the normal TOS desktop. In such
: cases you will have to go through DriveU for access. Some versions of the
: minix.ttp/ext2.ttp offer a flag that hides the partition from the desktop while
: still reserving the drive letter. This is so access that is not minix/ext2
: aware will not accidentally take out data on the partition There once was a
: time it was a very good idea to use this feature of the formatter, and many of
: the scripted MiNT installs such as KGMD and KEMD did it by default.

: 2. If it is either MIX or LNX partition and you do not have the proper XFS
: module in the MINT or MULTITOS folder. Do be aware that some modules are very
: picky about which version of the kernel you are running, and how all of your
: directories, file locks, temp directories, and permissions are set up.

: 3. HDDriver doesn't try to hook any unrecognized partition type into the GEM
: desktop...but being XHDI compliant, another OS on your Atari can often still
: see, and sometimes even properly use the partitions even if they don't seem to
: exist on your desk top. To force HD driver to properly tie any partition type
: that it does not directly support into the system you should study the partition
: type dialog. HDDriver likes to know partition types so it can provide proper
: information to any part of the system that might need them...even if HDDRIVER
: doesn't directly support the partition type, it still likes the correct
: information so that software that does support it can correctly converse with
: the SCSI Drivers! HDDriver is really good at setting things up by itself
: provided all the standards and rules have been followed...however, the rules
: aren't always clear or don't always get followed...so you must give HDDriver a
: helping hand.
: a. Open HDDRIVER Configure Utility and pull down the "HARD DISK/CHANGE
: PARTITION TYPE" dialogue. Don't change anything for now! Just see if your
: 'MiNT' partition is registered as LNX, MNX, MIX, RAW, or otherwise, then cancel
: out of the dialogue. If no partition types show at all then we've a problem and
: most likely should repartition the entire drive...see my last comment in this
: post if this is the case.
: b. Pull down the "SETTINGS/PARTITION TYPES" dialogue. Make sure any of
: the partition types you'll need have an X ticked beside them. If your 'MiNT'
: partition type was listed as RAW or otherwise not listed (I.E. MNX instead of
: MIX), then you should enter it into one of the partition type blanks provided,
: or...if for instance, it registered as MNX but you are positive it is an Atari
: minix partion, you can go back to the change partition type dialog and change it
: to MIX. The same is true for EXT2 partition types...if you are positive it is
: Atari EXT2 then the partition type can be changed to LNX. If you aren't 'sure'
: just add it to one of the blanks and it should still work okay.

: > Atari TT030, HDDriver 8. I had a smaller drive in that external box, and
: > that did not have this problem. But it was too small for what I wanted to
: > do. This one is a HP 1.2 gig.

: The drive size should be no problem...
: I don't own a single drive under 2 gig anymore and they all work fine with HD
: Driver on my Falcon030. Of course one can run out of drive letters pretty fast
: with several big drives connected and lots of partitions. In such cases, simply
: disable uneeded drives/partitions for your session.

: My usual Falcon 030 disk array is set up as follows:
: IBM 20gig IDE, 10 1gig BGM partitions, and 1 10 gig LNX partition.
: Seagate SCSI II 2.1 gig with 3 partitions around 600meg apiece.
: Seagate SCSI II 1.2 gig with 1 GEM/DOS partition.

: At times I've also had Ultra Wide SCSI III drives up to 10gig on this chain as
: well, with no problems (other than running out of drive letters...which can be
: worked around).

: I did have some troubles installing the EasyMint package to the IDE drive at
: first. These tips should help you find the problem at hand with your LNX/MNX
: partition.

: 1. Make sure you are using a compatiable EXT2.XFS or MINIX.XFS module to the
: MiNT kernel you are using. There are indeed a lot of combinations that just
: don't work together. If you are doing a fresh install, I highly recomend
: starting from scratch with one of the EasyMint installs, and since you have a TT
: with an 030 cpu, I recommend using an EXT2 partition and a solid kernel with FPU
: emulation (unless you have an actual FPU)...this way you can be relatively sure
: that all of your XFS modules, init locks, temp directories, permissions and so
: forth are all compatable. Trying to mix installs such as KGMD with newer
: things, (I.E. from the SpareMint archives) can indeed be a challenge, often
: futile, even for experienced unix gurus. YES, if you currently use KGMD, TAF,
: or something else, it IS worth while to start all over with SpareMiNT...as it
: has much more modern file systems, libraries and kernels...many unix things can
: now be compiled straight away with no code changes, and there is an ever growing
: list of rpm packages and updates on the SpareMint server.

: If none of this seems to help:
: May I recommend that you FIRST check the drive with plain GEM/BGM compatible
: partitions? There is quite alot of tiny things that can go wrong when you start
: working with a minix or ext2 partition for the first time. First get out the
: HDDriver manual and set up your drive according to the partition sizes you want
: using either GEM or BGM partitions. DO READ carefully, and make sure that if
: you tweak sector sizes (I recommend you don't even mess with this...let HDDriver
: figure it out) that they are indeed compatable with the partition size and type
: you've set up. HDDriver does a good job of automatically setting this up, but
: I've seen many users who have changed things by repartitioning or reinitalizing
: and partition and create a mess (such as trying to force a GEM partition that is
: too big, or forcing a 1gig BGM partition to have a 512 sector size instead of
: 1024 or larger, etc...).

: Once the drive is is visible correctly on your desk top, and surely working
: properly without MiNT...have your ext2 or minix utility intalize the partition
: you want. It should not touch any other partition(s). Yes, if you really want,
: you can set up the entire drive as one big ext2 or minix partition, thoe I
: highly advise you have at least one small GEM or BGM partition first.

: Good luck, and holler if I can help you further.

: Brian Roland

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2473. Re: Falcon & external SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 02:23:31 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <8Tuj9.266408$2L.10470830@e3500-atl2.usenetserver.com>
Source record: 32034

"T.J." <tjskidNOSPAM@libero.it> wrote in message
news:3D8ED34B.7DCBBAB3@libero.it...
> It's possible to boot from an external SCSI HD? I mean, I'd like to
> install easymint, and I have an external 1GB SCSI HD; so if the Falcon
> could boot from the SCSI HD I could install mint there and leave
> "untouched" the internal HD (I never used mint before, and I'm scared
> from possible mistakes...).

Yes, you can put your MiNT relevant partitions on any drive/partition you wish.

In the case of MiNT, you needn't change anything with boot sectors and such.
First simply make a back-up of your AUTO folder. Then, simply make a directory
called MINT on your normal boot drive as is. Place in the MINT folder your XFS
and XDD modules, and a text file called MINT.CNF.

The minix or ext2 partion(s) can be on your external SCSI drive. You simply
tell MINT.CNF what drive letters to get things it needs from.

Brian

2474. Re: SCSI or MiNT question

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 02:55:39 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <hlvj9.266462$2L.10486309@e3500-atl2.usenetserver.com>
Source record: 32035

"Jim DeClercq" <jimd@panix2.panix.com> wrote in message
news:amlkpimcg1@reader2.panix.com...
> Brian Roland <BJRoland@bellsouth.net> writes:
>
> Thank you for all the advice. I am trying to install MiNT, and do not
> yet have a drive u to access. It is a LNX for ext2 partition, and there is
> one of them. That far I get. I am, at the moment, trying to re-install
> MiNTnet for dummies, and not doing anything different than the first
> time, or so I thought. I might be wrong about that.

I never had good luck with the ext2 installer with this package. In fact, I
never got the package to install on my Falcon unless I opted for minix instead
of ext2.

> The results are different than the first time, and the drive mech is
> different from the first time. I did not have room for a compiler.

You'll have plenty of space for EasyMint now :)

> But I suspect that I have a drive meant for a specific machine, and need
> to get another one, since this one cannot be made to work. I played with
> jumpers until it properly initialized, which left only one jumper in
> place. On the other hand, it does not have any suffix on the model number,
> so it is more than possible that I made some simple mistake.

No, I do believe your drive is most likely okay. I also had problems with
MiNTnet for dummies. Something about the XFS module and MiNT kernel in the kit
didn't want to work on my Falcon.

> I guess I will know that after making sure there is a folder with driver
> in it, and after making a singleTOS-readable partition.

Remember, you do not have to devote an entire hard drive to ext2. Only a single
partition...

Yes, do test out the big SCSI drive with regular partition types first.
Partition it with HDDriver as BGM type partitions to begin with. When you run
the ext2 formatter and give it the corresponding drive letter, it will convert
the partition to ext2 without touching any other partitions or drives, and it
should also flag the partition type as LNX.

> BTW, EasyMiNT does not work for me. I have only 4.4 megs free on my boot
> drive, and it needs more than that. Thus, it reads files, tries to
> re-write them, and fails, lacking room. I need a new, larger internal
> drive to run EasyMiNT. But I can run MiNTnet for dummies, and add to it.

It isn't really necissary for you to buy any new internal drive at this time. You should have space a plenty for most things Atari given that new external drive.

Adding to MiNTnet for dummies isn't as simple as it seems. I honestly think you will save yourself many troubles with this next tip.

1. Using HDDriver, divide your big SCSI drive into two or three BGM partitions.

2. Use the fresh space on the first partition of your external SCSI drive to launch the easymint setup, and have it install the ext2 partition on the last partition.

If you really really need more ext2 space later on, you'll have easymint already installed and can convert that first BGM partition to ext2 as well.

You can also boot from any BGM partition because HDDriver allows you to press the key letter of the drive you wish to boot from during startup.

Brian

2475. Re: SCSI or MiNT question

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 03:18:48 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <_Gvj9.266627$2L.10493466@e3500-atl2.usenetserver.com>
Source record: 32036

> 1. Using HDDriver, divide your big SCSI drive into two or three BGM
partitions.

P.S. I almost forgot...as Uwe pointed out...
It's a good idea to keep BGM partitions 512mb or smaller so TOS can also see them. Using HDDriver to divide the drive into 3 or 4 equal partitions should do the trick, and also give you space for things non-mint as well :) If you want/need more ext2 space, you can always convert more partitions later and use unix links to make it act like one continuious drive. 512meg is quite a healthy amount for an EasyMint install including Xwin11 and MORE!

Brian

2476. Solaris DVD? how?

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 07:22:14 UTC
From: "G. Low" <solarcade@doramail.com>
Message-ID: <3D8EC126.8E54D404@doramail.com>
Source record: 32037

Hi! Would any kind soul share his/her experience on how-to get either
VLC or xine or both

VLC:
http://www.videolan.org

xine:
http://xine.sourceforge.net/

working on Solaris to watch encrypted DVDs? It just looks like a big
waste to have dvd-roms shipped standard on Sun workstations/servers just
to read data-dvd's only!!! Thanks! =)

Cheers!

Georgie

2477. Falcon & external SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 08:39:39 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3D8ED34B.7DCBBAB3@libero.it>
Source record: 32032

It's possible to boot from an external SCSI HD? I mean, I'd like to
install easymint, and I have an external 1GB SCSI HD; so if the Falcon
could boot from the SCSI HD I could install mint there and leave
"untouched" the internal HD (I never used mint before, and I'm scared
from possible mistakes...).

Thanks

--
Tony
|||
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/ | \
Atari Maniac!

2478. Re: SCSI Ethernet adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 11:11:05 UTC
From: Oracle <Someone@home.com>
Message-ID: <jxCj9.38415$g9.110980@newsfeeds.bigpond.com>
Source record: 32038

fair enough, ill just toss it in the garbage.

"Judy Baumgardner" <jbaumga@columbus.rr.com> wrote in message
news:4rlj9.169349$ja.24805488@twister.columbus.rr.com...
> Yes it does.
>
> The Asante device's do not work. They have their own proprietary
> system. Several people on several continents have banged their
> heads against these devices with no luck.
>
> If you can track down a Dayna adaptor those work.
>
> Dan Ackerman
> aka baldrick
>
> posting on someone elses machine so who knows what the return
> email will be
>
> Oracle wrote in message ...
> >this sight makes mention of a Danaport device, mine is not of this brand,
> >does that matter?
> >
> >"TXG" <txg@the-underground.myweb.nl> wrote in message
> >news:3d8d9cd6$0$13229$e4fe514c@dreader4.news.xs4all.nl...
> >> Hi,
> >>
> >> Check:
> >> http://www.anodynesoftware.com/ethernet/main.htm
> >>
> >> and tell us if it works...
> >>
> >> "Oracle" <Someone@home.com> wrote in message
> >> news:utgj9.37783$g9.107949@newsfeeds.bigpond.com...
> >> > I've been given a Asante EN/SC scsi ethernet adaptor, traditionaly
used
> >> for
> >> > connecting destop mac's with only scsi ports to a network.
> >> >
> >> > Has anyone ever written drivers for such a device to work on the
Atari
> >> line
> >> > of computers?
> >> >
> >> > thanks

> >> >
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>

2479. Re: SCSI Ethernet adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 11:31:48 UTC
From: flib <flib@reddwarf.com>
Message-ID: <bZCj9.482$lg.46354@newsfep2-gui>
Source record: 32039

"Oracle" <Someone@home.com> wrote in message
news:jxCj9.38415$g9.110980@newsfeeds.bigpond.com...
> fair enough, ill just toss it in the garbage.

Sell or give it to a Mac owner :D

flib

2480. Re: [MagiC] English Upgrade from 6.01 to 6.2?

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 11:43:26 UTC
From: <>
Message-ID: <1032853354-184677AEicMi@ntlworld.com>
Source record: 31949

From: "Brian Roland" <BJRoland@bellsouth.net>
Date: Sun, 22 Sep 2002 16:06:30 -0500

>Is Systems Solutions UK still around?

Now known as Atari Workshop.

http://www.atari-workshop.co.uk/products/products.

> My understanding is that they are offically the 'English' arm of
>ASH. Is this still true?

They distribute ASH products, sure.

I suggest that you email them about MagiC 6.20, you'll find an address on
their web page (probably info@atari-workshop.co.uk)

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2481. Re: Solaris DVD? how?

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 13:11:15 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1032787192.652424@blade.atari-source.com>
Source record: 32040

G. Low wrote:

> Hi! Would any kind soul share his/her experience on how-to get either
> VLC or xine or both
>
> VLC:
> http://www.videolan.org
>
> xine:
> http://xine.sourceforge.net/
>
> working on Solaris to watch encrypted DVDs? It just looks like a big
> waste to have dvd-roms shipped standard on Sun workstations/servers just
> to read data-dvd's only!!! Thanks! =)
>
> Cheers!
>
> Georgie

How does this apply to Atari exactly?! You need the xine-d4d or xine-d5d plugins which handle the css. Or I believe you can go the alternative route of ensuring libdvdcss (I think), libdvdread, and libdvdnav are installed using special compile time options. Solaris should come with its own nice software dvd player if the workstation came with a dvdrom drive.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

2482. Re: "Atari compendium" .HYP file? (Aranym website)

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 14:04:29 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <amn71d$fd5$1@mail.idoox.com>
Source record: 32041

Hi All!

We have the .HYP version and we are still correcting the error in it.
Scott Sanders have prohibited us any kind of distribution except for
errata files. Finaly he also said, after about 2 years of communication,
that he is about to publish the book on the WEB lastly I've been able to
exchange mails with him. After this mail his mailing address doesn't
work any more and I can't find any contact to him anywhere. So for the
reason I don't have a confirmation for the HYP distribution I can't
share it.

There is definitely a change of getting it, but it is not public. And
believe it is the most widely used .HYP on my setup. ;)

best regards

STan
JAY Software
http://jaysoft.atari.org

lp wrote:
> in article 1f8l1t6.p1xxfct3qh90N%northstar2010@_I-hate-spam_yahoo.no,
> Hallvard Tangeraas at northstar2010@_I-hate-spam_yahoo.no wrote on 3/5/02
> 3:56 PM:
>
>
>>Is the "Atari compendium" now available as an ST-guide hypertext (.HYP)
>>file?
>>I found this screenshot at the Aranym website which makes it seem like
>>the above is correct:
>>
>>http://aranym.sourceforge.net/images/blyp-stguide.png
>>
>>
>>Where can it be downloaded from?
>
>
> It is just a screen shot. Scot Sanders refused to allow distribution
> as a HYP far as I know.
>
> Read here about it:
>
> http://phoenix.inf.upol.cz/~opichals/jay/
>
>
> --

> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

2483. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 19:17:00 UTC
From: vdjole@EUnet.yu
Message-ID: <amnpb9$7f2$1@news.eunet.yu>
Source record: 32042

On 2 Sep 2002 12:40:27 G, Michael Schwingen wrote:
>Djordje Vukovic <vdjole@EUnet.yu> wrote:
>>However, I am still having problems trying to load and run a program from alt-ram.

>Oops - I forgot that, you need to install a _FRB cookie that points to a 64k
>buffer in ST-RAM, which is then used by TOS to xcopy data to/from alternate
>RAM.

Back to this subject after a while... my 8MB alt-ram board is working quite
fine now (which gives a very nice new feel to using this megaST), but I am
not sure if I installed FRB properly, so I would appreciate some help.
Basically, the sequence I used is:

... mxalloc(65536L, 16384) ... set cookie ... maddalt ...

From some docs on TOS which I have in German (the language I understand
just a little) I concluded that if mxalloc is called with "mode" argument
equal to only bit 14 set (=16384), it should allocate area in ST-RAM which
would not be released upon termination of the program, but handed over to the
system. But is this the correct way? I noticed that Lacescan happily creates
the new screen right over the FRB which was supposed to be reserved.
Should I do it differently? perhaps something like:
.. malloc ... set cookie ... maddalt ... ptermres ?
or else locate it right below memtop and then lower the memtop (assuming that
the ram-declaration program is called immediately upon startup)?

Btw. should a variable at $5A4 which contains "end of TT-style fast-ram"
be set? - probably not, because the starting address is not on "tt-style"
location either, but at $600000 ?

Thanx in advance;

Djordje

2484. Re: SCSI or MiNT question

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 20:51:00 UTC
From: Johann-Wilhelm_Arndt@LU.maus.de
Message-ID: <200209232251.a19046@lu.maus.de>
Source record: 32044

Hi Jim,

JD>Or, when the TOS desktop, or Thing, (same results) gets a double click
JD>to open a drive, what SCSI commands go to the drive from HDDriver? And
JD>what response is expected? Command numbers are OK, I can look up the
JD>rest.

Have you all partitions, specially the TOS partitions, made active with
NEWFATFS in mint.cnf? The TOS partitions are not found, when they are not
active with NEWFATFS.

Johann

2485. Re: [MagiC] English Upgrade from 6.01 to 6.2?

Newsgroup: comp.sys.atari.st
Date: 2002-09-23 21:21:27 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <amo0knkum1@thorium.cix.co.uk>
Source record: 32043

In message <_oqj9.147499$AY5.65191906@e3500-atl1.usenetserver.com>, BJRoland@bellsouth.net said:
>==========

>Is there an english upgrade path to MagiC 6.2 yet?
>So far all I can find is an upgrade for German version 6.10 and some patches and
>drop in RSC files at the DDP site. How do I make the jump from English 6.01 to
>German 6.10 or 6.20 without having to buy an entire German Release?

Hi Brian!

I don't think you can - ASH charge for this upgrade. The only free
one is from 6.10, *not* 6.01.

>Is Systems Solutions UK still around? Every www link I've found for them seems
>to be broken.

The Atari side of the business has been taken over by Atari Workshop
which is (or was) a subsidiary.
E_mail: info@atari-workshop.co.uk
Internet: www.atari-workshop.co.uk
Tel: +44 (0)1344 890008

> My understanding is that they are offically the 'English' arm of
>ASH. Is this still true?

Well, AW are the distributors for most ASH products, but not
really an 'English arm'.

Regards, /Peter/

2486. Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2002-09-24 01:34:53 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1032831293@news.frii.com>
Source record: 31946

Does anyone know the email address of the author or current code owner? I'm a registered owner, but all my copies have gone bad while in storage, and I need a new copy of the package.

Thanks.

Ken

2487. Identify an Atari Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-09-24 04:00:52 UTC
From: T Hunt <xcl105b@yahoo.com.au>
Message-ID: <Xns92938E84BA78Cnotmyemailaddress@66.250.146.20>
Source record: 31947

I need help to identify a monitor that I just brought. It has an Atari
lable on the front but no other identification except what I think is a
serial number 900 001100 (on the rear)

The plugs on the rear are from left to right

RGB1/Analog DB25
Audio out
Audio in Left and Right RCA
Luma and Chroma RCA

There is also a 3 position sliding switch with options GRN, RGB and VIDEO.

Anyone know what it is ?

Thanks
Tony.

2488. Re: Identify an Atari Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-09-24 07:38:43 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1032853656.495510@blade.atari-source.com>
Source record: 31948

T Hunt wrote:

> I need help to identify a monitor that I just brought. It has an Atari
> lable on the front but no other identification except what I think is a
> serial number 900 001100 (on the rear)
>
> The plugs on the rear are from left to right
>
> RGB1/Analog DB25
> Audio out
> Audio in Left and Right RCA
> Luma and Chroma RCA
>
> There is also a 3 position sliding switch with options GRN, RGB and VIDEO.
>
> Anyone know what it is ?
>
> Thanks
> Tony.

If I had to make a guess I'd say it was a recent RGB monitor for a Falcon?
This is a rather uneducated guess ;)

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

2489. Re: "Atari compendium" .HYP file? (Aranym website)

Newsgroup: comp.sys.atari.st
Date: 2002-09-24 10:09:50 UTC
From: <>
Message-ID: <1032942788-122689AEicMi@ntlworld.com>
Source record: 31958

From: Stanislav Opichal <stop@systinet.com>
Date: Mon, 23 Sep 2002 16:04:29 +0200

>We have the .HYP version and we are still correcting the error in it.
>Scott Sanders have prohibited us any kind of distribution except for
>errata files. Finaly he also said, after about 2 years of communication,
>that he is about to publish the book on the WEB lastly I've been able to
>exchange mails with him. After this mail his mailing address doesn't
>work any more and I can't find any contact to him anywhere. So for the
>reason I don't have a confirmation for the HYP distribution I can't
>share it.

I suggest that as soon as Scott publishes it on the web then (as long as
it isn't pay to read), then it becomes public domain?

Worth a try anyway!

Is there any move towards updating Blyp BTW? It's a very useful utility
:-)

Cheers

Cheers

Derryck

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2490. Re: MagiCMac and printing

Newsgroup: comp.sys.atari.st
Date: 2002-09-24 10:12:24 UTC
From: <>
Message-ID: <1032942792-123373AEicMi@ntlworld.com>
Source record: 31959

From: northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas)
Date: Mon, 23 Sep 2002 18:31:02 GMT

>But what I really wanted to ask about was printing within MagiCMac. I've
>never been able to do this, so I must have missed something pretty
>obvious since I know it's possible.

I believe that once you've installed NVDI to 5.02 or 3 on your Mac you
will find that you will be able to print to the current Mac printer from
within MagiCMac.

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2491. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-24 10:14:52 UTC
From: <>
Message-ID: <1032942988-162537AEicMi@ntlworld.com>
Source record: 31960

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Mon, 23 Sep 2002 19:17:00 +0000 (UTC)

>Back to this subject after a while... my 8MB alt-ram board is working quite
>fine now (which gives a very nice new feel to using this megaST), but I am

Are you intending to publish all the details etc for building this project,
memory upgrades, CPU accelerators and video cards are all much-needed IMHO.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2492. Re: Falcon & external SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2002-09-24 10:18:17 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3D903BE9.37716CAF@libero.it>
Source record: 32045

Brian Roland wrote:

> Yes, you can put your MiNT relevant partitions on any drive/partition
> you wish.
>
> In the case of MiNT, you needn't change anything with boot sectors and
> such.
> First simply make a back-up of your AUTO folder. Then, simply make a
> directory
> called MINT on your normal boot drive as is. Place in the MINT folder
> your XFS
> and XDD modules, and a text file called MINT.CNF.
>
> The minix or ext2 partion(s) can be on your external SCSI drive. You
> simply
> tell MINT.CNF what drive letters to get things it needs from.

Thanks Brian for the advice! Actually, I've another things to do before
install easymint... The SCSI HD was an old one from the Mac, and I
forget that I need to reformat with Atari; Obviously MultiTOS and AHDI
don't recognize it. I need to buy HDDRIVER 8 ?

Thank you again :-)

--
Tony
|||
|||
/ | \
Atari Maniac!

2493. Re: [MagiC] English Upgrade from 6.01 to 6.2?

Newsgroup: comp.sys.atari.st
Date: 2002-09-24 10:19:30 UTC
From: <>
Message-ID: <1032942990-162873AEicMi@ntlworld.com>
Source record: 31961

From: xlator@cix.compulink.co.uk
Date: Mon, 23 Sep 2002 21:21:27 +0000 (UTC)

>BJRoland@bellsouth.net said:
>>==========
>
>>Is there an english upgrade path to MagiC 6.2 yet?
>>So far all I can find is an upgrade for German version 6.10 and some
>patches

S'cuse me butting in Peter, I should have mentioned in my earlier reply that although the English resource files and such on my web site give English menus to most of the MagiC 6.20 installation, there is some German text in the MagiC RAM file and there are two bytes which need changing to have it report to the system that it is an English OS. This affects some utilities which use this value to decide which language to use for its interface etc.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2494. Re: Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2002-09-24 17:11:08 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <amq6bc$f52$1@reader1.panix.com>
Source record: 31950

From my disk:

Jeffrey A. Krzysztow
BRiSK Software
8702 Switzer Road
Overland Park, KS 66214-1924
(913) 541-0311

cysco@tyrell.net
www.tyrell.net/~cysco/brisk.htm

No guarantees, no warranty.

Ken Springer <wordworks@greeleynet.com> writes:

: Does anyone know the email address of the author or current code owner?
I'm a registered : owner, but all my copies have gone bad while in
storage, and I need a new copy of the : package.

: Thanks.

: Ken

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2495. Lynx (or Jaguar) II LTGS (LapTop Game System) VERY unlikely...

Newsgroup: comp.sys.atari.st
Date: 2002-09-24 18:22:40 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d90a9bc_4@corp.newsgroups.com>
Source record: 31951

After reasearching the various aspects of this effort, such as a case, LCD display, motherboard, and CD-ROM drive, it has come to my calculation that the price is WAAAAY too expensive. I was figuring a retail cost of no more than $400 for this device, but so far the cost to simply *BUILD* this thing... (drum roll, please)...

US$735.00!!!

And that's assuming a quanity of 500 of each part (and thusly 500 "machines" in the process).

I seriously doubt ANYONE, ANYWHERE, regardless of name brand loyalty, or otherwise, is going to do anything but laugh their selves out of thair chair and onto the floor over this one.

But I did try...

Latre!

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

2496. Re: Identify an Atari Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-09-24 23:27:39 UTC
From: Starlord <starlord@in>
Message-ID: <Lw6k9.1410$4n3.415381544@news.inreach.com>
Source record: 31952

How about one for the old Atari IBM Clone?

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. The year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com

"Mark Duckworth" <mduckworth@spaamnot.atari-source.com> wrote in message
news:1032853656.495510@blade.atari-source.com...
> T Hunt wrote:
>
> > I need help to identify a monitor that I just brought. It has an Atari
> > lable on the front but no other identification except what I think is a
> > serial number 900 001100 (on the rear)
> >
> > The plugs on the rear are from left to right
> >
> > RGB1/Analog DB25
> > Audio out
> > Audio in Left and Right RCA
> > Luma and Chroma RCA
> >
> > There is also a 3 position sliding switch with options GRN, RGB and VIDEO.
> >
> > Anyone know what it is ?
> >
> > Thanks
> > Tony.
>
> If I had to make a guess I'd say it was a recent RGB monitor for a Falcon?
> This is a rather uneducated guess ;)
>

> --
> Mark
> - http://atari-source.com
> - Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
> Tower TT030 w/Nova and Catterman.

2497. Re: For Sale On ebay: Dell Precision 410 Dual Pentium III 500mhz

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 01:15:22 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D910E09.784A32A5@rogers.com>
Source record: 31953

GokMasE wrote:

> James Alexander wrote:
>
> > I've said this before several times to others. That perticular troll
> > has been around for a decade. He / IT always comes back from its
> > "vacations" and keeps spewing bollox no matter if everyone ignores IT
> > or not. But the whole point of my reply was at the other spammer
> > troll who blatantlhy posted a DELL for sale ad in an ATARI group.
>
> No matter how you look at it, the more you care about getting even with
> him, the more reason for the troll to keep on coming back for more.
> Sure, he might pop in once in a while still, but please don't make it
> worse.
>

If you really believe that you've not been paying atteintion at all. For the most part I've just tossed his idiocy back at him. He's a joke, actually you take him more seriously than I ever have. And no my being here does *NOT* "invite" him here for more. He was here making a fool of himself long before I showed up and may indeed pop up again when I'm not around at some later date (after all unlike some I do havea a life!).

>
> Having 2 people writing postings with foul language is only annoying
> more people IMO.
>

I've dropped most of the strong language when dealing with him. for a while I did use it to get the point across to him in terms he could understand. Now I just laugh at him / It. for annoying people there have been some far more annoying things that gone on here besides tifkas and the responses it generates. My question to you is this: If you dont want to here from him why are you thinking about him / it so much? Now that he / it's gone on another vacation from this group I've certainly found other things to keep me busy, why cant you?

2498. Re: CVG files and Calamus

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 02:22:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d90c864535c33@attbi.com>
Source record: 31955

>
>I guess you know that there is an English manual for Calamus 2002? PDF and HTML
>versions on Invers' web site, paper version for purchase?
>
>Peter West and myself spent a year on it.
>
>Cheers
>
>Derryck

Yes, I have the the English manual. Nice job. I am starting to look through it. I know there are tons of things that Calamus will do that I have not taken advantage of.

I tried making a CVG file using Porthos and Calamus actually loaded them in. The one problem was that when Porthos make the file, it not only included the PDF page I was trying to copy, but also part of my desktop. Not sure what to do, but I have some ideas.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2499. Re: Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 02:22:37 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d90c864535c34@attbi.com>
Source record: 31954

>Does anyone know the email address of the author or current code owner? I'm a registered
>owner, but all my copies have gone bad while in storage, and I need a new copy of the
>package.
>
>Thanks.
>
>Ken

Hello Ken,

I am not sure of the author's name, but I think I may have a copy of the
program on my STe hard drive. I think, however, it may be an old version.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2500. Re: Falcon & external SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 05:41:32 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <amri60$8dm8l$1@ID-27442.news.dfncis.de>
Source record: 31956

T.J. wrote:

> It's possible to boot from an external SCSI HD? I mean, I'd like to

Yex, you can boot from an external drive like you can boot from the
internal drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2501. Long Files names on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 07:30:43 UTC
From: Todd Gill <thgill@adelphia.net>
Message-ID: <DCdk9.1560$m92.343813@news1.news.adelphia.net>
Source record: 31957

Hello Everyone!

I am a new Atari User and although I have a ton of questions about various items, the one that bothers me the most is in regards to file name lengths.

I am mostly use to the Amiga and it's ability to handle long filenames and I am curious what I can do on my Falcon to be able to display these long file names? I have a bog standard 4 meg Falcon with TOS 4.04.

Would this require software upgrades or a different OS? I would like to be able to view some of the module music I have on disc's from my pc, but seems I am stuck with 8.3 filenames. Any affordable way to deal with this?

Also, one other question.

How worthwhile is a FPU on a Falcon? Does much software take advantage of it?

Thanks!
Todd

2502. Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 08:46:30 UTC
From: swampfax@atlantic.net
Message-ID: <GJek9.17$m5.7533@news1.atlantic.net>
Source record: 31962

Hi All,
Opinions welcomed:
Lately I'm getting only 1/3 of the total # of articles Newsie says is
available to download. Newsie download settings are set for 999/9999.
Could it be a problem with the NG server, ISP, Newsie...?

John G.

2503. Re: "Atari compendium" .HYP file? (Aranym website)

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 09:03:56 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <amru5s$rt4$1@mail.idoox.com>
Source record: 31963

Hi Derryck!

derryck@.NOT~THIS~cix.co.uk wrote:

> From: Stanislav Opichal <stop@systinet.com>

>>work any more and I can't find any contact to him anywhere. So for the
>>reason I don't have a confirmation for the HYP distribution I can't
>>share it.
>
>
> I suggest that as soon as Scott publishes it on the web then (as long as
> it isn't pay to read), then it becomes public domain?

I'm not a lawyer, but this need not to be true in general IMHO. He may
restrict the usage of it I think.

> Worth a try anyway!

Sure, but Scott is nowhere to find. :(

> Is there any move towards updating Blyp BTW? It's a very useful utility
> :-)

Hmm, I'm quite busy with my job, but I've already refreshed the sources
into a compilable form under ARAnyM. I'm going to spend some time on it,
but there are other things to be done before unfortunately.

best regards

STan

2504. Re: "Atari compendium" .HYP file? (Aranym website)

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 09:04:04 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <amru64$rt4$2@mail.idoox.com>
Source record: 31964

Hi Derryck!

derryck@.NOT~THIS~cix.co.uk wrote:

> From: Stanislav Opichal <stop@systinet.com>

>>work any more and I can't find any contact to him anywhere. So for the
>>reason I don't have a confirmation for the HYP distribution I can't
>>share it.
>
>
> I suggest that as soon as Scott publishes it on the web then (as long as
> it isn't pay to read), then it becomes public domain?

I'm not a lawyer, but this need not to be true in general IMHO. He may
restrict the usage of it I think.

> Worth a try anyway!

Sure, but Scott is nowhere to find. :(

> Is there any move towards updating Blyp BTW? It's a very useful utility
> :-)

Hmm, I'm quite busy with my job, but I've already refreshed the sources
into a compilable form under ARAnyM. I'm going to spend some time on it,
but there are other things to be done before unfortunately.

best regards

STan

2505. Anyone know where I can get Notator Logic and a Log3

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 12:15:41 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <bu93pu47atmc6imldk3gt6q2ncrhf036t7@4ax.com>
Source record: 31965
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I want to use them on my falcon.

If anyone has some lying around unused, tell me what you want for it
(including postage to the UK.)
I might be able to swap something back if you like.... (have a SpDif
interface doing not much at the moment)

Thanks.. Rob

2506. Re: Long Files names on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 14:05:39 UTC
From: lp <gfa@basic.net>
Message-ID: <B9B73AF2.974B%gfa@basic.net>
Source record: 31966

in article DCdk9.1560$m92.343813@news1.news.adelphia.net, Todd Gill at thgill@adelphia.net wrote on 9/25/02 3:30 AM:

> Any affordable way to deal with this?

As in free? Check out the MiNT kernal.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2507. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 14:31:36 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <amshc8kdt1@nets3.rz.RWTH-Aachen.DE>
Source record: 31967

In article <amnpb9$7f2$1@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>Back to this subject after a while... my 8MB alt-ram board is working quite
>fine now (which gives a very nice new feel to using this megaST), but I am
>not sure if I installed FRB properly, so I would appreciate some help.
>Basically, the sequence I used is:
>
> ... mxalloc(65536L, 16384) ... set cookie ... maddalt ...
>
>From some docs on TOS which I have in German (the language I understand
>just a little) I concluded that if mxalloc is called with "mode" argument
>equal to only bit 14 set (=16384), it should allocate area in ST-RAM which
>would not be released upon termination of the program, but handed over to the
>system. But is this the correct way? I noticed that Lacescan happily creates

Um - no. The ROM TOS <=4.04 only supports mode 0-3, other modes cause
undefined (and I mean really undefined, in the sense of "using uninitialized
variables") behaviour.

You have to leave your program using Ptermres() to keep memory resident,
otherwise, Gemdos frees all allocated memory on Pterm.

>Btw. should a variable at $5A4 which contains "end of TT-style fast-ram"
>be set? - probably not, because the starting address is not on "tt-style"
>location either, but at $600000 ?

Correct, you should not set that one, since the start is assumed to be at
$01000000.

cu
Michael
--
do *not* look at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/rincewind

2508. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 19:09:39 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3d9209f2$0$252$4c56ba96@master.news.zetnet.net>
Source record: 31968

Hi John

On 25 Sep 2002 08:46:30 , John Garone wrote:

>Lately I'm getting only 1/3 of the total # of articles Newsie says is
>available to download. Newsie download settings are set for 999/9999.
>Could it be a problem with the NG server, ISP, Newsie...?

I use Newsie regularly, with no problems. However, it seems to have a
limit of around 500 articles in a group and then, if you don't delete
some, odd things do happen when trying to download for offline reading.

If you've been keeping lots of posts, try deleting some.

HTH

Paul

2509. Re: For Sale On ebay: Dell Precision 41

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 19:33:10 UTC
From: gokmase@fakenet.se
Message-ID: <amt31i$h2p$1@green.tninet.se>
Source record: 31969

On 25 Sep 2002 01:15:22 , James Alexander wrote:

>> Having 2 people writing postings with foul language is only annoying
>> more people IMO.
>>
>
>I've dropped most of the strong language when dealing with him. for a while
>I did use it to get the point across to him in terms he could understand.
>Now I just laugh at him / It. for annoying people there have been some far
>more annoying things that gone on here besides tifkas and the responses it
>generates. My question to you is this: If you dont want to here from him
>why are you thinking about him / it so much? Now that he / it's gone on
>another vacation from this group I've certainly found other things to keep me
>busy, why cant you?

Basically, I think you're missing the point. I was the one who suggested don't
paying attention to him. Oh well, this is going nowhere.

/Joakim

2510. Re: Anyone know where I can get Notator Logic and a Log3

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 22:31:57 UTC
From: disciple7 <tcarman@telusplanet.net>
Message-ID: <xPqk9.92$qB3.22830@news0.telusplanet.net>
Source record: 31970
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Rob,
I have Notator Alpha, if you're interested. The case describes it this way,

"NOTATOR ALPHA turns the Atari ST into a complete composing workstation:
recording ideas from a MIDI keyboard onto 16 tracks with notes
simultaneously appear[ing] on the screen, altering these notes while
listening to the result, assembling segments in any order to make a score,
printing out music, both score and parts. The idea becomes both music and
score."

I have the original program disks with manual and dongle in the original
case. Let me know if you're interested.

Tom Carman <><

"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:bu93pu47atmc6imldk3gt6q2ncrhf036t7@4ax.com...
> I want to use them on my falcon.
>
> If anyone has some lying around unused, tell me what you want for it
> (including postage to the UK.)
> I might be able to swap something back if you like.... (have a SpDif
> interface doing not much at the moment)
>
> Thanks.. Rob

2511. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-25 22:51:05 UTC
From: swampfax@atlantic.net
Message-ID: <t5rk9.59$m5.32390@news1.atlantic.net>
Source record: 31971

On 25 Sep 2002 19:09:39 , Paul Williamson wrote:
>Hi John
>
>On 25 Sep 2002 08:46:30 , John Garone wrote:
>
>>Lately I'm getting only 1/3 of the total # of articles Newsie says is
>>available to download. Newsie download settings are set for 999/9999.
>>Could it be a problem with the NG server, ISP, Newsie...?
>
>I use Newsie regularly, with no problems. However, it seems to have a
>limit of around 500 articles in a group and then, if you don't delete
>some, odd things do happen when trying to download for offline reading.
>
>If you've been keeping lots of posts, try deleting some.
>
>HTH
>
>Paul
>.

Hi Paul,
Emptied the Post, Offline boxes and XOVER.TXT. Same result!
I should mention that I get 330 out of 850 with comp.sys.atari.st and
500 from other groups. I used to get what was available (max 1000).
I'll ask my ISP if the NG has a download limit.

John

2512. Re: For Sale On ebay: Dell Precision 41

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 01:09:24 UTC
From: lp <gfa@basic.net>
Message-ID: <B9B7D684.977F%gfa@basic.net>
Source record: 31972

in article amt31i$h2p$1@green.tninet.se, GokMasE at gokmase@fakenet.se wrote
on 9/25/02 3:33 PM:

> Basically, I think you're missing the point. I was the one who suggested don't
> paying attention to him. Oh well, this is going nowhere.

It would appear so. I would suggest killfile'ing them both,
but you at a disadvantage with newsie. That sucks. If you could manage
a minimum mint-net installation and pine, you'd be all set.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2513. Re: [MagiC] English Upgrade from 6.01 to 6.2?

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 01:23:34 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Y7tk9.14447$Ov6.2321833@e3500-atl1.usenetserver.com>
Source record: 31973

> S'cuse me butting in Peter, I should have mentioned in my earlier reply that
> although the English resource files and such on my web site give English
> menus to most of the MagiC 6.20 installation, there is some German text in
> the MagiC RAM file and there are two bytes which need changing to have it
> report to the system that it is an English OS. This affects some utilities
> which use this value to decide which language to use for its interface etc.

This is to be expected...
The "ENGLISH" versions that I have PURCHASED over the years also have lots of German still in them as well. Heck, 6.01 even shipped to the USA without any USA keytab! I could be wrong, but I think it was not even a UK keytab...but a German one. Some kind person (Was it Dan?) donated a partial keytab so we could use the ENGLISH version at all.

Brian

2514. Re: Long Files names on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 01:54:47 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <dBtk9.14490$Ov6.2334792@e3500-atl1.usenetserver.com>
Source record: 31974

> I am a new Atari User and although I have a ton of questions about various
> items, the one that bothers me the most is in regards to file name lengths.

Fire away ;)

> I am mostly use to the Amiga and it's ability to handle long filenames and I
> am curious what I can do on my Falcon to be able to display these long file
> names? I have a bog standard 4 meg Falcon with TOS 4.04.

Two Ways I know of...

1. Use a MiNT kernel that supports VFAT. You can also set up full scale unix
Minix or EXT2 type partitions with all the kittles and bits for file permissions
and links etc...

2. Use a recent version of MagiC...
MagiC supports VFAT type long names.

The main thing to be careful of if you go making long filenames on your
partitions...
Before you run any hard disk optimization software...make SURE it supports your
type long filenames (I.E. VFAT). If you have older software such as Diamond
Edge...it can wipe out your long file names if you aren't careful. Best to
switch to something newer.

Just my personal qwirk...
I do my best to keep at least my boot partition pure all Atari compatable. I
also keep a large plain jane 8X3 standard ahdi compatable partition around just
in case something like CueBase Audio doesn't like the new stuff.

> Would this require software upgrades or a different OS? I would like to be
> able to view some of the module music I have on disc's from my pc, but seems
> I am stuck with 8.3 filenames. Any affordable way to deal with this?

Provided the software you wish to run is happy under MiNT...then no...you need
not purchase anything.

MagiC is commercial...so if you want to try that...yes, you will have to buy it.

> Also, one other question.
>
> How worthwhile is a FPU on a Falcon? Does much software take advantage of
> it?

If you plan on installing late MiNT kernels and doing anything unix like...it is
probably worthwhile.

If you use Photoline, it is worthwhile. ESPECIALLY on an unaccelorated Falcon (AfterBurner 040, CT1, CT2, CT060, etc...)

If you plan on using heavily any software that has an FPU version then yes, it is worth it.

Otherwise...you can easily get by without it. Most Atari software comes first in a non fpu version. If offered, the fpu version does offer a nice boost.

On the Unix end of things...
In most cases you CAN get by with either no FPU, by tweaking some compile time variables, or by using software FPU emulation. The nice thing about having an FPU in this realm, is that you can often just grab an rpm file, or other unix source distribution and have much greater chances of it working without tons of CPU overhead and code changes. Of course...software that does indeed do floating math in the unix world will greatly benifit by an actual FPU.

If you are interested in checking out EasyMint, and SpareMiNT (A unix like system) then I would highly recommend all the memory you can get (14meg Max on a Stock Falcon), and an FPU. Oh, and I do happen to have a spare Bog Atari Falcon 030 14meg memory board laying around. It's too slow for my CT2b, so I'll let it go for $40, and I'll pay shipping (if you are in the USA).

Brian

2515. Re: Long Files names on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 02:29:05 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <o5uk9.14546$Ov6.2348459@e3500-atl1.usenetserver.com>
Source record: 31975

> 1. Use a MiNT kernel that supports VFAT. You can also set up full scale unix
> Minix or EXT2 type partitions with all the kittles and bits for file
permissions
> and links etc...
>
> 2. Use a recent version of MagiC...
> MagiC supports VFAT type long names.

Oh...I forgot something...
You'll also need at least a file selector that can see long file names, and
you'd also benifit by a desktop that can see them. Otherwise, you're going VFAT
for no good reason.

If you go the MiNT Route...
You'll need an AES.
4.1 can be had for free, but does not see long file names.
XAAES can be had for free, but it does not include any desk-top.
N.AES is commercial, and includes a version of Thing Desk top (but this Version
of Thing only runs with N.AES).

Freedom2, and BoxKite are file selectors that can see long file names.
I'm thinking Freedom2 is freeware?
BoxKite is Shareware. These file selectors add a plethora of handy features in
addition to the long file names.

Thing is a very good DeskTop that can see long file names. It is ShareWare.
The Demo works very well...you'll just get nag dialouges and see "UNREGISTERED"
checkers all over your screen.untill such time as you enter a valid key.

MagiC's included Magix Desk and file selector can see long filenames.

Jinee Desk Top (sp?) can see long filenames (commercial from ASH).

Note: If your desktop and or file selector can not see long file names, then in
most cases no harm is done...you just see the 8.3 DOS like listing (THISIS~1.TXT
for ThisIsALongTestFile.txt).

Hope this sheds a little light...
Brian

2516. for Sale CLab SMPTE , NotaTor

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 03:07:48 UTC
From: guitarra@afn.org
Message-ID: <70d2d758.0209251907.54feeb1d@posting.google.com>
Source record: 31976

I have a UNitor SMPTE Key which also contains the dongle for Notator SL and Extra MIDI IN and Out. Also have the Notator original Manual.

The Unitor SMPTE looks like new and also has the original frabric case. Make me an offer but please I will not take less than $400. for the items.
I will also include a one megabite Atari ST (no monitor)

Thanks.
RL

2517. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 03:31:34 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <up4vsbo3a10h58@corp.supernews.com>
Source record: 31977
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

This is great. An Atari Supplier near by. Atari was/is one of the greatest little computers I remember back in the days of SysOping the Bear Cavern BBS. Ben hope to see your ad often and maybe we can bring Atari back to the days gone by.

Don
Vancouver, USA

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0209190312340.20187-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> when It's in your Neighbor's back yard. But when It's in your back yard,
> it's a Depression!". Usually Atari sales depend on Customers with extra
> income. Money over and above what it takes to pay bills. This has cut into
> my livelyhood. With the current economy as it has been. I'm looking for
> Atari Customers with extra income! Especially repeat customers familiar
> with the way I do Business! So check my HotLinks below, E-Mail me at
> atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a
> lot, I'm just trying to make a living and I'd like to earn your Business!
>
> Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
> http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
>
> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
> http://www.aracnet.com/~atari/whatsnew.htm Incoming New Atari Stock!
> http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!
> http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.aracnet.com/~atari/shipping.htm Shipping Information!
> http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.aracnet.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@atari.org,
> atari@aracnet.com or atari@benjamin.net. If you can't reach me at
> benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on the web at
http://www.aracnet.com/~atari/catalogs.htm

> http://BenSells.atari.org or at Ben's Domain at
http://www.atari.benjamin.net
> Catalogs can be Requested by and Received Through E-Mail at
atari@aracnet.com
> BenSells@atari.org or atari@benjamin.net and Please Specify whether you
want
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

2518. Re: Long Files names on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 06:09:14 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <3d92a473$0$204$ba620e4c@news.skynet.be>
Source record: 31978

Brian Roland wrote:

> If you go the MiNT Route...
> You'll need an AES.

Actually not. MiNT alone (the kernel) will run happily with the AES in
ROM. It just needs its config file ans that's it.

JFL

2519. Re: For Sale On ebay: Dell Precision 41

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 07:00:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d92beac3bae71@tripnet.se>
Source record: 31979

On Wed 25-09-2002 21:09 (-0400) lp wrote:

>in article amt31i$h2p$1@green.tninet.se, GokMasE at gokmase@fakenet.se wrote
>on 9/25/02 3:33 PM:

>It would appear so. I would suggest killfile'ing them both,
>but you at a disadvantage with newsie. That sucks. If you could manage
>a minimum mint-net installation and pine, you'd be all set.

Or use Newswatch in combination with Newsie. Never tried myself, though.

On the other hand Newsie can't handle ï¿½ï¿½ï¿½ and other important characters
so it is only usable in English newsgroups.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2520. Re: "Atari compendium" .HYP file? (Aranym website)

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 10:29:00 UTC
From: <>
Message-ID: <1033112296-108282AEicMi@ntlworld.com>
Source record: 31995

From: Stanislav Opichal <stop@systinet.com>
Date: Wed, 25 Sep 2002 11:03:56 +0200

>> I suggest that as soon as Scott publishes it on the web then (as long as
>> it isn't pay to read), then it becomes public domain?
>
>I'm not a lawyer, but this need not to be true in general IMHO. He may
>restrict the usage of it I think.

A very grey area, this!

>> Worth a try anyway!
>
>Sure, but Scott is nowhere to find. :(

Not making it easy for you :-(

>> Is there any move towards updating Blyp BTW? It's a very useful utility
>> :-)
>
>Hmm, I'm quite busy with my job, but I've already refreshed the sources
>into a compilable form under ARAnyM. I'm going to spend some time on it,
>but there are other things to be done before unfortunately.

Sure, you have a willing tester here (under MagiC/CT2 Falcon and MagiCMac/Umax Pulsar) when it's ready :-)

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2521. Re: MagiCMac and printing

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 10:35:56 UTC
From: <>
Message-ID: <1033112298-108770AEicMi@ntlworld.com>
Source record: 31896

From: northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas)
Date: Wed, 25 Sep 2002 17:37:42 GMT

>> I believe that once you've installed NVDI to 5.02 or 3 on your Mac you

>I'll have to look into that, but for now, buying a new Mac will more
>than enough have its impact on my wallet ;-)

Don't forget that MagiCMac is still not compatible with OSX AFAIK.

>Still, there *is* a printing option in my version of MagiCMac, so there
>should be some way of making it work with what I already have, even if I
>don't use NVDI for it, right?

For non-GDOS-aware applications?

>But how?

I've got a horrible feeling that you can't. I seem to have a similar problem
with a program here, that has its own printer driver. Perhaps some kind of
program to intercept print output and produce a disk file which can be
printed from the Mac environment?

Anyone any thoughts?

Cheers

Derryck

--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2522. Re: [MagiC] English Upgrade from 6.01 to 6.2?

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 10:42:12 UTC
From: <>
Message-ID: <1033112302-109326AEicMi@ntlworld.com>
Source record: 31897

From: "Brian Roland" <BJRoland@bellsouth.net>
Date: Wed, 25 Sep 2002 20:23:34 -0500

>The "ENGLISH" versions that I have PURCHASED over the years also have lots of
>German still in them as well. Heck, 6.01 even shipped to the USA without any

The only German text that I can think of is that which appears if some screen drivers cannot be found - the one that says that the system has been halted and MCMD will be started (which is odd, as it isn't!).

>USA keytab! I could be wrong, but I think it was not even a UK keytab...but

I'd be surprised if you didn't get a UK table, but I'd hazard a guess that there would only be a couple of problem keys involved. There is a utility (whose name escapes me) that allows you build your own key mapping, and there is also the Keytable utility to load different maps.

Cheers

Derryck

--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2523. Re: Long Files names on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 10:47:18 UTC
From: <>
Message-ID: <1033112306-110306AEicMi@ntlworld.com>
Source record: 31899

From: "Brian Roland" <BJRoland@bellsouth.net>
Date: Wed, 25 Sep 2002 20:54:47 -0500

>The main thing to be careful of if you go making long filenames on your
>partitions...
>Before you run any hard disk optimization software...make SURE it supports your
>type long filenames (I.E. VFAT). If you have older software such as Diamond
>Edge...it can wipe out your long file names if you aren't careful. Best to
>switch to something newer.

HPOptimizer V2.9. It can be downloaded from the MISC section of my web site.

It is the ONLY repair/defrag utility that is safe to use on a LFN system (there
is a MiNT version as well).

Always make a backup first for safety, of course.

Cheers

Derryck

--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2524. Re: Long Files names on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 10:52:43 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <LtBk9.17045$Ov6.2438195@e3500-atl1.usenetserver.com>
Source record: 31980

> Actually not. MiNT alone (the kernel) will run happily with the AES in
> ROM. It just needs its config file ans that's it.

True enough, but this built in AES will not multitask...
The built in desk top will not see long file names...

The free XXAES is quite good for most things, and the unregistered Thing Demo is very adequate for seeing how he likes things.

2525. Re: Real Media (.rm) audio files

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 11:06:22 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <zGBk9.17082$Ov6.2440515@e3500-atl1.usenetserver.com>
Source record: 31981

> Is there a way to play Real Media (*.rm) files on an Atari ?
> Or to convert them to a format that can be played ?

I seem to remember a ttp decoder that was released a while back that could, but Real Audio has upped versions (and compression formats) several times since then. I can't seem to find it online...but it's bound to still be out there somewhere.

http://www.dhs.nu/files_msx_players.jsp;jsessionid=NFIDFEBCIHCE
Check out these players...ShoutCast and MP2/3 are definate possibilities... Thoe you'd better hurry and get an MP3 player while you still can! (hopefully the mp3 plugin hasn't already been removed)
http://www.dhs.nu/files_msx_players.jsp;jsessionid=NFIDFEBCIHCE

Brian

2526. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 11:14:02 UTC
From: <>
Message-ID: <1033112306-110030AEicMi@ntlworld.com>
Source record: 31898

From: "Don Schmidt" <dschmidt@pacifier.com>
Date: Wed, 25 Sep 2002 20:31:34 -0700

>BBS. Ben hope to see your ad often and maybe we can bring Atari back to the
>days gone by.

Do I detect a very strong note of irony here?

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2527. Re: Real Media (.rm) audio files

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 13:34:48 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B9B85BA6.25256%nameerf@flash.net>
Source record: 31982

in article zGBk9.17082$Ov6.2440515@e3500-atl1.usenetserver.com, Brian Roland
at BJRoland@bellsouth.net wrote on 9/26/02 3:06 AM:

>> Is there a way to play Real Media (*.rm) files on an Atari ?
>> Or to convert them to a format that can be played ?
>
> I seem to remember a ttp decoder that was released a while back that could,
> but
> Real Audio has upped versions (and compression formats) several times since
> then. I can't seem to find it online...but it's bound to still be out there
> somewhere.

Now, is this person talking about Real *Audio* or *Video*? I've seen video
clips that use the *.rm extension. This is one thing I have not seen
supported in any Atari software as of yet.

Mike Freeman
nameerf@flash.net

2528. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 14:44:45 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d92c8f2551114@attbi.com>
Source record: 31983

>Hi All,
> Opinions welcomed:
>Lately I'm getting only 1/3 of the total # of articles Newsie says is
>available to download. Newsie download settings are set for 999/9999.
>Could it be a problem with the NG server, ISP, Newsie...?
>
>John G.

Hello John,

That is strange. Newsie never did that to me. I think it is a setting problem with Newsie. Check them. You may also want to switch to Okami. I did and am very happy with it.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2529. Re: Real Media (.rm) audio files

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 18:46:11 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0209262044490.49-100000@easymint>
Source record: 31984

On Thu, 26 Sep 2002, Michael and Nicole Freeman wrote:

> Now, is this person talking about Real *Audio* or *Video*? I've seen video
> clips that use the *.rm extension. This is one thing I have not seen
> supported in any Atari software as of yet.
>

I was talking about Audio.

Martin Tarenskeen

2530. Re: Long Files names on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 18:59:38 UTC
From: vdjole@EUnet.yu
Message-ID: <amvleooqj1@news.eunet.yu>
Source record: 31986

On 25 Sep 2002 07:30:43 , "Todd Gill" wrote:

>Also, one other question.
>
>How worthwhile is a FPU on a Falcon? Does much software take advantage of

It depends on what do you use this machine for. If you are heavily into CADD,
3D-graphics (animation, raytracing), fractals, or some scientific computations,
a FPU will speed the relevant operations from 5 to 15 times. For some other
applications a FPU is practically unimportant. And, as far as I know, main
3-D graphics and CADD applications support the FPU.

cu;

2531. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 18:59:41 UTC
From: vdjole@EUnet.yu
Message-ID: <amvleroqj2@news.eunet.yu>
Source record: 31985

On 24 Sep 2002 09:14:52 , <derryck@.NOT~THIS~cix.co.uk> wrote:

>>Back to this subject after a while... my 8MB alt-ram board is working quite
>>fine now (which gives a very nice new feel to using this megaST), but I am
>
>Are you intending to publish all the details etc for building this project,
>memory upgrades, CPU accelerators and video cards are all much-needed IMHO.

Well, why not. It is not likely that one would be able to get any profit
from a project like this (although at one time I contemplated swapping
my projects for some software items I would like to have), so I may as
well publish it. In a few days I may post a short description of the project
in comp.sys.atari.st.tech. I will then draw the final version of the
schematics, write some instructions and post it, together with some other
hardware hacks, to some convenient location (I don't have a web page and
curently am not much inclined to maintain one).

>memory upgrades, CPU accelerators and video cards are all much-needed IMHO.

As for my next act... :) for some time I have been thinking of an upgrade
consisting of a 10MHz accelerator (complete board, not just CPU), containing
also a 800x500 ST-high resolution enhancer- done with several standard ttl
chips. So, maybe some day...

although, working on this RAM board I found out that my eyesight is not
anymore what it used to be; such creative exercises may become difficult :(

cu;

2532. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 20:22:28 UTC
From: swampfax@atlantic.net
Message-ID: <80Kk9.73$m5.49310@news1.atlantic.net>
Source record: 31987

SNIP
>
>Hi Paul,
> Emptied the Post, Offline boxes and XOVER.TXT. Same result!
>I should mention that I get 330 out of 850 with comp.sys.atari.st and
>500 from other groups. I used to get what was available (max 1000).
>I'll ask my ISP if the NG has a download limit.
>
>John
>.

Today I get 335 out of 901 seen. I may try Okami as Ed suggests.
John

2533. Re: SCSI Ethernet adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 21:40:31 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1033077018.947436@blade.atari-source.com>
Source record: 31988

Oracle wrote:

> fair enough, ill just toss it in the garbage.
>

Want another one for your garbage can? ;-)

Mark
http://atari-source.com

2534. Re: Long Files names on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 22:35:34 UTC
From: Jean-Francois Lemaire <jflemaire@skynet.be>
Message-ID: <3d938bb2$0$204$ba620e4c@news.skynet.be>
Source record: 31989

Brian Roland wrote:

>> Actually not. MiNT alone (the kernel) will run happily with the AES in
>> ROM. It just needs its config file ans that's it.
>
> True enough, but this built in AES will not multitask...

The query wasn't about multitasking, but about long filenames.

> The built in desk top will not see long file names...

Adding a new AES will not correct this. He needs a new desktop or a new
file selector. Better stil, both of them.

JFL

2535. c compiler!

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 23:56:04 UTC
From: Ingo Rose <ingo_rose@t-online.de>
Message-ID: <up60na.96j.ln@router.brain-staff.de>
Source record: 31991

does someone know where i can download c compiler for free now?
i am looking for pure or turbo c.

i have got my original turbo c disk here with read write errors and borland
hasnt got em in their programm any more.

would be nice to here where to obtain a replacement.

regards,
ingo rose

2536. ST software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-09-26 23:58:16 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1033084696@news.frii.com>
Source record: 31990

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2057611496

2537. ICD The Link

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 00:32:47 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <PGNk9.4771$qg5.774@nwrddc02.gnilink.net>
Source record: 31992
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st

I recently acquired "The Link" by ICD. IT is supposed to allow me to hook a SCSI drive to my Atari 520 ST or so I am told.

Apparently I need some software to make this work.

Can anyone help?

TIA

2538. Re: Long Files names on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 01:44:17 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <qxOk9.23027$Ov6.3173486@e3500-atl1.usenetserver.com>
Source record: 31993

> The query wasn't about multitasking, but about long filenames.
>
> > The built in desk top will not see long file names...
>
> Adding a new AES will not correct this. He needs a new desktop or a new
> file selector. Better stil, both of them.

The file selector with XXAES does indeed see long file names.
As does N.AES's file selector.
So yes...adding a multitasking AES does offer a solution of sorts.
Both of these can also run without a desk top...

The relevance to the thread are options that he can use to gain the advantage of long file names, and yes, you are correct. The built in desk top can be launched with MiNT, and he will need a replacement file selector to see his VFAT long file names. But still...it is not a multi tasking AES...just a little extra info for his information.

Brian

2539. Re: Long Files names on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 06:08:53 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3D93F5F5.C093A02C@siemens.at>
Source record: 31994

Djordje Vukovic wrote:

> It depends on what do you use this machine for. If you are heavily into CADD,
> 3D-graphics (animation, raytracing), fractals, or some scientific computations,
> a FPU will speed the relevant operations from 5 to 15 times. For some other
> applications a FPU is practically unimportant. And, as far as I know, main
> 3-D graphics and CADD applications support the FPU.

Not to forget audio applications.

Gerhard

2540. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 11:17:48 UTC
From: <>
Message-ID: <1033201082-177541AEicMi@ntlworld.com>
Source record: 31917

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Thu, 26 Sep 2002 18:59:41 +0000 (UTC)

>>Are you intending to publish all the details etc for building this project,
>>memory upgrades, CPU accelerators and video cards are all much-needed IMHO.
>
>Well, why not. It is not likely that one would be able to get any profit

That's very true.

>schematics, write some instructions and post it, together with some other
>hardware hacks, to some convenient location (I don't have a web page and
>curently am not much inclined to maintain one).

Two places spring to mind, Vezz's Hardware Hacks site and the Chapelie ftp
server.

>>memory upgrades, CPU accelerators and video cards are all much-needed IMHO.
>
>As for my next act... :) for some time I have been thinking of an upgrade
>consisting of a 10MHz accelerator (complete board, not just CPU), containing
>also a 800x500 ST-high resolution enhancer- done with several standard ttl

800*600 you mean? I guess that this upgrade won't fit inside the ST case?

>although, working on this RAM board I found out that my eyesight is not
>anymore what it used to be; such creative exercises may become difficult :(

I hate to admit that I must wear reading glasses for such work :-(

If you're into SMD devices you can expect to have to use a microscope!

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2541. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 11:20:14 UTC
From: <>
Message-ID: <1033201084-177996AEicMi@ntlworld.com>
Source record: 31918

From: swampfax@atlantic.net (John Garone)
Date: Thu, 26 Sep 2002 20:22:28 GMT

>>I should mention that I get 330 out of 850 with comp.sys.atari.st and
>>500 from other groups. I used to get what was available (max 1000).

>Today I get 335 out of 901 seen. I may try Okami as Ed suggests.

Try Newswatch by itself first, since Okami uses that to download messages.

I guess that you could use Newswatch to import messages into Newsie anyway.

Cheers

Derryck

--


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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2542. Re: ICD The Link

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 11:22:54 UTC
From: <>
Message-ID: <1033201088-178528AEicMi@ntlworld.com>
Source record: 31919

From: "CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Date: Fri, 27 Sep 2002 00:32:47 GMT

>I recently acquired "The Link" by ICD. IT is supposed to allow me to hook a
>SCSI drive to my Atari 520 ST or so I am told.
>
>Apparently I need some software to make this work.

Look on the Atari ftp sites for AHDI (Atari's hard disk utilities), or buy a
copy of Uwe Seimet's HDDriver.

Cheers

Derryck

--

____ ____ ____
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2543. Re: Anyone know where I can get Notator Logic and a Log3

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 12:37:44 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <20k8puohkbh0fdj9hic65ao9ik8pl3nt4l@4ax.com>
Source record: 31900

Hello Rob,

On Wed, 25 Sep 2002 12:15:41 +0000 (UTC), Rob
<rob.jenkins2@btopenworld.com> wrote:

>I want to use them on my falcon.
>
>If anyone has some lying around unused, tell me what you want for it
>(including postage to the UK.)
>I might be able to swap something back if you like.... (have a SpDif
>interface doing not much at the moment)

ATARI-Fachmarkt Peter Denk
http://www.atari-fachmarkt.de/katalog/index.htm

go to the "Musiksoftware und Hardware" page
http://www.atari-fachmarkt.de/katalog/software/01.htm

#Logic 2.5 mit Log 3 175,00 EURO
Umfangreicher Noten-Editor fï¿½r ATARI ST, STE, Falcon ab 2MB. Mit drei
MIDI-OUTs (Out G, Out H und zweimal Out I). Der Log 3 taugt auch als
Notator-Key!
Anforderungen: 2MB RAM

Peter Denk ask to me that all software are in German !?

for more informations, contact him at :

ATARI-Fachmarkt
Peter Denk
Sandkamp 19a
D-22111 Hamburg

Tel.: 040-651 88 78
Mobil: 0172-413 38 77
Fax: 040-65 90 14 53

Email: info@ATARI-Fachmarkt.de
WEB: www.ATARI-Fachmarkt.de

Regards,
Paul CAILLET.
http://music-atari.org

2544. FS: Notator Logic & Audio

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 14:18:53 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10209271615320.23700-100000@kairos>
Source record: 31901

Hi,

I recently purchased a falcon on ebay and with it came Notator Logic &
Audio (and Sound diver) but since I'm not into midi at all I'm selling the
whole lot for £60 + p&p.
All manuals are in german but the software itself is in english, all in
mint condition. Comes with dongle.

I'm in Warwickshire, UK.

Fredrik (deez@algonet.se)

2545. Top 20 Atari Games of All-Time

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 14:44:12 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D946EE3.B5A892D2@ataritimes.com>
Source record: 31902
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt-atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

The people have spoken! The Top 20 Atari Games of All-Time have been tabulated and you can see the results over at TAT!

And, unlike all those other "Greatest Lists" there isn't a single game on this list that was written within last year! (Remember how Super Mario 64 was called "The greatest game of all time one month after it was released? Bah!)

Check it out over at TAT and then give your opinion on it!

http://www.ataritimes.com/

--
Gregory D. George

=-=-=-

2546. Re: ICD The Link

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 15:05:57 UTC
From: Tobias Kerner <tk@tkware.de>
Message-ID: <3D9473D5.9090305@tkware.de>
Source record: 31903
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

CBClarke wrote:
| I recently acquired "The Link" by ICD. IT is supposed to allow me to
hook a
| SCSI drive to my Atari 520 ST or so I am told.
|
| Apparently I need some software to make this work.
|
| Can anyone help?
|
| TIA
|

you can download the latest drivers on the icd homepage

tobi

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.7 (GNU/Linux)
Comment: Using GnuPG with Mozilla - http://enigmail.mozdev.org

iD8DBQE9lHPV7pG3vWJbprkRAhSCAJ9VkcGo8ZZbQiAKI1ZTuXU0VIPdgACgsaQj
ERX757ppWekKsomutnBsPdQ=
=0YJO
-----END PGP SIGNATURE-----
```

2547. Re: ICD The Link

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 17:30:16 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <o859pu0t1ckt3l54p0j36ff5bb8n6e627i@4ax.com>
Source record: 31904

hello,

On Fri, 27 Sep 2002 17:05:57 +0200, Tobias Kerner <tk@tkware.de>
wrote:

>-----BEGIN PGP SIGNED MESSAGE-----
>Hash: SHA1
>
>CBClarke wrote:
>| I recently acquired "The Link" by ICD. IT is supposed to allow me to
>hook a
>| SCSI drive to my Atari 520 ST or so I am told.
>|
>| Apparently I need some software to make this work.
>|
>| Can anyone help?
>|
>| TIA
>|
>
>
>you can download the latest drivers on the icd homepage

or here :
http://music-atari.org/atari/download/disks.htm

Regards,
Paul CAILLET.
http://music-atari.org

2548. Re: ICD The Link

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 20:17:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200209272217.a24213@su2.maus.de>
Source record: 31927

```
TK>you can download the latest drivers on the icd homepage
HDDRIVER will do so too.
```

2549. Re: Top 20 Atari Games of All-Time

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 21:33:55 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3d94ce26$0$1428$6d5eecc5@news.eurekanet.com>
Source record: 31905

Gregory D. George <greg@ataritimes.com> wrote in message
news:3D946EE3.B5A892D2@ataritimes.com...
> The people have spoken! The Top 20 Atari Games of All-Time have been
> tabulated and you can see the results over at TAT!
>
> And, unlike all those other "Greatest Lists" there isn't a single game
> on this list that was written within last year! (Remember how Super
> Mario 64 was called "The greatest game of all time one month after it
> was released? Bah!)
>
> Check it out over at TAT and then give your opinion on it!
>
> http://www.ataritimes.com/
>
> --

I cut the cross posting. And I'll reply here, rising to the bait.

I can't imagine how stilted the voting must have been to come up with the
idea that in the entire history of Atari games that the game voted #1 is the
best of all. To be honest with you, when my friends and I played it as kids
it
kept us entertained for about a week and then we were right back to the
cool games we had been playing. Combat got about 1000 times more playing
time
in my circle. And I definately would NOT classify Combat as the #1 atari
game of
all time.

Just my 2 cents (and I know you wanted people to post in your forum)

Dan
aka baldrick

2550. Re: Top 20 Atari Games of All-Time

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 22:38:52 UTC
From: drpetit@rochester.rr.com
Message-ID: <2a10cfd4.0209271438.3bf7c26e@posting.google.com>
Source record: 31906
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt-atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

I thought ADVENTURE would be at the top when I began to read the list;
one of my favorites. I too was pleased with the list and pretty much
agree with it. I wouldn't have PONG or COMBAT on my list of
favorites, but their contribution to the 2600 world definitely merits
their inclusion.

"Gregory D. George" <greg@ataritimes.com> wrote in message
news:<3D946EE3.B5A892D2@ataritimes.com>...
> The people have spoken! The Top 20 Atari Games of All-Time have been
> tabulated and you can see the results over at TAT!
>
> And, unlike all those other "Greatest Lists" there isn't a single game
> on this list that was written within last year! (Remember how Super
> Mario 64 was called "The greatest game of all time one month after it
> was released? Bah!)
>
> Check it out over at TAT and then give your opinion on it!
>
> http://www.ataritimes.com/
>
> --
> Gregory D. George
>
> =-=
> - ||| ||| -
> = ||| Visit The Atari Times Website! ||| =
> - / | \ http://www.ataritimes.com / | \ -
> = ATARI ATARI =
> - DO+THE 2002 Year-End Issue! HYPAT? -
> = MATH Coming soon to a mailbox near you! =
> - -
> = http://www.ataritimes.com/store/ =
> -=-

2551. Re: Top 20 Atari Games of All-Time

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 22:51:41 UTC
From: "T. Rivet" <tsr_rivet@SPAMBLOCKyahoo.com>
Message-ID: <up9o7j45if7he5@corp.supernews.com>
Source record: 31907
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt-atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Nice! I personally would have put Space Invaders over Asteroids, but that's
just me ;^)

#1 was right on IMHO.

Tim

2552. Re: Long Files names on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 23:19:08 UTC
From: Todd Gill <thgill@adelphia.net>
Message-ID: <MH5l9.4586$m92.1119520@news1.news.adelphia.net>
Source record: 31908

I would like to thank everyone for their assistance with my questions. Since my Falcon is mostly a hobby computer for me, it would be silly for me to pour any mad amount of money into it. But I see at least few applications out there that I will be most likely buying.

When I have more time free this weekend I will investigate looking into Mint.

Thanks!
todd

2553. Re: Top 20 Atari Games of All-Time

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 23:27:01 UTC
From: SS <jonpertwee@NOSPAMjuno.com>
Message-ID: <up9q9vibjna17e@news.supernews.com>
Source record: 31909
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt-atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

"Gregory D. George" <greg@ataritimes.com> wrote in message
news:3D946EE3.B5A892D2@ataritimes.com...

> Check it out over at TAT and then give your opinion on it!
>
> http://www.ataritimes.com/

No, No, No, No, NO! I mean, of course, Space Invaders at #11!

For the 2600 only, it should darned well be right near the top of the heap.

For other Atari systems (5200 & 8Bit), it should be in the rubbish bin!

2554. Re: Top 20 Atari Games of All-Time

Newsgroup: comp.sys.atari.st
Date: 2002-09-27 23:42:20 UTC
From: "Dane L. Galden" <chigroup@ix.netcom.com>
Message-ID: <an2qckbov1@nntp9.atl.mindspring.net>
Source record: 31910
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt-atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Cool list, and I *loved* the Warren R. comments about the game. (What about doing a top 20 of 2600 games?)

Dane.

"Gregory D. George" <greg@ataritimes.com> wrote in message news:3D946EE3.B5A892D2@ataritimes.com...
> The people have spoken! The Top 20 Atari Games of All-Time have been
> tabulated and you can see the results over at TAT!
>
> And, unlike all those other "Greatest Lists" there isn't a single game
> on this list that was written within last year! (Remember how Super
> Mario 64 was called "The greatest game of all time one month after it
> was released? Bah!)
>
> Check it out over at TAT and then give your opinion on it!
>
> http://www.ataritimes.com/
>
> --
> Gregory D. George
>
> =-=-=-=

2555. Re: Top 20 Atari Games of All-Time

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 00:06:53 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D94F2C7.E9534C25@ataritimes.com>
Source record: 31911
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt-atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

"Roch, NY Roadgeek" wrote:

> I wouldn't have PONG or COMBAT on my list of
> favorites, but their contribution to the 2600 world definitely merits
> their inclusion.

You wouldn't have Pong on a list of all time greatest ATARI games?

???

--
Gregory D. George

=-=-=-

2556. Re: Top 20 Atari Games of All-Time

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 00:08:57 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D94F343.82C218A3@ataritimes.com>
Source record: 31912

Dan A wrote:

> I can't imagine how stilted the voting must have been to come up with the
> idea that in the entire history of Atari games that the game voted #1 is the
> best of all.

To each his own, I guess.

--
Gregory D. George

=-=-=-

2557. Re: Top 20 Atari Games of All-Time

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 00:38:09 UTC
From: kgb@rawbw.com
Message-ID: <up9ufhjdhp9ud9@corp.supernews.com>
Source record: 31913
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt-atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

In article <3D94F2C7.E9534C25@ataritimes.com>,
Gregory D. George <greg@ataritimes.com> wrote:
>You wouldn't have Pong on a list of all time greatest ATARI games?

To be honest, the list was not limited to games produced *by*
Atari, or games that made their first/only debut on Atari systems.
Having diluted the list thus, its a bit much to defend Pong's
place on the list on the basis of it being an Atari production.
That it heralded the age of the video game arcade, and home
video game console, *thats* justification. That it was produced
by Atari, or was a landmark unique in Atari's history - if
those were criteria, you'd have to remove a couple of the arcade
games listed, as well as Dungeon Master (which was first on
the Atari ST, but not made by Atari, and with the Amiga release
soon after hardly unique to the Atari or even best done on it).

- Robert "I heard of you. I heard you were dead." Stetler, kgb@rawbw.com -
---
- "Any trouble, boy ?" "No, old man. Thought I was having trouble with my -
- adding. Its all right now." -For A Few Dollars More- -

2558. ATARI SPECTRE GCR ON EBAY RESERVE OF $35.00

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 01:01:48 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <0c7l9.13208$fO.1715526@kent.svc.tds.net>
Source record: 31914

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2057869777&ssPageName=ADM
E:B:LC:US:1

2559. Re: MagiCMac and printing

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 01:17:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1033232678-188311AEicMi@gmx.net>
Source record: 31925

From: northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas)
Date: Wed, 25 Sep 2002 17:37:42 GMT

Hi Hallvard,

>Still, there *is* a printing option in my version of MagiCMac, so there
>should be some way of making it work with what I already have, even if I
>don't use NVDI for it, right?
>But how?

Dig out that MagiCMac manual.... ;-)
Sit back... it's going to get quite complicated !!
NVDI is always needed... it allows to print under MagiCMac using the Mac's native printerdriver. Since MagiCMac 6.01 synchronous printing with Epson Color and Photo printers using the native NVDI drivers is supported. But since your version of MagiCMac doesn't support this, your only option is to use the Apple QuickDraw output driver, the drawback of this is that you're limited to printing in maximum 360*360 DPI.

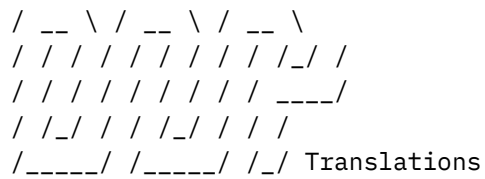
NVDI is capable of catching the XBIOS and GEMDOS calls (use the seperate nvdi preset.prg), when this feature is selected, printing from apps that depend on GDOS for printing will be passed on to NVDI, on the mac NVDI will pass it on to QuickDraw...
So, in practice GEMDOS and GDOS printing is supported under any version of MagiCMac.

Printing from programs with generic printer drivers is not supported under any version of MagiCMac unless you use the Mac Powerprint interface. New printers connected to the USB port are not supported by the NVDI native drivers either, even if you select a native NVDI driver, printing will always be passed on to Apple QuickDraw.

The first thing you need to check is if Apple QuickDraw is installed on your Mac....

hey, I told you that this was going to get complicated.... :-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk

dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2560. Re: MagiCMac and printing

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 01:22:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1033232676-187656AEicMi@gmx.net>
Source record: 31924

From: northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas)
Date: Mon, 23 Sep 2002 18:31:02 GMT

Hi Hallvard,

>I have MagiCMac 2.1.1. (MagiC 5.11) and I've selected "Printer port" in
>the "PRT" option (within MacOS, the "Options" -> "System parameters"
>window. When I close the window and open it again all I get is "PRT: Not
>in use". Strange.

This is a bit confusing, but you should select "Not in use" from that
dialog, in the printer menu you should select "printer port" and set the
speed to "230000" (this only applies for versions of MagiCMac up to 2.2.2),
NVDI *must* be set to "QuickDraw Output". Do *not* select a Epson native
driver in the NVDI printer setup....

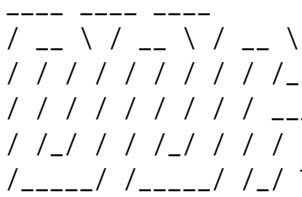
>I've also got NVDI installed (WNVDI 4), and was hoping that I would be
>able to work it out with this, but no go. Any tips anyone?

When you set up the printer like I suggested above NVDI will use the native
Epson Mac printerdriver which is much better then the one supplied with
NVDI. But do make sure to reserve room for a spooler that's at least 150Mb
large, although NVDI uses the Mac driver, it doesn't use the Mac spooler.
That's about all there is to it...

>I just tried it with Papyrus on the Mega STe, wondering if it would
>print in colour, which it did!!!

Make sure that you select NVDI as printer driver, the generic Papyrus
drivers won't work under MagiCMac. You can print under MagiCMac via GEMDOS
and GDOS, generic printer drivers however are not supported...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2561. Re: Top 20 Atari Games of All-Time

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 02:03:56 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D950E35.D960D8D5@ataritimes.com>
Source record: 31915
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt-atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Cubicle Morlock wrote:

> >You wouldn't have Pong on a list of all time greatest ATARI games?
>
> To be honest, the list was not limited to games produced *by*
> Atari, or games that made their first/only debut on Atari systems.

That wasn't the answer to the question I asked. Would you put Pong on a list of the all time great Atari games, or not?

As for the non-Atari products... Atari DID create both Space Invaders and Ms. Pac-Man for their respective systems. The voting was open to any game that appeared on an Atari system. Which is why SI, Ms.Pac, and DM are on the list. (BTW, the list does penalize them for not being originally created by Atari.)

--
Gregory D. George

=-=-=-

2562. ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 05:59:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209272253260.14582-100000@shell1.aracnet.com>
Source record: 31916
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari Dealer. Offering Sales, Support & Service of Atari HardWare, SoftWare, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers plus the 64 Bit Atari Jaguar Game System. I am a Reseller of Used & New Atari Collections! Much of which were the Treasures of Former Atarians, Locked away in Dungeons, now given New Lives, offered to be sold as New found Treasure, back in Circulation in the Atari MarketPlace. Hidden and Forgotten, Now set free from the secret hiding places. Atari Heaven where former Atarians had left them to Die. Saving Wondrous Collections from being irretrievably Lost! As well as Saving entire inventories from defunct Atari Dealers, much of it +NEW in the BOX/BAG! After Languishing in Forgotten Warehouses, long abandoned by retired Atari Dealers!

I love saving my customers money! I mainly use Postal Delivery! I save money for my customers when using Postal 2-3 Day Priority Mail & Global Priority Mail. I use Packaging supplied by the Post Office for free and Pass on the savings. I sell Atari, I'm not in the Business of Profiting from Marking up on the cost of Shipping! And just like the Postal Service I avoid making promises I cant keep. The Post Office sends Packages by 2-3 Day Priority Mail. They don't promise 2-3 Days but they have a Good record of Following through! Once I receive payment, your order usually goes out the same Day! This is not a Promise, but like the Post Office I have a Good record of following through! Ask my Customers! I also have Libraries of Reference Books for the Classic Atari 8 Bit and the Atari ST Computers! I have ways of saving Money on Postage by Sending it Book Rate. I also have some tricks for saving on Postage when Mailing outside the United States! I Ship Atari anywhere the Law allows! If you dont come to me, I cant save you any Money!So check my HotLinks below, E-Mail me at atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Download Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Area Web Page!
http://www.aracnet.com/~atari/newinbox.htm Atari +NEW in BOX!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Customer References!
http://www.aracnet.com/~atari/antispam.htm Updated!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2563. Re: (help)nvdi 5.03and band in box 5

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 10:39:28 UTC
From: otoumelin <otoumelinpasspam@free.fr>
Message-ID: <WS3.66a2c306.99dc7140.otoumelinpasspam@free.fr>
Source record: 31920

Hello,Martin,thanks to you i find the problems when i make a news install
because i ave a small fonts theres works with all everyfing but B I A B.
thanks
A+
Toumelin Olivier
>I'm using a Falcon030/CT2b. I had to set both the FastRam flags, using the
>FileInfo cpx. Or else it would crash om my system too. And CT2b turbo
>doesn't work without NVDI. With NVDI and CT2b B.I.A.B. is very fast. The
>panel that appears when a song is calculated before playing
>(drums...piano...bass...) is hardly visible because of the speed :-)

>Do you have any other autofolder apps or accs running ? Did you experiment
>with the order of the autofolder apps ?

>It should work. Let me know.

>Martin Tarenskeen

2564. Re: (help)nvdi 5.03and band in box 5

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 12:17:23 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0209281416210.59-100000@easymint>
Source record: 31921

On Sat, 28 Sep 2002, otoumelin wrote:

> Hello,Martin,thanks to you i find the problems when i make a news install
> because i ave a small fonts theres works with all everyfing but B I A B.
> thanks

You're welcome

Martin

2565. FA: Atari TT and SLM605

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 14:48:56 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <2809200215485618 34%tanderson@ednet.co.uk>
Source record: 31922

Hi all,

I have just to great dismay placed my Atari TT and SLM605 laser printer onto Ebay.

For further information please take a look at this link:-
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2057961235&ssPageName=ADME:B:LC:UK:1

2566. 720k double density diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 17:35:49 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1033234549@news.frii.com>
Source record: 31926

If you can find these in a store, what seems to be the going price?

Ken

2567. Re: 720k double density diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 21:07:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d95c4e26cc743@attbi.com>
Source record: 31928

>If you can find these in a store, what seems to be the going price?
>
>Ken

I have seen boxes of 10 for under $5.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2568. Re: ICD The Link

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 21:07:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d95c4e26cc744@attbi.com>
Source record: 31929
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st

>I recently acquired "The Link" by ICD. IT is supposed to allow me to hook a
>SCSI drive to my Atari 520 ST or so I am told.
>
>Apparently I need some software to make this work.
>
>Can anyone help?
>
>TIA

I have a Link hooked up to my STe and I use HDDriver as the SCSI driver. I would reccommend that as it is the best as far as Atari computers are concerned.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2569. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 21:07:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d95c4e26cc745@attbi.com>
Source record: 31930

>From: swampfax@atlantic.net (John Garone)
>Date: Thu, 26 Sep 2002 20:22:28 GMT
>
>>>I should mention that I get 330 out of 850 with comp.sys.atari.st and
>>>500 from other groups. I used to get what was available (max 1000).
>
>>Today I get 335 out of 901 seen. I may try Okami as Ed suggests.
>
>Try Newswatch by itself first, since Okami uses that to download messages.
>
>I guess that you could use Newswatch to import messages into Newsie anyway.
>
>Cheers
>
>Derryck

That would be a good idea, but I would still use Okami instead. Much more
stable.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2570. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 21:26:42 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d962ca6a0472f0@pandora.be>
Source record: 31931
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/upx123a.zip
(331.375 bytes) UPX is an advanced executable file compressor.

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2571. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-28 21:32:51 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fj8un0.djbjsm4elwcoN%donotusethisaddress@pandora.be.invalid>
Source record: 31932

Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:

> >From: swampfax@atlantic.net (John Garone)
> >Date: Thu, 26 Sep 2002 20:22:28 GMT
> >
> >Try Newswatch by itself first, since Okami uses that to download messages.
> >
> >I guess that you could use Newswatch to import messages into Newsie anyway.
> >
>
> That would be a good idea, but I would still use Okami instead. Much more
> stable.

Indeed one can use Newswatch to retrieve messages from Usenet but like
Edward says, use Okami instead of Newsie. It's far beter then Newsie.

CU,
Martin

2572. Re: c compiler!

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 00:30:46 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d95cb31$0$9897$e4fe514c@dreader1.news.xs4all.nl>
Source record: 31923

Hi,

Pure C is still being sold by ASH in Germany I think. Just buy it. It's a very good product for it's price.

TXG/MNX
"Ingo Rose" <ingo_rose@t-online.de> wrote in message news:up60na.96j.ln@router.brain-staff.de...
> does someone know where i can download c compiler for free now?
> i am looking for pure or turbo c.
>
> i have got my original turbo c disk here with read write errors and borland
> hasnt got em in their programm any more.
>
> would be nice to here where to obtain a replacement.
>
> regards,
> ingo rose
>
>

2573. Atari Online News, Etc. #04-39

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 01:45:32 UTC
From: danap8@aol.com
Message-ID: <20020928214532.24646.00007509@mb-mr.aol.com>
Source record: 31933

A-ONE #0439 09/27/02

~ Phoenix Web Browser! ~ People Are Talking! ~ The State of Linux!
~ Lindows, Netscape Join ~ No Privacy Bill in 2002 ~ MSN 8 Update Coming!
~ Web Surfing At Work! ~ Piracy Bill Defended! ~ Greeks Lift Ban!
~ Cyber Attacks Reach ~ .Mac Subscription Nears ~ 3-D Flat Screens!

-* Cyber Attacks Reach New High *-
-* Google To Launch News Search Site! *-
-* New Kazaa Could Ignite More Controversy! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2574. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 04:05:11 UTC
From: swampfax@atlantic.net
Message-ID: <XZul9.122$m5.80316@news1.atlantic.net>
Source record: 31934

>Indeed one can use Newswatch to retrieve messages from Usenet but like
>Edward says, use Okami instead of Newsie. It's far beter then Newsie.
>
>CU,
>Martin
>.

Hi Martin,
I've been having good luck with Newsie untill just recently. I would
like to find out why the numbers don't add up anymore! In the mean time,
I got Okami 2.0 which seems to need a little set-up work.

John G.

2575. APE-like software for Atari STf?

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 07:46:18 UTC
From: michaelgale@sympatico.ca
Message-ID: <3d96add1.8000694@news1.on.sympatico.ca>
Source record: 31935

Hi,

I enjoy the software program entitled A.P.E. very much
(http://www.atarimax.com/) when I use it in conjunction with my Atari
800 XL. Could someone tell me if a similar programme exists for the
Atari STf machines? A.P.E. has a lot of features, but I suppose the
only requirement I would place on the Atari STf version would be
support for loading applications from my PC and running them on the
Atari (just like A.P.E.).

Thanks for any information you can provide.

Michael

2576. Re: Atari Coding

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 09:36:58 UTC
From: Martin Doering <doeringm@gmx.de>
Message-ID: <34idpugogj8419aoed77krgl3g7gjfor1a@4ax.com>
Source record: 31936

On Tue, 13 Aug 2002 17:25:46 -0500, Frederic Fouche
<g213778@coazter.myip.org> wrote:

>For example, for the longest time Atari suggested to only use GEMDOS
>calls, avoid lineA (although they work great on the ST) and such
>guidelines.

Yes. And the most interesting thing is, that many of them, for example
linea, are just shortcuts. Linea usage means just shortcuts to the VDI
screen driver. So you do not have really a benefit. You need to set
parameters in the needed VDI variables and thencall the specific linea
call.

I did see this all while coding in EmuTOS' vdi and converting many of
the assembler written stuff to C. Interestingly these assembler
routines are more or lsee the ones Atari then got one day from DRI -
they are mostly the same.

--
Martin

2577. The bottle

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 09:42:25 UTC
From: CRG <crigo@bluewin.ch>
Message-ID: <3d96cbd9$1_3@news.bluewin.ch>
Source record: 31938

Hello
I'm looking for a midi of "The bottle" Gil Scott Heron > > >
Has been played as well by The Christians
Thanks a lot in advance for your help

crigo@bluewin.ch

2578. Atari ST Users in Scotland?

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 09:43:10 UTC
From: BlackPrince <Black.Prince@clara.co.uk+isp>
Message-ID: <1033292223.10706.0@dyke.uk.clara.net>
Source record: 31937

Are there any Atari ST Users in Scotland (or thereabouts...) who would be interested in an unused (for several years now), STFM+, external FD200 drive, monitors (B&|W, Colour) and ye olde software?

Have launched magazines in the tip, but am loathe to do so with the PC whilst there is a chance of somebody being able to use it even for spares etc.

Reply to this NG first, price/cost etc negotiable,

Thanks, BP.

2579. Re: 720k double density diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 10:24:09 UTC
From: David Wade <dave@dwade.freeserve.co.uk>
Message-ID: <an6kmh$bes5v$1@ID-40235.news.dfncis.de>
Source record: 31939

Ken,

I just bought 100 in 10 very nice solid "flip boxes" of 10 disks, complete with labels for £2.00. (i.e. about 4 dollars) at a Radio Rally. For those of you in the U.K. the sellers were the Computer Junk Shop in Widnes. (tel 0151 520 6671) and they had thousands.

They also had 5.25 inch real floppies which they were giving away....

Dave

"Ken Springer" <wordworks@greeleynet.com> wrote in message news:1103_1033234549@news.frii.com...
> If you can find these in a store, what seems to be the going price?
>
> Ken
>
>

2580. Re: 720k double density diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 15:04:13 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <an74pd$hb0$2@news8.svr.pol.co.uk>
Source record: 31940

On 28 Sep 2002 17:35:49 , Ken Springer wrote:
If you can find these in a store, what seems to be the going price?

Ken

They are pretty damned rare to find new and boxed in a commercial store now around my way (London). I bought some locally about 2 years ago and they were 7 ukp for a box of 10. HD disks are plentiful and go for as little as 3 ukp for 10. I have an email address for a bloke that sells used DD disks by mail order if you are interested. I'd say there was still a small market in them as there is still a fair amount of gear of one kind or another that only take DSDD disks although many now accept both DD and HD disks.

Cheers
Al

2581. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 18:27:28 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <an7gmg$2qn$2@nets3.rz.RWTH-Aachen.DE>
Source record: 31941

In article <1033201082-177541AEicMi@ntlworld.com>,
<derryck@.NOT~THIS~cix.co.uk> wrote:
>
>I hate to admit that I must wear reading glasses for such work :-(
>
>If you're into SMD devices you can expect to have to use a microscope!

Not really (at least not for an average person with normal eyesight). I have soldered 0.5mm spacing QFP parts (on a Milan board) with only a normal illuminated magnifier lens.

I agree that a microscope is nice for 0.6mm and below, but normal SO packages (ie. 1.27mm pitch), and 0805 or 1206 discretes require only normal hobby equipment and a steady hand. I remember soldering 0.635mm QFPs on a home-etched PCB.

So yes, a magnifier or microscope is great, but you can achieve a lot without them on a hobby level, and there is no reason to think that you need not even start if you do not have access to such equipment.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/rincewind

2582. Souped up STacy fs UK

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 18:27:39 UTC
From: kevin <feedmespam@unreal.co.uk>
Message-ID: <an7guiscc1@newsg1.svr.pol.co.uk>
Source record: 31942

4 meg, 1 Gig hard drive, Hi density floppy, spare screen, buyer to collect
Manchester area, offers please to stacy@(remove this)kevindermott.co.uk
Kevin

2583. Can I use an LCD screen with an atari.

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 18:49:22 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <pjiepuofjr3nlu6bb0hcr83it5ub3b5uii@4ax.com>
Source record: 31943

Would save me a lot of space in the studio.I'm assuming as long as it
does the correct refresh rate, I'll be OK.
Falcon use.

Rob

2584. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 18:58:46 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d975d8452ad30@pandora.be>
Source record: 31944

on Sun 29-09-2002 04:05 John Garone wrote:

>>Indeed one can use Newswatch to retrieve messages from Usenet but like
>>Edward says, use Okami instead of Newsie. It's far beter then Newsie.
>>
>>CU,
>>Martin
>>.
>
>Hi Martin,
> I've been having good luck with Newsie untill just recently. I would
>like to find out why the numbers don't add up anymore! In the mean time,
>I got Okami 2.0 which seems to need a little set-up work.

The latest version of Okami is 3.0B11. You really should use this
version. It's by no means the same as 2.0.
Okami is indeed not that easy to set up but believe me it's worth the pain.

CU
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2585. Gasteiner HD Software

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 21:45:59 UTC
From: Graham Prout <caver99@ntlworld.com>
Message-ID: <_HKl9.8876$sh4.501463@newsfep2-win.server.ntli.net>
Source record: 31945

I have got a gasteiner hd unit for my ste but dont have the floppy software for it anyone have a copy or know where i cna get it from the net?

2586. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 21:50:36 UTC
From: vdjole@EUnet.yu
Message-ID: <an7sj4fte1@news.eunet.yu>
Source record: 31847

On 27 Sep 2002 10:17:48 , <derryck@.NOT~THIS~cix.co.uk> wrote:
>>>memory upgrades, CPU accelerators and video cards are all much-needed IMHO.

For the Alt-RAM memory board, see my post(s) in the comp.sys.atari.st.tech

>>schematics, write some instructions and post it, together with some other
>>hardware hacks, to some convenient location (I don't have a web page and
>>curently am not much inclined to maintain one).
>
>Two places spring to mind, Vezz's Hardware Hacks site and the Chapelie ftp
>server.

Hmm, is Vezz's site still maintained? It is rarely mentioned anymore, and
I admit I haven't visited it for a long time. But in fact, at least one
of my hacks is there (a FPU board), and possibly also a HD-floppy adaptor.

>>As for my next act... :) for some time I have been thinking of an upgrade
>>consisting of a 10MHz accelerator (complete board, not just CPU), containing
>>also a 800x500 ST-high resolution enhancer- done with several standard ttl
>
>800*600 you mean?

No, i mean 800x500, i.e. 25% more in horizontal and vertical directions;
well, maybe not exactly 500 vertical but 512 or something like that. The idea
is to be able to continue to use SM124 monitor. If system clock is raised
from 8 to 10 Mhz (25%), about 25% more pixels can be squeezed into one
scanline (assuming that appropriate 35.7KHz horizontal sync is provided)
giving a horizontal resolution of about 800. But SM124 has a more-less
fixed ratio of horizontal and vertical frequencies (within the locking
range), and nominal vertical sync frequency is about 500 times lower than
horizontal one, so that there can only be about 500 scanlines (or somewhat
more) in the picture. In order to get a vertical resolution of 600 lines,
I think that one would have to slightly modify the SM124, in order to lower
its vertical sync frequency, probably by increasing a capacitor value in the
vertical circuit. The problem is that for 600 lines the vertical scan rate
would have to go below 60Hz, which may cause visible flicker.

And, after I make the hardware, I would need some help on the software
side in order to inform TOS that higher resolution is available. I know
that it involves some tweaking with Line-A variables, but there my
knowledge ends.

>I guess that this upgrade won't fit inside the ST case?

I don't see why it would not fit. I have once made a similar prototype
circuit which worked, but adjusted for 640x400 display at 10MHz system clock.
The circuit contained eight 74*** chips and did not take much space. It

should be located near or upon the Shifter or the Glue chip. The same
circuit adjusted for higher resolution would use the same number of chips.
Chip count could be reduced to seven or so if one dispenses with the
possibility to switch "live" from 8 to 10MHz - part of the circuit that
provides glitchless switching bitween asynchronous 32 and 40MHz clocks needs
about three chips, while only one would be needed for off-line switching.

Note that this is only intended for (extended) ST-high, the other resolution
modes being kept as they are. I estimate that a design that would provide for
all resolution modes and two system clocks would be uneconomical without the
use of an EPROM or two.

Btw. I hoped that, if I create a 640x400 picture at 10 MHz system clock,
I could use Lacescan to increase the resolution- but for my prototype circuit
the computer had to be switched to "external sync" mode (no trace cutting
on the motherboard, new syncs just fed to the same lines as the old ones)
and Lacescan refused (or couldn't?) work like that. If that proves to be only
a sotware limitation in Lacescan, then all problems are already solved and
the circuit can be kept simple.

>I hate to admit that I must wear reading glasses for such work :-(
>If you're into SMD devices you can expect to have to use a microscope!

I am not -that- perverse. I only use a magnifing glass and keep
away from SMDs :)

cu;

2587. Re: Can I use an LCD screen with an atari.

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 22:13:21 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3D977A46.453A1110@chello.nl>
Source record: 31846

Rob wrote:
>
> Would save me a lot of space in the studio.I'm assuming as long as it
> does the correct refresh rate, I'll be OK.
> Falcon use.
>
> Rob

Most modern TFT screens are multisync and can handle refreshrates
from 60 to 75 Hz and all common resolutions within their capacity.

Gnerally spoken: they all can simply replace a standard ..VGA monitor.

So if your Falcon drives a common PC monitor, you'll be OK.

Note however that TFT screens only work satisfactory in their rated resolution.

For instance, if you buy a 15 inch 1024/768 TFT, make sure (by trying out on
a standard throwaway CRT) that your Falcon can do that.

I might be possible that you must adjust your videomode parameters, but that
would be the case with CRT's as well mostly.

I have 17" TFT's on the TT (NOVA MACH card) and on the MILAN running razorsharp
at 1280/1024.

It is every penny worth the money.

What I like very much either was the lack of scaring noises when switching.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

2588. Re: 720k double density diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 22:44:20 UTC
From: dlormand@aztec.asu.edu
Message-ID: <an7vo4$542$1@news.asu.edu>
Source record: 31848

This might be a good time to repeat that I have a few hundred
720K 3.5" and 360K 5.25" floppies, yours for the postage.
--

2589. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-29 23:55:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1033406022.64969.9@dyke.uk.clara.net>
Source record: 31861

Hi Derryck

| >although, working on this RAM board I found out that my eyesight is not
| >anymore what it used to be; such creative exercises may become difficult :(
|
| I hate to admit that I must wear reading glasses for such work :-(

What part does the Labrador in the reflective jacket play?. 8~)

| If you're into SMD devices you can expect to have to use a microscope!

You used a white stick when last we met. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.391 / Virus Database: 222 - Release Date: 20/09/2002

2590. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 02:40:00 UTC
From: swampfax@atlantic.net
Message-ID: <4QOl9.15$M96.8047@news1.atlantic.net>
Source record: 31849

>The latest version of Okami is 3.0B11. You really should use this
>version. It's by no means the same as 2.0.
>Okami is indeed not that easy to set up but believe me it's worth the pain.
>
>CU
>Martin
>

Hi Martin,
Ok. Where to find it?
John G.

2591. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 10:15:12 UTC
From: <>
Message-ID: <1033462356-873876AEicMi@ntlworld.com>
Source record: 31874

From: swampfax@atlantic.net (John Garone)
Date: Sun, 29 Sep 2002 04:05:11 GMT

> I've been having good luck with Newsie untill just recently. I would
>like to find out why the numbers don't add up anymore! In the mean time,

It seems that there are two methods used to decide on whether new messages
are present or not, it's always possible that Newsie is using the "wrong"
method for some reason or other. Whether that's got any bearing on it?

Give Newswatch a try, you'll soon see what's available for download.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2592. Re: APE-like software for Atari STf?

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 10:30:21 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3d982725$0$18874$afc38c87@news.optusnet.com.au>
Source record: 31850

wellllll, better prepare that can of worms. There are major differences
between the ST and an 800XL. From thiss point of view the drive access is
180 degrees different. The 8-bits are Serial and low speed, the drive access
is governed by the drive and not so much the computer, so fooling the 800XL
into thinking the PC is a 1050 disk drive is relativley basic.
Now the ST itself controls the drives and all the data busses are Parallel.
The through put is much higher. It would require a pretty impressive
interface to connect a PC to an ST in that fashion. Also pretty pointless
seeing as you can plug just about any PC drive into an ST.
That being said there are a few ways to pinch PC periphials, GHOST will set
up your PC as a drive Letter, and accessed like any other drive, but it is
SLOW, as it uses RS-232. Also you can network, using Ethernea. And there is
Parcp, as well which uses the Parallel port.

Shutting the can of worms, hope that helps.

Mark

"Michael Gale" <michaelgale@sympatico.ca> wrote in message
news:3d96add1.8000694@news1.on.sympatico.ca...
> Hi,
>
> I enjoy the software program entitled A.P.E. very much
> (http://www.atarimax.com/) when I use it in conjunction with my Atari
> 800 XL. Could someone tell me if a similar programme exists for the
> Atari STf machines? A.P.E. has a lot of features, but I suppose the
> only requirement I would place on the Atari STf version would be
> support for loading applications from my PC and running them on the
> Atari (just like A.P.E.).
>
> Thanks for any information you can provide.
>
> Michael

2593. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 10:51:54 UTC
From: <>
Message-ID: <1033462360-874428AEicMi@ntlworld.com>
Source record: 31875

From: michaels@ccac.rwth-aachen.de (Michael Schwingen)
Date: 29 Sep 2002 18:27:28 GMT

>>If you're into SMD devices you can expect to have to use a microscope!
>
>Not really (at least not for an average person with normal eyesight). I have
>soldered 0.5mm spacing QFP parts (on a Milan board) with only a normal
>illuminated magnifier lens.

OK, I was exaggerating a little ;-)

It's not a job that I relish though, although I've been able to make a PCB
(with Scooter, to keep it Atari-related) and solder quite sucessfully.

>So yes, a magnifier or microscope is great, but you can achieve a lot
>without them on a hobby level, and there is no reason to think that you need
>not even start if you do not have access to such equipment.

Absolutely - I'll add that if anyone's tempted to branch out into using these
packages, then I recommend sticking ICs to the PCB before soldering to stop
them from wandering about - bad news.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2594. Re: MagiCMac and printing

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 11:08:10 UTC
From: <>
Message-ID: <1033462364-875300AEicMi@ntlworld.com>
Source record: 31877

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Sat, 28 Sep 2002 03:22:32 +0200

>Make sure that you select NVDI as printer driver, the generic Papyrus
>drivers won't work under MagiCMac. You can print under MagiCMac via GEMDOS
>and GDOS, generic printer drivers however are not supported...

It's generic printer drivers that seem to be the problem, I suppose that a
printer spooler could be installed under MagiCMac to capture to a file which
could feasibly be sent to the Mac printer system under the Mac OS?

That might be the answer if there's only a USB printer available so there's
no chance of using Powerprint.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2595. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 11:15:24 UTC
From: <>
Message-ID: <1033462362-874856AEicMi@ntlworld.com>
Source record: 31876

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Sun, 29 Sep 2002 21:50:36 +0000 (UTC)

>>Two places spring to mind, Vezz's Hardware Hacks site and the Chapelie ftp
>>server.
>
>Hmm, is Vezz's site still maintained? It is rarely mentioned anymore, and

I honestly don't know, I haven't had occasion to look, but it seemed to be
mirrored on several sites.

>>>also a 800x500 ST-high resolution enhancer- done with several standard ttl

>
>>
>>800*600 you mean?
>
>No, i mean 800x500, i.e. 25% more in horizontal and vertical directions;

Right, I was thinking of the 4*3 aspect ratio. I don't know how much if any
software would be "broken" by wrong values, but if Lacescan and Overscan both
work OK then it should be OK.

>I think that one would have to slightly modify the SM124, in order to lower
>its vertical sync frequency, probably by increasing a capacitor value in the

>

Most Atarians wouldn't like fiddling inside their monitors anyway I guess.

>vertical circuit. The problem is that for 600 lines the vertical scan rate
>would have to go below 60Hz, which may cause visible flicker.

The flicker-free standard values are what makes the normal res. so clear of
course, 60Hz is right on the lower limit of acceptibility IMHO (I'm using
that on this CT2 Falcon with Videlity).

>And, after I make the hardware, I would need some help on the software
>side in order to inform TOS that higher resolution is available. I know

I can't recall how Lacescan/Overscan did this.

>The circuit contained eight 74*** chips and did not take much space. It

I suppose a PIC chip could be persuaded to provide some logic switching, but
I've never tried anything like this.

>>If you're into SMD devices you can expect to have to use a microscope!
>

>I am not -that- perverse. I only use a magnifing glass and keep
>away from SMDs :)

I just picked up the latest Maplin (a UK hobbyist chain store) catalogue,
their inventory of components seems to be swinging towards SMD.

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2596. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 12:55:47 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0209300455.1590878a@posting.google.com>
Source record: 31851

Hi,

> I've been having good luck with Newsie untill just recently. I would
> like to find out why the numbers don't add up anymore! In the mean time,
> I got Okami 2.0 which seems to need a little set-up work.

Check out the list, or simple guide to setting it up. I did it and
it's located at http://hardware.atari.org/setup.zip You'll need to
read the insturctions I posted on this newsgroup back in may on how to
set it up, which files to modify. The archives should have that post.

2597. Atari ST Compiler

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 14:57:05 UTC
From: Michael Gale <michael.gale@sympatico.ca>
Message-ID: <4DZI9.14002$H67.64491@tor-nn1.netcom.ca>
Source record: 31852

Hi,

Are there any compilers for the PC that can produce executable binaries for
the Atari STf platform?

Any help would be appreciated.

--
Michael

2598. Re: APE-like software for Atari STf?

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 15:03:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d9812e0275672@attbi.com>
Source record: 31853

>Hi,
>
>I enjoy the software program entitled A.P.E. very much
>(http://www.atarimax.com/) when I use it in conjunction with my Atari
>800 XL. Could someone tell me if a similar programme exists for the
>Atari STf machines? A.P.E. has a lot of features, but I suppose the
>only requirement I would place on the Atari STf version would be
>support for loading applications from my PC and running them on the
>Atari (just like A.P.E.).
>
>Thanks for any information you can provide.
>
>Michael

Hello,

There is a program called 800XLDJ that emulates an Atari 8-bit disk drive.
Works with the SIO2ST(PC) cable. The same one that APE uses. Just hook up the
XL to the ST (goes in modem port) and you are all set. You will be able to
load 8-bit programs to th XL from the ST desktop.

http://wwwstud.ira.uka.de/~s_tomczy/dj800.html

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2599. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 15:03:17 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d9812e0275673@attbi.com>
Source record: 31854

>>Indeed one can use Newswatch to retrieve messages from Usenet but like
>>Edward says, use Okami instead of Newsie. It's far beter then Newsie.
>>
>>CU,
>>Martin
>>.
>
>Hi Martin,
> I've been having good luck with Newsie untill just recently. I would
>like to find out why the numbers don't add up anymore! In the mean time,
>I got Okami 2.0 which seems to need a little set-up work.
>
>John G.

Hey john,

I would download version 3. I have written an article about the setup and use
of Okami for MyAtari. Should be out soon. If you need help Martin can help
you or just email me with questions. Martin has trained me well. <g>
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2600. What Modem do I require?

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 15:10:51 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <an9phh$9t1$1@pegasus.csx.cam.ac.uk>
Source record: 31855

Howdy folks,
I am considering connecting my Falcon to the internet, however I am unsure what modems are compatible. The modem on my parents PC Modem kept loosing the connection, a problem that was solved by replacing it with a modern V90 compatible modem.
Based on this it would appear that a modern V90 56K modem would be the way to go but will these opperate with the Falcon or should I be looking at older secondhand modems?.

Thanks,
Stephen Moss

2601. Re: APE-like software for Atari STf?

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 15:11:57 UTC
From: Michael Gale <michael.gale@sympatico.ca>
Message-ID: <1RZI9.14004$H67.64640@tor-nn1.netcom.ca>
Source record: 31856

Hi Mark,

Thanks for the reply. You're right, of course, and the issue with the differences in speed hit me shortly after posting the message. I would like to try the application called GHOST, however, before I look into connecting my Atari STf to our network. Could you or someone else tell me where I could find this mysterious application?

Thanks.

2602. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 15:31:59 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fjc3av.1t3wh291xu52gaN%donotusethisaddress@pandora.be.invalid>
Source record: 31857

John Garone <swampfax@atlantic.net> wrote:

> >The latest version of Okami is 3.0B11. You really should use this
> >version.

> Hi Martin,
> Ok. Where to find it?

<URL:http://www.xs4all.nl/~josdb/okami.html>

HTH,
Martin

2603. Re: What Modem do I require?

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 15:45:36 UTC
From: rs.mac@t-online.de
Message-ID: <1fjc2r1.1norzo6157aveoN%rs.mac@t-online.de>
Source record: 31858

Stephen Moss <sgm23@eng.cam.ac.uk> wrote:

> Based on this it would appear that a modern V90 56K modem would be the
> way to go but will these opperate with the Falcon or should I be
> looking at older secondhand modems?.

You can use any AT-command driven modem with an serial port.
ELSA, ZyXEL or other like this.
On Falcon use latest HSModem7 serial driver for best results.

Rgs, Robert

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

2604. Re: Can I use an LCD screen with an atari.

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 16:10:18 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <xJ_l9.1355$hT3.3654@nntpserver.swip.net>
Source record: 31859

Hi,

I am using an Hitachi 15" TFT screen with my F030. Works great. Be sure to
run in a screenmode suitable for the monitor, or the display will get a bit
unsharp.

-- Peter

"Rob" <rob.jenkins2@btopenworld.com> skrev i meddelandet
news:pjiepuofjr3nlu6bb0hcr83it5ub3b5uii@4ax.com...
> Would save me a lot of space in the studio.I'm assuming as long as it
> does the correct refresh rate, I'll be OK.
> Falcon use.
>
> Rob

2605. Re: What Modem do I require?

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 17:24:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200209301924.a34272@wun.maus.de>
Source record: 31869

Hallo Stephen!

SM>Based on this it would appear that a modern V90 56K modem would be the
SM>way to go but will these opperate with the Falcon

They surely will, as long as they are external, provide a serial connector (no USB) and "understand" normal AT commands. For use with telefax programs such as StarFax, it's got to be fax class 2 compatible.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2606. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 20:51:08 UTC
From: swampfax@atlantic.net
Message-ID: <0P2m9.24$M96.20169@news1.atlantic.net>
Source record: 31862

On 30 Sep 2002 05:55:47 , Lyndon Amsdon wrote:
>Hi,
>
>> I've been having good luck with Newsie untill just recently. I would
>> like to find out why the numbers don't add up anymore! In the mean time,
>> I got Okami 2.0 which seems to need a little set-up work.
>
>Check out the list, or simple guide to setting it up. I did it and
>it's located at http://hardware.atari.org/setup.zip You'll need to
>read the insturctions I posted on this newsgroup back in may on how to
>set it up, which files to modify. The archives should have that post.
>.

Hi Lyndon,
Thanks. I'll check the out URL but I believe now that my ISP (or whoever runs the NG server) is putting a limit on the # of posts! There were approximately 850 daily up until last week as opposed to 370 today dating only for September so I can't get your previous post!

John G.

2607. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 20:53:16 UTC
From: swampfax@atlantic.net
Message-ID: <0R2m9.25$M96.20125@news1.atlantic.net>
Source record: 31863

On 30 Sep 2002 15:03:17 , "Edward S. Baiz Jr." wrote:
>>>Indeed one can use Newswatch to retrieve messages from Usenet but like
>>>Edward says, use Okami instead of Newsie. It's far beter then Newsie.
>>>
>>>CU,
>>>Martin
>>>.
>>
>>Hi Martin,
>> I've been having good luck with Newsie untill just recently. I would
>>like to find out why the numbers don't add up anymore! In the mean time,
>>I got Okami 2.0 which seems to need a little set-up work.
>>
>>John G.
>
>Hey john,
>
>I would download version 3. I have written an article about the setup and use
> of Okami for MyAtari. Should be out soon. If you need help Martin can help
> you or just email me with questions. Martin has trained me well. <g>
>--
>Edward S. Baiz Jr.
> (Gamer)
>

Hi Ed,
Thanks for the offer. I'll go get the newer version first.
John G.

2608. Re: What Modem do I require?

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 22:59:53 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <vE4m9.88485$5M3.4205639@e3500-atl2.usenetserver.com>
Source record: 31864

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:an9phh$9t1$1@pegasus.csx.cam.ac.uk...
> Howdy folks,
> I am considering connecting my Falcon to the internet, however I am
> unsure what modems are compatible. The modem on my parents PC Modem
> kept loosing the connection, a problem that was solved by replacing it
> with a modern V90 compatible modem.
> Based on this it would appear that a modern V90 56K modem would be the
> way to go but will these opperate with the Falcon or should I be
> looking at older secondhand modems?.

As mentioned in earlier responses, any AT (Hayes) compatable modem with the proper 9pin cable should fit the bill. Do install HSMODEM, otherwise you are bound to have trouble with high baud rates.

I find that on my Falcon/Modem combo a port setting of 57600 works best. Yours may work better at 115200 (check the modem manual for recommended port speed). If a 56k modem is giving you fits...try different port rates...also ensure you've the correct bit/duplex/handshaking protocols set. The current standard for Internet Dialin tends to be 8 Bits, No Parity, 1 Stop Bit, CTR/CTS and to have the modem set to hang up with a DTR drop.

If you've older/slower modems recommended port settings tend to be:
33.6 Modem :57600 or 115200
14.4 Modem: 19200
9600 Or slower: Try 19200 first and work your way down....

Here are some helpful sites for locating things such as HSMODEM, a good CPX for setting your port(s), TCP/IP stacks, etc...

http://users.pandora.be/tos4ever/atari/prg-ind3.htm
This is a good start for finding many helpful Atari softwares...
A few links may be outdated or not working, but for the most part this site is excellent!

Be sure to get HSMODEM. I highly recommend that if you haven't already done so...also get the latest STing package, which also has avilable modern PPP dialers and a CPX for setting up your port(s). STik 2 is also nice if you've little need for bells and whistles like IP masqurading or Draconis Stack Emulation.

http://www.cix.co.uk/~derryck/html/misc.htm
Here you will find english Documentation for the HSMODEM package.

Happy Surfin'
Brian

2609. Re: Atari ST Compiler

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 23:13:43 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <tR4m9.88534$5M3.4213596@e3500-atl2.usenetserver.com>
Source record: 31865

"Michael Gale" <michael.gale@sympatico.ca> wrote in message
news:4DZl9.14002$H67.64491@tor-nn1.netcom.ca...
> Hi,
>
> Are there any compilers for the PC that can produce executable binaries for
> the Atari STf platform?
>
> Any help would be appreciated.

Good question...
I vaugely remember reading some posts on the MiNT mailing list about cross
compiling for Atari machines on Linux or other UNIX variants.

Here is the FAQ about getting on the Mint mailing list.

http://freemint.de/docs/mint-list.FAQ.txt

You can also check the mailing list archives at:
http://wh58-508.st.uni-magdeburg.de/mailinglists/Mailing-Lists/MiNT-List.index.h
tml

Of course, keep watching here for posts...and ya might also want to check out:
http://www.atari.org

Hope this helps...
Brian

2610. cd recording software?

Newsgroup: comp.sys.atari.st
Date: 2002-09-30 23:40:57 UTC
From: Ingo Rose <ingo_rose@t-online.de>
Message-ID: <bdnana.oam.ln@router.brain-staff.de>
Source record: 31866

is there a free cd recoding software for burning or duplicationg cdï¿½s
available?

regards,
ingo

2611. Games for the STE

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 01:03:54 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <61thpu4vu7uquk5u71nnu407rui2k2p90b@4ax.com>
Source record: 31860

Howdy *.*!

Is there a list avaible, which shows all STE - enhanced games?

What's up with the compatibility between ST and STE machines? Do you have some links in comparison between both computers? I'm new to the STE line and want to use the enhanced options...

2612. Re: cd recording software?

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 01:13:26 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <c27m9.89270$5M3.4271532@e3500-atl2.usenetserver.com>
Source record: 31867

"Ingo Rose" <ingo_rose@t-online.de> wrote in message
news:bdnana.oam.ln@router.brain-staff.de...
> is there a free cd recoding software for burning or duplicationg cdï¿½s
> available?

For Atari ST/STe/TT/Falcon/etc... ???
Not that I know of....

AFAIK the most up to date CD burning software for Atari is ExtenDOS Gold with CD Writer Suite. It is actively supported.

http://www.anodynesoftware.com/

Brian

2613. Re: 720k double density diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 04:13:54 UTC
From: wordworks@greeleynet.com
Message-ID: <fb0a1f23.0209302013.550c83a2@posting.google.com>
Source record: 31868

Ken Springer <wordworks@greeleynet.com> wrote in message
news:<1103_1033234549@news.frii.com>...
> If you can find these in a store, what seems to be the going price?
>
> Ken

Thanks for the replies. I found a bunch in an electronics "junk"
store here locally, and would buy them for anyone who needs them and
willing to pay costs and shipping. But since there's a bunch
available just for postage, why do this? LOL

FWIW, I found Atari laser printer cables there, brand new! That's not
what they called them, but I needed and extension cable for my SLM804,
and that was no problem. <G>

Ken

2614. Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 04:42:08 UTC
From: nurmix@spam-free.com
Message-ID: <3d992467.10196012@news-server.socal.rr.com>
Source record: 31870

A friend of mine is setting up his 1meg ST (TOS 1.02) with a SyQuest EZ135 drive that I sent to him. He is using the ICD Link II along with the ICD driver.

He can format and partition a cartridge, but once he's done that, the ST still won't recognize, or boot from the drive.

The EZ135 is the only drive connected to his ST. It is set to SCSI ID 0 (zero). When partitioning under the ICD utilities, he correctly sets up the first partition as a GEM partition, so that it will be bootable.

After partitioning, if he reboots, and tries to install drive C on the desktop, he can add the drive icon to his desktop, but clicking on it tells him the drive doesn't exist. And attempting to run the ICD Utilities to configure and set up the drive as the boot drive doesn't work either - it tells him there are no bootable drives.

The drive itself works fine, as I had it connected to my Falcon for a while before sending it to him, and I was able to use it without any trouble. And he previously had a JAZ drive connected to his ST, which worked well until recently. He thinks it stopped working because his cartridge went bad, but now, seeing the trouble he's having getting the SyQuest to work, we're starting to wonder if there might be something wrong with his Link II, or perhaps the SCSI cable itself? Although if that were true, I don't think the drive would even format with the ICD utilities.

Anyway, can anyone think of anything else to try to get this to work? It's been a while since I messed around with hard drives and ICD software on an ST (since I really only use my Falcon with HD Driver these days). He doesn't own any other hard drives, and ICD is the only driver software he has at this time.

Thanks in advance for any help!

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

2615. Re: Games for the STE

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 07:38:06 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <anbjck$ko8$1@pegasus.csx.cam.ac.uk>
Source record: 31871

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:61thpu4vu7uquk5u71nnu407rui2k2p90b@4ax.com...
> Howdy *.*!
>
> Is there a list avaible, which shows all STE - enhanced games?

I don't know however any software that states it is for the ST, STE or Mega STE software should run on the STE although it may not have been written to make use of some of the STE's additional features.
If it does not state this (ie STE/Mega ST only) then it is unlikely that it will run on an ST as it uses the enhanced colour palette and so the display is uninteligable or more likely because it uses the Biltter and the program will crash as it cannot process the graphics commands. Although some games like Dragons Lair were coded to run on the ST but to also take advantage of the STE's enchnced colour palette if it is available.

> What's up with the compatibility between ST and STE machines? Do you
> have some links in comparison between both computers? I'm new to the
> STE line and want to use the enhanced options...

The main differences are as follows...
1) Stereo Sound output
2) Two additional "enhanced" Joystick ports on the left hand side - these accacpt both digital and analog input are for use with Light Guns (for shooting games), Paddle Controllers, analog Joysticks and the Jaguars "Jagpad" controller although I'm not sure how many games made use of them.
3) Memory is provided on 30 pin SIMM Boards as opposed to PCB mounted which makes upgrading the memory easier if you can find the SIMMs
4) Enhanced Colour Palette using four bits for each of the three primary colours providing a total of 4096 Colours as opposed to the ST's 3 bit, 512 colours.
5) Blitter Chip installed for improved graphic (sprite) handling
6) There were also some improvements to TOS, if memory serves you can use desktop icons (shortcuts) to run programs from the desktop without having to go through the file menu.

I'm sure someone will correct me if this is incorrect.

Stephen Moss

2616. Re: cd recording software?

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 07:48:36 UTC
From: Bruno Begni <bruno.begni@rero.ch>
Message-ID: <3D995354.8020909@rero.ch>
Source record: 31872

Yes, there is, but it's a shareware : CDLab.
You can burning but only DAO and with the shareware realease, you'll
only be able to perform single speed (1x) recordings.

http://fgalea.free.fr/cdlab/info.html

But I think that it's no supported now.

BB

Ingo Rose a ï¿½crit:
> is there a free cd recoding software for burning or duplicationg cdï¿½s
> available?
>
> regards,
> ingo
>
>

2617. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 08:25:40 UTC
From: Ingo Rose <ingo_rose@t-online.de>
Message-ID: <65mbna.l44.ln@router.brain-staff.de>
Source record: 31879

i use the ahdi driver and it works fine!
try to fish the latest version out of the net.

regards,
ingo

"Paul Nurminen" <nurmix@spam-free.com> schrieb im Newsbeitrag
news:3d992467.10196012@news-server.socal.rr.com...
> A friend of mine is setting up his 1meg ST (TOS 1.02) with a SyQuest
> EZ135 drive that I sent to him. He is using the ICD Link II along
> with the ICD driver.
>
> He can format and partition a cartridge, but once he's done that, the
> ST still won't recognize, or boot from the drive.
>
> The EZ135 is the only drive connected to his ST. It is set to SCSI ID
> 0 (zero). When partitioning under the ICD utilities, he correctly
> sets up the first partition as a GEM partition, so that it will be
> bootable.
>
> After partitioning, if he reboots, and tries to install drive C on the
> desktop, he can add the drive icon to his desktop, but clicking on it
> tells him the drive doesn't exist. And attempting to run the ICD
> Utilities to configure and set up the drive as the boot drive doesn't
> work either - it tells him there are no bootable drives.
>
> The drive itself works fine, as I had it connected to my Falcon for a
> while before sending it to him, and I was able to use it without any
> trouble. And he previously had a JAZ drive connected to his ST, which
> worked well until recently. He thinks it stopped working because his
> cartridge went bad, but now, seeing the trouble he's having getting
> the SyQuest to work, we're starting to wonder if there might be
> something wrong with his Link II, or perhaps the SCSI cable itself?
> Although if that were true, I don't think the drive would even format
> with the ICD utilities.
>
> Anyway, can anyone think of anything else to try to get this to work?
> It's been a while since I messed around with hard drives and ICD
> software on an ST (since I really only use my Falcon with HD Driver
> these days). He doesn't own any other hard drives, and ICD is the
> only driver software he has at this time.
>
> Thanks in advance for any help!
>
>

>
> --
>
> Paul Nurminen - California (USA)
>
> http://www.nurmix.com
> ^Atari computing, electronic music, '80s Club Music
>
> http://www.mp3.com/nurvis
> http://www.mp3.com/varactor
> ^My original electronic music MP3s
>
> E-mail: nurmix[at]nurmix[dot]com
>

2618. supercharger

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 08:49:05 UTC
From: Cardon Matthieu <xdarky_mtpx@hotmail.com>
Message-ID: <anbn9s$2rh4$1@norfair.nerim.net>
Source record: 31873

Hello.

I'm looking for softs,docs and infos for the supercharger from beta systems
(hardware based pc emulator)

Thanks !

Ps : remove x in email addy in case of email answer !

2619. Re: Games for the STE

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 09:43:29 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <4DKkLhVB5Wm9Ew7p@atari.org.uk>
Source record: 31878

In article <61thpu4vu7uquk5u71nnu407rui2k2p90b@4ax.com>, Thomas Havemeister <twh1@gmx.de> writes
>Howdy *.*!
>
>Is there a list avaible, which shows all STE - enhanced games?
>
>What's up with the compatibility between ST and STE machines? Do you
>have some links in comparison between both computers? I'm new to the
>STE line and want to use the enhanced options...

Hi all

Generally STE enhanced games will tend to be STE or Falcon only.

Some STE friendly games, although the coding is ok, can fail on the disk protection, the good old Rob Northern suddenly springs to mind.

Some early STOS games also fail!

BUT... it isnt all doom and gloom, there are ways around many of the problems. Using a disk based TOS version, like v1.09, will allow you to run rebel STOS programs on the e's.

Another problem, but rarer, is that some software doesnt take into account the change of address for the screen memory and presume it remains at the same location. There is software so that you can fool the computer into thinking it's only got half meg memory.

A few of the 'e'nhanced features on the e's are:

improves sound and stereo output
improved colour palette
blitter chip
2 enhanced joystick ports, you can use the Jaguar gamepad in some games such as 'substation'
easily upgraded

I think more serious software has been written to take advantage of the extra bits than games.

Hyperpaint 2, which is the same as Hyperpaint but allows the use of the hardware scrolling and enhanced palette.

Music Maker 2, again same as music maker but with the enhancements for the sound.

TCB tracker allows you to change treble and bass.

Are just a few of them:)

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2620. Re: APE-like software for Atari STf?

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 11:07:25 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3d998155$0$23169$afc38c87@news.optusnet.com.au>
Source record: 31880

Have a look at http://www.atari.org/hosted/quickfaq/stfaq_4.htm

It should answer most of your questions;-).

Mark

"Michael Gale" <michael.gale@sympatico.ca> wrote in message
news:1RZl9.14004$H67.64640@tor-nn1.netcom.ca...
> Hi Mark,
>
> Thanks for the reply. You're right, of course, and the issue with the
> differences in speed hit me shortly after posting the message. I would
like
> to try the application called GHOST, however, before I look into
connecting
> my Atari STf to our network. Could you or someone else tell me where I
could
> find this mysterious application?
>
> Thanks.
>
>

2621. Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 12:00:08 UTC
From: wordworks@greeleynet.com
Message-ID: <fb0a1f23.0210010400.4fb71c43@posting.google.com>
Source record: 31881

I received email from the author last night. His MegaSTE is currently down.

As soon as he gets it back up and running, he plans to replace the demo on his website with the working version.

The website is http://home.kc.rr.com/krzysztow/BRiSK/GEMvelope/index.html

Ken

2622. ADV - Atari STFM & Peripherals for sale

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 12:17:07 UTC
From: John Ellerington <john@greenalien.co.uk>
Message-ID: <3d999244$0$8511$cc9e4d1f@news.dial.pipex.com>
Source record: 31882
Cross-posted to: comp.sys.atari.st,freenet.sci.comp.atari.forsale

For Sale - ATARI STFM, 4MB memory, good example, final release (surface mounted components). SM144 mono hi-res monitor. Third-Coast 56MB hard-disk drive (SCSI internals, can be expanded), external second FDD, AVR Pro-16 sampler with lots of sample discs, Trackman sequencer (Full package with punch-in footswitch), various books, games, 720k discs. £195 the lot (UK only, shipping extra at cost) based Southampton. john@greenalien.co.uk

```
**************************************************************************
*********
(Green Alien Sound & Light - Laser & DMX lighting specialists)

www.greenalien.co.uk

"If it ain't broken, don't try to fix it - break it first, then you'll have
something to fix!"
**************************************************************************
*********
```

2623. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 12:54:16 UTC
From: <>
Message-ID: <1033543936-81981AEicMi@ntlworld.com>
Source record: 31895

From: nurmix@spam-free.com (Paul Nurminen)
Date: Tue, 01 Oct 2002 04:42:08 GMT

>He can format and partition a cartridge, but once he's done that, the
>ST still won't recognize, or boot from the drive.

I suppose that he's terminated the drive? The EZ135 needs a plug-in
terminator block in the setup you've described.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2624. [UPD] October Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 12:54:57 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <anc5v1edm1@news.x-echo.com>
Source record: 31883

Hi,

My software "Eureka" has been updated and released on my WEB site.
I wish that you appreciate it, like always. It's a "2D Graph Describer"

and a "3D Modeller". I must tell you, and it is important, that I have
a new host for its site. So remember :

http://eureka.lutece.net/eurka210.zip
That is the Complete Common Edition

http://eureka.lutece.net/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.lutece.net/eurka020.zip
Is the Complete 68020 Edition

http://eureka.lutece.net/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.lutece.net/lib_dgem.zip
Is Dynamic Libraries Extensions for Eureka

http://eureka.lutece.net/tiny043.zip
Is the Open/Gl Extension (requires previous package)

I wish you big fun with all this STuff.

On the other hand, I told to the www.atari.org webmaster that my
web subdomain and E-mail forwarding should be updated. But I don't
know precisely who to contact. So my atari.org usual redirection
are false. If you know which person to contact, tell me more ...

Regards,

-- Fran&#65533;ois LE COAT
Author of Eureka 2.12
http://eureka.lutece.net
mailto:lecoat@lutece.net

=-
Article poste via Voila News - http://www.news.voila.fr
Le : Tue Oct 1 14:54:57 2002 depuis l'IP : lpcache1.lcpc.fr [VIP 284948263517]

2625. Re: Newsie NG Downloads

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 13:54:35 UTC
From: swampfax@atlantic.net
Message-ID: <vOhm9.32$M96.29252@news1.atlantic.net>
Source record: 31884

On 30 Sep 2002 09:15:12 , <derryck@.NOT~THIS~cix.co.uk> wrote:
>From: swampfax@atlantic.net (John Garone)
>Date: Sun, 29 Sep 2002 04:05:11 GMT
>
>> I've been having good luck with Newsie untill just recently. I would
>>like to find out why the numbers don't add up anymore! In the mean time,
>
>It seems that there are two methods used to decide on whether new messages
>are present or not, it's always possible that Newsie is using the "wrong"
>method for some reason or other. Whether that's got any bearing on it?
>
>Give Newswatch a try, you'll soon see what's available for download.
>
>Cheers
>
>Derryck
>

Hi Derryck,
Thanks for the advice!
John G.

2626. Re: Atari ST Compiler

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 14:29:29 UTC
From: Michael Gale <michael.gale@sympatico.ca>
Message-ID: <cjim9.14186$H67.65155@tor-nn1.netcom.ca>
Source record: 31885

Thanks for your response, Brian.

I guess it would be easier to compile the software thru an emulator that's running a native compiler, like LaserC, for example. Speaking of LaserC, I purchased a book for it a few weeks ago, but I have been having considerable difficulty finding a copy somewhere. Anyone know where I can find a copy (to purchase or to download)?

Michael

2627. Re: Games for the STE

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 16:41:36 UTC
From: "No. 6" <outdoorminer2002@yahoo.com>
Message-ID: <011020021244469889%outdoorminer2002@yahoo.com>
Source record: 31886

In article <anbjck$ko8$1@pegasus.csx.cam.ac.uk>, Stephen Moss
<sgm23@eng.cam.ac.uk> wrote:

> "Thomas Havemeister" <twh1@gmx.de> wrote in message
> news:61thpu4vu7uquk5u71nnu407rui2k2p90b@4ax.com...
> > Howdy *.*!
> >
> > Is there a list avaible, which shows all STE - enhanced games?
>
> I don't know however any software that states it is for the ST, STE or
> Mega STE software should run on the STE although it may not have been
> written to make use of some of the STE's additional features.
> If it does not state this (ie STE/Mega ST only) then it is unlikely
> that it will run on an ST as it uses the enhanced colour palette and
> so the display is uninteligable or more likely because it uses the
> Biltter and the program will crash as it cannot process the graphics
> commands. Although some games like Dragons Lair were coded to run on
> the ST but to also take advantage of the STE's enchnced colour palette
> if it is available.
>
> > What's up with the compatibility between ST and STE machines? Do you
> > have some links in comparison between both computers? I'm new to the
> > STE line and want to use the enhanced options...
>

This is a good list. However, the STE line also had these additional
features:

* Hardware-assisted horizontal and vertical scrolling on a pixel basis.
Previous generations of the ST line could only do vertical scrolling
through hardware. Horizontal scrolling had to be done in software,
which required optimized, low-level code to get decent speed.

I think there was a handful of STE-enhanced or STE only games that took
advantage of this. However, most often, these effects were exploited by
demo programmers.

* 2 D/A converters that allowed for hardware digital playback up to
50Khz in stereo. This new sound hardware was in addition to the ST
line's 3-voice sound. It could also generate a variety of different
tones and effects, was DMA controlled (for less CPU involvement) and
offered separate control of both treble and bass. What's more, this
hardware could be used simultanously with the ST's regular sound chip.

> The main differences are as follows...
> 1) Stereo Sound output

> 2) Two additional "enhanced" Joystick ports on the left hand side -
> these accacpt both digital and analog input are for use with Light
> Guns (for shooting games), Paddle Controllers, analog Joysticks and
> the Jaguars "Jagpad" controller although I'm not sure how many games
> made use of them.
> 3) Memory is provided on 30 pin SIMM Boards as opposed to PCB mounted
> which makes upgrading the memory easier if you can find the SIMMs
> 4) Enhanced Colour Palette using four bits for each of the three
> primary colours providing a total of 4096 Colours as opposed to the
> ST's 3 bit, 512 colours.
> 5) Blitter Chip installed for improved graphic (sprite) handling
> 6) There were also some improvements to TOS, if memory serves you can
> use desktop icons (shortcuts) to run programs from the desktop without
> having to go through the file menu.
>
> I'm sure someone will correct me if this is incorrect.
>
> Stephen Moss
>
>

--

"dot dash, dip flash, don't crash"

-- Wire

2628. Anybody have cracked Cubase for Atari 1040 STe they could upload?

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 17:33:22 UTC
From: Bob@Bob.com
Message-ID: <n0njpuch2c75117n8apt6r29b2o9n38vtq@4ax.com>
Source record: 31887

```
Anybody have cracked Cubase for Atari 1040 STe they could upload
or a link to it?
Been looking all over the place and can't find it anywhere.
Thanks.
```

2629. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 18:37:19 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ancq0voub1@nets3.rz.RWTH-Aachen.DE>
Source record: 31888

In article <1033462360-874428AEicMi@ntlworld.com>,
<derryck@.NOT~THIS~cix.co.uk> wrote:
>
>Absolutely - I'll add that if anyone's tempted to branch out into using these
>packages, then I recommend sticking ICs to the PCB before soldering to stop
>them from wandering about - bad news.

Not really necessary. Adjust the chip, solder corner pins to fixate the
chip, then solder the other pins. Extra flux helps a lot.

cu
Michael

--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/rincewind

2630. Re: Anybody have cracked Cubase for Atari 1040 STe they could upload?

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 18:56:59 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fje7gv.1sgorhp1d9kh6aN%donotusethisaddress@pandora.be.invalid>
Source record: 31889

<Bob@Bob.com> wrote:

> Anybody have cracked Cubase for Atari 1040 STe they could upload
> or a link to it?
> Been looking all over the place and can't find it anywhere.

Wrong place to ask this.

CU,
Martin

2631. For Sale - Steinberg Cubeat, Roland Tentrax, C- Lab creator manual and C-Lab export

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 19:40:27 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <j5ujpu85r34t7k9s6l8rcefuut983gks6t@4ax.com>
Source record: 31890

No prices as yet decided but feel free to e-mail me an offer.

Tentrax - in excellent condition.
Cubeat
C-Lab creator manual, this is in fact the normal creator package minus
the dongle (i bought it that way) tho may be a useful manual to
someone. (does include original creator disks)
C-Lab export - 3 midi out, serial port device in its origonal tin.

Also, a 4mb 520STE and an external disk drive.

All in working condition.

If there is lots of interest, I may just pop them up on ebay (uk)

Thanks.. Rob

2632. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 21:20:55 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0210011320.6be916c6@posting.google.com>
Source record: 31891

nurmix@spam-free.com (Paul Nurminen) wrote in message
news:<3d992467.10196012@news-server.socal.rr.com>...
> The EZ135 is the only drive connected to his ST. It is set to SCSI ID
> 0 (zero). When partitioning under the ICD utilities, he correctly
> sets up the first partition as a GEM partition, so that it will be
> bootable.

OK. Is the drive terminated? Does any partition exceed 127MB? Did
he format the cartridge or just partition it?

>
> After partitioning, if he reboots, and tries to install drive C on the
> desktop, he can add the drive icon to his desktop, but clicking on it
> tells him the drive doesn't exist. And attempting to run the ICD
> Utilities to configure and set up the drive as the boot drive doesn't
> work either - it tells him there are no bootable drives.

That's because there aren't any drives in existance. Something has
happened.
>
> The drive itself works fine, ...
Well, worked fine, at least. Shipping can damage delicate drives.

> He thinks it stopped working because his cartridge went bad, but ... might be
> something wrong with his Link II, or perhaps the SCSI cable itself?

The Link II is unlikely to go bad, as it's pretty sturdy. The cables,
on the other hand can go bad when moved.

> Anyway, can anyone think of anything else to try to get this to work?
I'd start by switching cables and making sure I had a physical
terminator attached. Next, I'd attempt a low-level format followed by
a "Check for bad sectors". If all went well, I'd attempt again to
partition as 8MB and 127MB partitions followed by creating the boot
drive on the 8MB. I rather suspect either a cabling or termination
problem.

Galen

2633. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 21:33:42 UTC
From: nurmix@spam-free.com
Message-ID: <3d9a1459.10913843@news-server.socal.rr.com>
Source record: 31892

On Tue, 1 Oct 2002 10:25:40 +0200, "Ingo Rose" <ingo_rose@t-online.de>
wrote:

>i use the ahdi driver and it works fine!
>try to fish the latest version out of the net.
>
>regards,
>ingo

Thanks, I'll tell him to try that. I thought perhaps the Atari driver
didn't work with the Link II, but I guess I was wrong.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

2634. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-01 22:14:47 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <and6on$l2$1@reader1.panix.com>
Source record: 31893

That's what I stick them down with, extra flux. Then it is easier to fix
the corner pins. I use a tiny screwdriver to lay flux on the solder pads,
in one fell swipe, and that holds the chip in place while I solder at it.

Michael Schwingen <michaels@ccac.rwth-aachen.de> writes:

: In article <1033462360-874428AEicMi@ntlworld.com>,
: <derryck@.NOT~THIS~cix.co.uk> wrote:
: >
: >Absolutely - I'll add that if anyone's tempted to branch out into using these
: >packages, then I recommend sticking ICs to the PCB before soldering to stop
: >them from wandering about - bad news.

: Not really necessary. Adjust the chip, solder corner pins to fixate the
: chip, then solder the other pins. Extra flux helps a lot.

: cu
: Michael
:
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2635. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 03:51:12 UTC
From: Don Wolfe <donw@intergate.com>
Message-ID: <andqfe$16vh$1@news.hal-pc.org>
Source record: 31894

I think you have to set the Drive to ASCI with your hard drive boot prg.

Later, Donner.....

"Paul Nurminen" <nurmix@spam-free.com> wrote in message
news:3d992467.10196012@news-server.socal.rr.com...
> A friend of mine is setting up his 1meg ST (TOS 1.02) with a SyQuest
> EZ135 drive that I sent to him. He is using the ICD Link II along
> with the ICD driver.
>
> He can format and partition a cartridge, but once he's done that, the
> ST still won't recognize, or boot from the drive.
>
> The EZ135 is the only drive connected to his ST. It is set to SCSI ID
> 0 (zero). When partitioning under the ICD utilities, he correctly
> sets up the first partition as a GEM partition, so that it will be
> bootable.
>
> After partitioning, if he reboots, and tries to install drive C on the
> desktop, he can add the drive icon to his desktop, but clicking on it
> tells him the drive doesn't exist. And attempting to run the ICD
> Utilities to configure and set up the drive as the boot drive doesn't
> work either - it tells him there are no bootable drives.
>
> The drive itself works fine, as I had it connected to my Falcon for a
> while before sending it to him, and I was able to use it without any
> trouble. And he previously had a JAZ drive connected to his ST, which
> worked well until recently. He thinks it stopped working because his
> cartridge went bad, but now, seeing the trouble he's having getting
> the SyQuest to work, we're starting to wonder if there might be
> something wrong with his Link II, or perhaps the SCSI cable itself?
> Although if that were true, I don't think the drive would even format
> with the ICD utilities.
>
> Anyway, can anyone think of anything else to try to get this to work?
> It's been a while since I messed around with hard drives and ICD
> software on an ST (since I really only use my Falcon with HD Driver
> these days). He doesn't own any other hard drives, and ICD is the
> only driver software he has at this time.
>
> Thanks in advance for any help!
>
>
>
> --

>
> Paul Nurminen - California (USA)
>
> http://www.nurmix.com
> ^Atari computing, electronic music, '80s Club Music
>
> http://www.mp3.com/nurvis
> http://www.mp3.com/varactor
> ^My original electronic music MP3s
>
> E-mail: nurmix[at]nurmix[dot]com
>

2636. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 07:48:26 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ane8caouq1@nets3.rz.RWTH-Aachen.DE>
Source record: 31796

In article <and6on$l2$1@reader1.panix.com>,
Jim DeClercq <jimd@panix2.panix.com> wrote:
>That's what I stick them down with, extra flux. Then it is easier to fix
>the corner pins. I use a tiny screwdriver to lay flux on the solder pads,
>in one fell swipe, and that holds the chip in place while I solder at it.

Hm - the flux I use does not stick very well, it is quite thin (consisting
mostly of alcohol).

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/rincewind

2637. Fs: UK Atari ST Games

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 10:00:18 UTC
From: Meffy <methanoid@hotmail.com>
Message-ID: <Qrzm9.202$kU4.40185@newsfep2-gui>
Source record: 31797

Space Crusade Voyager Beyond ?2

2638. Re: Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 12:31:34 UTC
From: wordworks@greeleynet.com
Message-ID: <fb0a1f23.0210020431.47a86345@posting.google.com>
Source record: 31798

wordworks@greeleynet.com (Ken Springer) wrote in message
news:<fb0a1f23.0210010400.4fb71c43@posting.google.com>...
> I received email from the author last night. His MegaSTE is currently
> down.
>
> As soon as he gets it back up and running, he plans to replace the
> demo on his website with the working version.
>
> The website is http://home.kc.rr.com/krzysztow/BRiSK/GEMvelope/index.html
>
> Ken

Got further info from Jeffry Krzysztow, he doesn't know when he'll get
his STe back up and running.

He has asked me to post a message requesting anyone who has a copy of
Gemvelope 2.96 to email it to him, and he will post it on his website.

His email address is jkrzyszt@yahoo.com.

2639. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 14:06:26 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <aneuh2gdl1@reader1.panix.com>
Source record: 31799

Well, to me you have alcohol flux. After vistiting my refrigerator, I see
that mine was made ten years ago, and I still have most of the quart
bottle left. That is about one liter. It is Kester Formula 1544 fully
activated rosin soldering flux. There must be something like that
available in Germany. Mine says it is for industrial use only. I think I
got it through Newark Electronics.

Jim

Michael Schwingen <michaels@ccac.rwth-aachen.de> writes:

: In article <and6on$l2$1@reader1.panix.com>,
: Jim DeClercq <jimd@panix2.panix.com> wrote:
: >That's what I stick them down with, extra flux. Then it is easier to fix
: >the corner pins. I use a tiny screwdriver to lay flux on the solder pads,
: >in one fell swipe, and that holds the chip in place while I solder at it.

: Hm - the flux I use does not stick very well, it is quite thin (consisting
: mostly of alcohol).

: cu
: Michael
: --
: there is nothing interesting at
: http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/rincewind

.

2640. Re: Anybody have cracked Cubase for Atari 1040 STe they could upload?

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 14:11:54 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0210020611.19c335da@posting.google.com>
Source record: 31800

donotusethisaddress@pandora.be.invalid (Martin "Nightowl" Byttebier) wrote in message news:<1fje7gv.1sgorhp1d9kh6aN%donotusethisaddress@pandora.be.invalid>...
> <Bob@Bob.com> wrote:
>
> > Anybody have cracked Cubase for Atari 1040 STe they could upload
> > or a link to it?
> > Been looking all over the place and can't find it anywhere.
>
>
> Wrong place to ask this.
>
> CU,
> Martin

I don't think there should be any place where it is ok to ask this.

2641. Starting progs on booting

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 14:16:25 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <anev3pgdl2@reader1.panix.com>
Source record: 31801

I just learned something old and almost useless, but I have not
seen it documented anywhere.

It involves starting a program from the newdesk.inf or desktop.inf
files.

The syntax is #Z 01 drive:/folder/file.prg

Placement noted was just after the header lines, and before the
file-type and drive names lines.

If you use an Atari for just one purpose, this could save time.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2642. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 16:00:39 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <anf577$nb6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31802

In article <aneuh2gdl1@reader1.panix.com>,
Jim DeClercq <jimd@panix1.panix.com> wrote:
>Well, to me you have alcohol flux. After vistiting my refrigerator, I see
>that mine was made ten years ago, and I still have most of the quart
>bottle left. That is about one liter. It is Kester Formula 1544 fully
>activated rosin soldering flux. There must be something like that

Yup. I used something like that before, however thinned enough with alcohol
to not be too sticky.

>available in Germany. Mine says it is for industrial use only. I think I
>got it through Newark Electronics.

Yes, it is available, but I am happy I now got hold of some no-clean flux
(clear liquid), which is not that easy to obtain in small quantities (it
came in a nearly empty 20l canister ...).

That one does not stick at all, but is great to work with.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

2643. Re: Anybody have cracked Cubase for Atari 1040 STe they could upload?

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 16:27:46 UTC
From: Ingo Rose <ingo_rose@t-online.de>
Message-ID: <6p6fna.fsl.ln@router.brain-staff.de>
Source record: 31811

sure.
use cubase light!
itï¿½s freeware.

cheers,
ingo

"Wayne Martz" <wmartz@firstpresdalton.org> schrieb im Newsbeitrag
news:2f399fc7.0210020611.19c335da@posting.google.com...
> donotusethisaddress@pandora.be.invalid (Martin "Nightowl" Byttebier) wrote
in message
news:<1fje7gv.1sgorhp1d9kh6aN%donotusethisaddress@pandora.be.invalid>...
> > <Bob@Bob.com> wrote:
> >
> > > Anybody have cracked Cubase for Atari 1040 STe they could upload
> > > or a link to it?
> > > Been looking all over the place and can't find it anywhere.
> >
> >
> > Wrong place to ask this.
> >
> > CU,
> > Martin
>
> I don't think there should be any place where it is ok to ask this.

2644. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 18:16:41 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0210021016.15b0a19e@posting.google.com>
Source record: 31803

Hi

> Well, to me you have alcohol flux. After vistiting my refrigerator, I see
> that mine was made ten years ago, and I still have most of the quart
> bottle left. That is about one liter. It is Kester Formula 1544 fully
> activated rosin soldering flux. There must be something like that
> available in Germany. Mine says it is for industrial use only. I think I
> got it through Newark Electronics.

I can't seem to find flux cheaply. Do you tin the tracks first and
just heat the pin to solder it, or do you use fine tip soldering iron
and thin solder? I just see a gallon of that flux you mention costs
about $50, I guess it lasts a long time.

2645. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 18:38:53 UTC
From: nurmix@spam-free.com
Message-ID: <3d9b3ce9.1579942@news-server.socal.rr.com>
Source record: 31804

On Tue, 01 Oct 2002 11:54:16 -0100, <derryck@.NOT~THIS~cix.co.uk>
wrote:

>From: nurmix@spam-free.com (Paul Nurminen)
>Date: Tue, 01 Oct 2002 04:42:08 GMT
>
>>He can format and partition a cartridge, but once he's done that, the
>>ST still won't recognize, or boot from the drive.
>
>I suppose that he's terminated the drive? The EZ135 needs a plug-in
>terminator block in the setup you've described.

Oh yes, absolutely. I sent him one with the drive, and he told me
it's attached.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

2646. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 18:50:51 UTC
From: nurmix@spam-free.com
Message-ID: <3d9b3d3b.1662072@news-server.socal.rr.com>
Source record: 31805

On 1 Oct 2002 14:20:55 -0700, ekaljuma@mtsac.edu (Galen) wrote:

>OK. Is the drive terminated? Does any partition exceed 127MB? Did
>he format the cartridge or just partition it?

Yes it is terminated (I sent him the terminator plug attached to the drive, and he didn't remove it).

I sent him 4 cartridges, all of which I personally formatted AND partitioned on that drive while it was connected to my Falcon (before I sent it to him). They all worked fine, with no bad sectors. Since he's had it, I believe he has only repartitioned (not formatted) some of the cartridges.

He tried various different partitioning setups, but always leaving at least the first one less than 16.77MB (which, according to the ICD manual, is the limit for TOS 1.02 GEM partitions). And no, never did any partition exceed 127MB.

>That's because there aren't any drives in existance. Something has
>happened.

Yes. It "sees it" to do the partitioning, and he can even run the RATEHD (hard drive speed test) on it, but TOS doesn't see it - in so far as allowing it to be accessed or booted.

>> The drive itself works fine, ...
>Well, worked fine, at least. Shipping can damage delicate drives.

Always a possibility, but if the drive were that damaged, I don't think he'd have ben able to partition any of the cartrdiges at all.

>The Link II is unlikely to go bad, as it's pretty sturdy. The cables,
>on the other hand can go bad when moved.

Yeah, I'm suspecting the cabling as well. Unfortunately, I didn't send him any cables - he's making use of the one's he already had, so I don't know their condition, and I don't think he has a replacement either.

>I'd start by switching cables and making sure I had a physical
>terminator attached. Next, I'd attempt a low-level format followed by
>a "Check for bad sectors". If all went well, I'd attempt again to
>partition as 8MB and 127MB partitions followed by creating the boot
>drive on the 8MB. I rather suspect either a cabling or termination
>problem.

I'll suggest these things to him. Perhaps the smaller 8MB first
partition will do the trick.

Thanks for the helpful suggestions.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

2647. My STe won't boot what to check first.

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 18:56:06 UTC
From: Atarikid <atarikid@cox.net>
Message-ID: <4vfmpuccmt4b1vm8mssd13hareuo90s5c8@4ax.com>
Source record: 31806

Hi,
I recently got an 1040 STe from a friend but it will not boot.

The Power Supply works. I noticed the simms were loose but reseated
those.

What to check next. Should I try pushing down on the socketed chips. ?

There is only a few most are soldered.

I've never had an STe before just a 520 ST.

Do I need a diagnostic cartridge. ?

What chip does video. ?

Thanks for the time.

Bud Walker

2648. Re: Anybody have cracked Cubase for Atari 1040 STe they could upload?

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 19:41:27 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <RWHm9.11964$J47.1062359@stones>
Source record: 31807

"Wayne Martz" <wmartz@firstpresdalton.org> wrote
>
> I don't think there should be any place where it is ok to ask this.

Quite right too - you can still buy the software !

I've seen it in a catalogue for Jazz musician's stuff - where else can you
get it ?

Steve M

2649. Re: My STe won't boot what to check first.

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 19:45:32 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <O_Hm9.2169$Fv2.204585@wards>
Source record: 31808

"Atarikid" <atarikid@cox.net> wrote

> What to check next. Should I try pushing down on the socketed chips. ?

You have to be careful what you press - I remember seeing it written in one of the ST mags that you should lift the ST from the bench a few inches and then slam it down. This would reseat the chips.

I would be a bit careful how you do this and must say - don't blame me if it does some damage ! I have found the method effective with one of my STs though.

Steve M

2650. Re: Can I use an LCD screen with an atari.

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 19:57:20 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <3d9b4d32$0$17454$626a54ce@news.free.fr>
Source record: 31809

"Peter Persson" <pep@mbox306.swipnet.se> a �crit dans le message news:
xJ_l9.1355$hT3.3654@nntpserver.swip.net...
> Hi,
>
> I am using an Hitachi 15" TFT screen with my F030. Works great. Be sure to
> run in a screenmode suitable for the monitor, or the display will get a
bit
> unsharp.

```
Using A F030 with a TFT can be much better than with a CRT.
This is because in a TFT screen the refresh rate is not
dependent of the vertical frequency of the input signal.
I use use a 15" TFT at 1024*768 (non-interlaced) with a refresh
rate (vertical frequency) < 50 Hz (with Videl clock = 50MHz)
It displays an image of very good quality, whereas doing the
same on a CRT would be painful due to the low refresh rate.

--
```

J�r�me

2651. Re: Anybody have cracked Cubase for Atari 1040 STe they could upload?

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 21:01:44 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <anfn6o$dujq9$1@ID-40235.news.dfncis.de>
Source record: 31810

"Steve Marshall" <sdm@atmos-nomorejunk.plus.com> wrote in message
news:RWHm9.11964$J47.1062359@stones...
>
> "Wayne Martz" <wmartz@firstpresdalton.org> wrote
> >
> > I don't think there should be any place where it is ok to ask this.
>
> Quite right too - you can still buy the software !
>
> I've seen it in a catalogue for Jazz musician's stuff - where else can you
> get it ?

http://www.keychange.co.uk/

>
> Steve M
>
>

2652. Re: Anybody have cracked Cubase for Atari 1040 STe they could upload?

Newsgroup: comp.sys.atari.st
Date: 2002-10-02 23:05:50 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1033666500.77387.1@despina.uk.clara.net>
Source record: 31825

Hey asshole, Report sent to abuse@theplanet.net

Say bye-byes to your account!!

<Bob@Bob.com> wrote in message news:n0njpuch2c75117n8apt6r29b2o9n38vtq@4ax.com...
| Anybody have cracked Cubase for Atari 1040 STe they could upload
| or a link to it?
| Been looking all over the place and can't find it anywhere.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.393 / Virus Database: 223 - Release Date: 01/10/2002

2653. Falcon IDE internal drive will not auto boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 01:26:59 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <3d9b98fc_1@corp.newsgroups.com>
Source record: 31812

I have installed a Fujitsu 2.16 GB hard drive model #MHF2021AT and cannot get it to auto boot. It will work if I run HD Driver.prg. The old conner 84 meg drive was able to auto boot. I have installed HD driver 7.4 and then tried version 8.1 with no success. I even tried installing CBHD and that didn't work. Did anyone in this group ever have a similar problem.

Thanks for any and all help.

Claude Bourgoin

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

2654. Re: My STe won't boot what to check first.

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 04:32:59 UTC
From: Jon <jonm@pclv.com>
Message-ID: <%LPm9.1110$1k5.129492@news1.west.cox.net>
Source record: 31814

Ah yes, the 4 inch drop test. Used it on the old 520 when things would
just not work right. Anyone doing this should only do it once in a great
while... Any more than that could dislodge components on the board and
cause other problems.

With the internal p/s in the STe I really would not recommend that approach.
Do the old fashioned process of elimination. Carefully press down on what
is socketed and look/smell/feel for any components that might have fried.
Pretty easy to spot those things that are obvious, and not, on the not so
obvious. If you run into a block wall, call over to Best Electronics.
They know an awful lot about Atari machines and common ailments.

Jon

"Steve Marshall" <sdm@atmos-nomorejunk.plus.com> wrote in message
news:O_Hm9.2169$Fv2.204585@wards...
>
> "Atarikid" <atarikid@cox.net> wrote
>
> > What to check next. Should I try pushing down on the socketed chips. ?
>
> You have to be careful what you press - I remember seeing it written in
one
> of the ST mags that you should lift the ST from the bench a few inches and
> then slam it down. This would reseat the chips.
>
> I would be a bit careful how you do this and must say - don't blame me if
it
> does some damage ! I have found the method effective with one of my STs
> though.
>
>
> Steve M
>
>

2655. Re: Starting progs on booting

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 04:41:08 UTC
From: Jon <jonm@pclv.com>
Message-ID: <ETPm9.1138$1k5.130205@news1.west.cox.net>
Source record: 31815

Used it when I ran a BBS looooooong time ago. My area was prone to power outages and when it went down, the board never came back up. Installed a delay circuit for the hard drives on startup and all was well when the power came up. Board reset and I was back in business.

Ah, the days of the BBS..... That's pre-internet for all you young whippersnappers!

Jon

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message news:anev3pgdl2@reader1.panix.com...
> I just learned something old and almost useless, but I have not
> seen it documented anywhere.
>
> It involves starting a program from the newdesk.inf or desktop.inf
> files.
>
> The syntax is #Z 01 drive:/folder/file.prg
>
> Placement noted was just after the header lines, and before the
> file-type and drive names lines.
>
> If you use an Atari for just one purpose, this could save time.
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

2656. Re: 720k double density diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 05:58:28 UTC
From: exxos <chris@guesswhere.co.uk>
Message-ID: <70Rm9.19$UHu4.1835182@news2.randori.com>
Source record: 31816

If anyone is interested I can buy new DSDD discs, I also have a bunch of
used ones. see my website.

Chris

--
--
----
www.cps-games.co.uk

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:fb0a1f23.0209302013.550c83a2@posting.google.com...
> Ken Springer <wordworks@greeleynet.com> wrote in message
news:<1103_1033234549@news.frii.com>...
> > If you can find these in a store, what seems to be the going price?
> >
> > Ken
>
> Thanks for the replies. I found a bunch in an electronics "junk"
> store here locally, and would buy them for anyone who needs them and
> willing to pay costs and shipping. But since there's a bunch
> available just for postage, why do this? LOL
>
> FWIW, I found Atari laser printer cables there, brand new! That's not
> what they called them, but I needed and extension cable for my SLM804,
> and that was no problem. <G>
>
>
> Ken
>

2657. New on TAMW: Fractal Music Composer Docs and more

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 06:33:19 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0210022233.52c46432@posting.google.com>
Source record: 31817

Hi All

Some new items on the FMC (Fractal Music Composer) Page on TAMW:

FMC MANUAL now Released!

Hugh McDowell has now agreed to release the manual . Using the initial hardcopy manual I was able to create a Word Document with the screen shots and numbering system as presented in the original manual. It was converted to PDF format by Trond Einar Garmo of the Norwegian University of Science and Technology. Trond is also a member of the Atari-MIDI forum.

SPECIAL STEEM VERSION
For running FMC in Steem, the Atari Emulator for PC

The Steem programmers found a fix for the bug that prevents FMC from writing MIDI files to the hard drive while running under Steem. To impliment this fix, I have created a special version of FMC as an .ST file for installation in Steems virtual A drive folder. Simply copy the Fmc.stt file to the folder you are using for A drive. Run Steem. Hit the pause/break key to access the Steem menu. Then under DISC MANAGER, you can drag over the FMC.ST file and mount it in the A drive. Close. Start emulation by selecting the green arrow. Once you are on the Atari desktop, open A drive and run fixdfree.prg. This will fix the bug. Then when you run FMC.prg, you can save your MIDI files to C drive, and not just the A drive.

These are now available on my FMC page at TAMW:

http://tamw.atari-users.net/fmc.htm

We are also exploring FMC this month at the Atari-MIDI forum, so feel free to join us.Info on the Atari-MIDI forum on my main front page

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

2658. Favourite Atari ST compiler?

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 07:03:12 UTC
From: michaelgale@sympatico.ca
Message-ID: <3d9be933.19870046@news1.on.sympatico.ca>
Source record: 31813

Hi,

Well, I've been doing a lot of reading and searching and I can't seem to find a copy of "LaserC" anywhere. Most information that I've read about that legacy compiler seems to be negative. I'm not terribly disappointed, but I would still like to find a copy. Since I have virtually no experience compiling applications for the Atari ST/STf platform, I've decided to ask what is your favourite native C compiler or assembler for the Atari ST/STf? If it's possible, could you provide a link as to where I could find/puchase a copy.

Any and all opinions are welcome.

Michael

2659. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 09:20:52 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <anh25kboq1@nets3.rz.RWTH-Aachen.DE>
Source record: 31818

In article <1a7d6495.0210021016.15b0a19e@posting.google.com>,
Lyndon Amsdon <lyndonamsdon@hotmail.com> wrote:
>
>I can't seem to find flux cheaply. Do you tin the tracks first and
>just heat the pin to solder it, or do you use fine tip soldering iron
>and thin solder? I just see a gallon of that flux you mention costs
>about $50, I guess it lasts a long time.

Very long. 100ml will last forever unless you spill it ;-)

cu
Michael

--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

2660. HPDJ840C on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 09:40:13 UTC
From: swampfax@atlantic.net
Message-ID: <1gUm9.8$UY.11039@news1.atlantic.net>
Source record: 31819

Hi All,
Anyone know if an HP Deskjet 840C will work on a Falcon?
John G.

2661. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 10:36:44 UTC
From: <>
Message-ID: <1033718458-101319AEicMi@ntlworld.com>
Source record: 31836

From: nurmix@spam-free.com (Paul Nurminen)
Date: Wed, 02 Oct 2002 18:38:53 GMT

>>I suppose that he's terminated the drive? The EZ135 needs a plug-in
>>terminator block in the setup you've described.
>
>Oh yes, absolutely. I sent him one with the drive, and he told me
>it's attached.

Well, it was an obvious question ;-)

I'm stumped in that case, but TOS1.04 isn't known for its quality of hard
drive support.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2662. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 15:13:45 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <anhmr9$ff2$1@reader1.panix.com>
Source record: 31820

What I personally do depends a little on the technology involved.

First, the board solder pads get cleaned, in any manner than works.

The, my flux is applied to the solder pads, and necessarily to the
surface between the pads. Extreme neatness is useless.

Then, the chip leads stick to the flux, and make it easy to adjust
to match up to the pads.

I use either a very small soldering iron, or a pencil point iron, to
solder corner pins.

If the chip is a gull wing one, I use a chisel point iron, 1/8 inch or 3
mm wide, and tin that, leaving a little extra solder on it, on what may be
called the top side. Then, wipe the bottom side along the row of pins, and
they will all be properly soldered, with no bridges. The thick flux
does that.

If not gull wing, it is one pin at a time, possibly with a little extra
tinning on the iron, because the flux is already in position. That little
extra bit of solder is all that is needed.

So I think you need thicker flux for some jobs, but I do not think you
need a gallon. I cannot think of anyone, even a school for electronics
technicians, who needs a gallon. Mine came in a quart bottle, and that
bottle will outlive me and all of my tekkie friends.

Jim

Lyndon Amsdon <lyndonamsdon@hotmail.com> writes:

: Hi

: > Well, to me you have alcohol flux. After vistiting my refrigerator, I see
: > that mine was made ten years ago, and I still have most of the quart
: > bottle left. That is about one liter. It is Kester Formula 1544 fully
: > activated rosin soldering flux. There must be something like that
: > available in Germany. Mine says it is for industrial use only. I think I
: > got it through Newark Electronics.

: I can't seem to find flux cheaply. Do you tin the tracks first and
: just heat the pin to solder it, or do you use fine tip soldering iron
: and thin solder? I just see a gallon of that flux you mention costs
: about $50, I guess it lasts a long time.

--
--

```
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

2663. Re: 720k double density diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 15:29:41 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <anhnp5fpg1@reader1.panix.com>
Source record: 31821

Where is that store?

Those connectors and cables were quite common, once, for all "raster"
printers, now known as laser printers. But they were not common around
where I live, and I would like to have a few.

How might I go about getting a few of those cables?

Jim

: "Ken Springer" <wordworks@greeleynet.com> wrote in message
: news:fb0a1f23.0209302013.550c83a2@posting.google.com...
: > Ken Springer <wordworks@greeleynet.com> wrote in message
: news:<1103_1033234549@news.frii.com>...
: > > If you can find these in a store, what seems to be the going price?
: > >
: > > Ken
: >
: > Thanks for the replies. I found a bunch in an electronics "junk"
: > store here locally, and would buy them for anyone who needs them and
: > willing to pay costs and shipping. But since there's a bunch
: > available just for postage, why do this? LOL
: >
: > FWIW, I found Atari laser printer cables there, brand new! That's not
: > what they called them, but I needed and extension cable for my SLM804,
: > and that was no problem. <G>
: >
: >
: > Ken
: >

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2664. Re: HPDJ840C on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 15:42:30 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <anhoh6fpg2@reader1.panix.com>
Source record: 31822

No, not exactly, since I own neither a Falcon or a 840c.

But there is a generic answer that works for most printers.

Old printers had both a text mode, using built-in fonts, and
a raster mode, used by printing programs that printed rasters,
such as Calamus. New ones just have a raster mode. If you
only need raster mode, and if you have a driver for a HP xxxC,
it should work for that.

In other words, the answer depends on what you use it for.

Jim

John Garone <swampfax@atlantic.net> writes:

: Hi All,
: Anyone know if an HP Deskjet 840C will work on a Falcon?
: John G.
:

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2665. FA: Cubeat V2 for sale (and others) look inside

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 15:55:02 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <aqpopucatcbcdesekmg62rvhtetj6ka1pa@4ax.com>
Source record: 31823

Cubeat version 2
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=911003949&rd=1

Roland tentrax
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=911005935&rd=1

Microdeal's Stereo Master
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2059310007&rd=1

Thanks..

2666. SOUNDPOOL SPDif Unit - May sell - please read

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 16:00:59 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <cvpopu0sl1r5bmcgnseq6kkkr7bvfp53mr@4ax.com>
Source record: 31824

Hi, at the moment, I have a soundpool SPDif unit that isn't being
used.
The reason, when I bought it, there was no cable to connect it to my
falcon, and there where no drivers for it.
I now do have the drivers, but still no cable, and while I've been
pondering over it, I've realised I'll probably never really use it as
I'm primarialy midi.

The unit does have a small parallel cable sticking out the back of it
to connect it to an FA4 or FA8, so this may be of use to someone.

I've borrowed a camera off a friend, so if you want a picture of it,
just say, I've got one ready.
If anyone is interested in this, and is willing to make me an offer,
please do.

Thanks.. Rob

2667. Re: Falcon IDE internal drive will not auto boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 18:00:50 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.1a20bf84.a0320e82.chongdochongdo@ichongdo.com>
Source record: 31826

Hello / Bonsoir,

Dans le message <3d9b98fc_1@corp.newsgroups.com>
Claude Bourgoin a ï¿½crit:
>I have installed a Fujitsu 2.16 GB hard drive model #MHF2021AT and cannot
>get it to auto boot. It will work if I run HD Driver.prg. The old conner 84
>meg drive was able to auto boot. I have installed HD driver 7.4 and then
>tried version 8.1 with no success. I even tried installing CBHD and that
>didn't work. Did anyone in this group ever have a similar problem.
Yes : when I forgot to install the driver at the root of drive C /
Oui : la fois oï¿½ j'ai oubliï¿½ d'installer le driver ï¿½ la racine de C.

>Thanks for any and all help.

>Claude Bourgoin

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

2668. Re: Atari ST Compiler

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 20:02:42 UTC
From: swampdog@ntlworld.com
Message-ID: <3d9f9e04.421763383@nntp.swampdog>
Source record: 31828

On Mon, 30 Sep 2002 10:57:05 -0400, "Michael Gale"
<michael.gale@sympatico.ca> wrote:

>Hi,
>
>Are there any compilers for the PC that can produce executable binaries for
>the Atari STf platform?
>
>Any help would be appreciated.

If you're stuck with windows install Cygwin, then add Frank's
m68k-atari-mint cross. There's many adavntages to this, two of which
are (a) it opens you up to all that unix opensource, (b) at least one
of the ST emulators is (or can be) built within cygwin.

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

2669. Re: HPDJ840C on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 20:22:22 UTC
From: Meihuizen/chello <mmeihuizen@hetnet.nl>
Message-ID: <2G1n9.1425281$oa7.49488666@Flipper>
Source record: 31827

I work with a HP deskjet 850 on a Falcon.With NVDI 5.02 it works great.
NVDI 5 supports even "higher" models

Marcel Meihuizen

"John Garone" <swampfax@atlantic.net> schreef in bericht
news:1gUm9.8$UY.11039@news1.atlantic.net...
> Hi All,
> Anyone know if an HP Deskjet 840C will work on a Falcon?
> John G.
>

2670. NG & ISP

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 20:51:10 UTC
From: swampfax@atlantic.net
Message-ID: <252n9.19$UY.27362@news1.atlantic.net>
Source record: 31830

Hi All,
Regarding the # of posts available in comp.sys.atari.st, the response
from my ISP was that's it's possible it shares the server space with other
comp.sys groups so if one gets an influx of posts then another suffers
from a reduction /:)

John G.

2671. CD Rom Driver

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 20:53:14 UTC
From: Graham Prout <caver99@ntlworld.com>
Message-ID: <Pa2n9.868$cJ1.110040@newsfep2-gui>
Source record: 31829

Sorry if this has gone before but what software do i use to drive a cd rom
no an STE?

2672. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 22:06:07 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <anif0ffqg1@nets3.rz.RWTH-Aachen.DE>
Source record: 31831

In article <anhmr9$ff2$1@reader1.panix.com>,
Jim DeClercq <jimd@panix1.panix.com> wrote:
>
>If the chip is a gull wing one, I use a chisel point iron, 1/8 inch or 3
>mm wide, and tin that, leaving a little extra solder on it, on what may be
>called the top side. Then, wipe the bottom side along the row of pins, and
>they will all be properly soldered, with no bridges. The thick flux
>does that.

The very thin no-clean flux I use works just fine for just this application.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

2673. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-03 22:56:52 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0210031456.752fdee9@posting.google.com>
Source record: 31832

nurmix@spam-free.com (Paul Nurminen) wrote in message
news:<3d9b3d3b.1662072@news-server.socal.rr.com>...
> On 1 Oct 2002 14:20:55 -0700, ekaljuma@mtsac.edu (Galen) wrote:
>
> >OK. Is the drive terminated?
> Yes it is terminated.
Check.

>
> I sent him 4 cartridges, ...
>
> He tried various different partitioning setups, ...
>
> ...and he can even run the RATEHD (hard drive speed test) on it, but TOS
> doesn't see it ...
Hmmm. Are you using ICD Pro? The basic ICD utilities work with the
Falcon, but not the Link.

> >The Link II is unlikely to go bad, as it's pretty sturdy. The cables,
> >on the other hand can go bad when moved.
>
> Yeah, I'm suspecting the cabling as wellticket
Cabling can do strange things.

>
> I'll suggest these things to him. Perhaps the smaller 8MB first
> partition will do the trick.
No, it shouldn't have any effect.

Galen

2674. Re: Connect97 registration key

Newsgroup: comp.sys.atari.st
Date: 2002-10-04 01:18:29 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <pY5n9.14808$YK4.1574589@e3500-atl2.usenetserver.com>
Source record: 31833

> There's this program called "MKPASS.TOS" which I seem to remember being
> a key-generator. But there are no English docs, and the program isn't
> self-explanatory either. It just opens the command line window in Thing
> and expects some sort of input apparently.
> Anyone know how this works?

Check this site...
http://www.oelwein.de/philipp/personalien/connect.html

There is a single English paragraph on the page...
Also there are English versions to download...
It's been quite some time since I've done the install, but I'm 99% sure I found the English docs to MKPASS.TOS in the English package from that site.

Working from memory as best I can...
You first launch CoNnect...
Pull up the Register Screen...
There should be a program number, and then under that, empty blanks where your key will go. Write down the program number given (or use cut and paste if your TOS terminal supports it). Run MKPASS.TOS...enter that number (or paste if your term supports it)...it will then give you a key. Do be aware that you might possibly need a little utility that holds the SCREEN for a keypress after a TOS application terminates (so you'll have time to read the key!)...or...run it inside something like the MagiC VT52 window, Geneva's TOS window, TOSWIN (under mint)...or whatever method you use to hold things long enough to be read.

Brian

2675. Atari Laser printer cables

Newsgroup: comp.sys.atari.st
Date: 2002-10-04 01:41:26 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1033695686@news.frii.com>
Source record: 31834

On Thu, 3 Oct 2002 15:29:41 +0000 (UTC), Jim DeClercq <jimd@panix1.panix.com> wrote:
> Where is that store?
>
> Those connectors and cables were quite common, once, for all "raster"
> printers, now known as laser printers. But they were not common around
> where I live, and I would like to have a few.
>
> How might I go about getting a few of those cables?

Colorado Springs, Colorado.

If you are really interested in getting some cables, send email.

Ken

2676. ..

Newsgroup: comp.sys.atari.st
Date: 2002-10-04 06:22:31 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0210032222.1a54858f@posting.google.com>
Source record: 31835

-

2677. for Sale

Newsgroup: comp.sys.atari.st
Date: 2002-10-04 09:46:06 UTC
From: Franck Martinaux <fm@meteorage.com>
Message-ID: <anigrg$29q$2@news.heliantis.fr>
Source record: 31746

I am selling some computers :

1 Falcon 030 with CT2B , hard disk : IDE 4Go, VGA adaptator, mouse
It is in his original case
16Mo of TTRAM, 14 Mo of STRAM

1 central unit of MegaSTF1 (without keyboard , without mouse souris, only
the central unit)

1 Amiga 4000T Escom's model, with a hard disk of 520 Mo SCSI, 2Mo of chip
RAM , 16Mo of Fast RAM

Make offers to martinaux_f@yahoo.fr

--
Merci de supprimer _nospam pour me rï¿½pondre

Please, erase _nospam to reply me.

Franck Martinaux
Dï¿½veloppeur
METEORAGE

2678. Re: CD Rom Driver

Newsgroup: comp.sys.atari.st
Date: 2002-10-04 10:16:56 UTC
From: Mark Earwood <mark.earwood@btinternet.com>
Message-ID: <anjpqofgi1@helle.btinternet.com>
Source record: 31837

> Sorry if this has gone before but what software do i use to drive a cd rom
> no an STE?
>

HI Graham Go here-

http://www.anodynesoftware.com/

Mark.

2679. Re: ..

Newsgroup: comp.sys.atari.st
Date: 2002-10-04 13:00:50 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-4F8674.09004904102002@nr-tor02.bellnexxia.net>
Source record: 31838

In article <27ff51c3.0210032222.1a54858f@posting.google.com>,
sinclap@yahoo.com (The iDiot Forever Known As Sinclap) wrote:

> -

as usual, TiFKAS has shown it has nothing to say in this group.
Thankfully, this time it has understood this and has left the message
blank in order to ensure that the forefinger on each hand is firmly
jammed up each nostril in his search for nourishing booger nugget :)

2680. AJAX IC

Newsgroup: comp.sys.atari.st
Date: 2002-10-04 17:00:45 UTC
From: exxos <chris@guesswhere.co.uk>
Message-ID: <1Pjn9.84$UHu4.22872097@news2.randori.com>
Source record: 31839

HI all,

Does anyone have a new or used AJAX chip they are willing to part with in
the UK ?

thanks,
chris

2681. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-10-04 17:05:46 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3d9dd8861048e01@pandora.be>
Source record: 31840
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka210.zip
(830.864 bytes) 2D Graph Describer, 3D Modeller

CU
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2682. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-04 22:16:01 UTC
From: nurmix@spam-free.com
Message-ID: <3d9e12a6.3936230@news-server.socal.rr.com>
Source record: 31841

On Thu, 03 Oct 2002 09:36:44 -0100, <derryck@.NOT~THIS~cix.co.uk>
wrote:

>Well, it was an obvious question ;-)
>
>I'm stumped in that case, but TOS1.04 isn't known for its quality of hard
>drive support.

Haha, I don't mind your asking.

And it's even worse than that - his ST is a TOS 1.02 machine!
;-)

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

2683. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-04 22:19:25 UTC
From: nurmix@spam-free.com
Message-ID: <3d9e12f0.4009816@news-server.socal.rr.com>
Source record: 31842

On 3 Oct 2002 15:56:52 -0700, ekaljuma@mtsac.edu (Galen) wrote:

>Hmmm. Are you using ICD Pro? The basic ICD utilities work with the
>Falcon, but not the Link.

Well, I have ICD Pro on my Falcon (although I mainly use HD Driver),
but he is using whatever version of ICD software came with his Link
II.

>Cabling can do strange things.

Yes, that's true. I'm still not sure if he has another cable (he's in
Tennessee and I'm in California, and I haven't talked to him in a few
days) - but I think that's probably the problem, given that his JAZ
drive was having trouble prior to connecting the EZ135.

>No, it shouldn't have any effect.

Well, I thought perhaps with TOS 1.02, maybe a smaller boot partition
would help. It might be worth a try.

Thanks!

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

2684. Re: Favourite Atari ST compiler?

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 00:03:38 UTC
From: Josephus <dogbird@earthlink.net>
Message-ID: <3D9E488E.3909AC38@earthlink.net>
Source record: 31843

Michael Gale wrote:
>
> Hi,
>
> Well, I've been doing a lot of reading and searching and I can't seem
> to find a copy of "LaserC" anywhere. Most information that I've read
> about that legacy compiler seems to be negative. I'm not terribly
> disappointed, but I would still like to find a copy. Since I have
> virtually no experience compiling applications for the Atari ST/STf
> platform, I've decided to ask what is your favourite native C compiler
> or assembler for the Atari ST/STf? If it's possible, could you
> provide a link as to where I could find/puchase a copy.
>
> Any and all opinions are welcome.
>
> Michael
HI,
I have LASER, MWC, and Lattice 5.6. (I even have the oldest ATARI compiler
from AVEMDA I think)
Anyway the favored compiler now days is GCC egcs or later. I. however, have
never managed to get
GCC working. The newest one is too big in the tar ball and I have not tried
to unravel it.

joe widows

2685. Re: HPDJ840C on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 00:15:49 UTC
From: swampfax@atlantic.net
Message-ID: <Vaqn9.39$UY.73317@news1.atlantic.net>
Source record: 31844

Thanks for the info
John G.

2686. Re: Favourite Atari ST compiler?

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 02:32:21 UTC
From: dlormand@aztec.asu.edu
Message-ID: <anlivl$n6n$1@news.asu.edu>
Source record: 31845

>I have LASER, MWC, and Lattice 5.6. (I even have the oldest ATARI
>compiler from AVEMDA I think)
>Anyway the favored compiler now days is GCC egcs or later. I.
>however, have never managed to get GCC working. The newest one
>is too big in the tar ball and I have not triedto unravel it.

I played with Sozobon, even managed to turn out a few programs
with it. Seems to work fine. I know it's been long neglected,
but is there any particular reason to avoid it? It's not as
up-to-date as gcc, and it's not as slick as a commercial
compiler, but it's free and it fits on any system from two
floppies to a hard drive.
--

2687. Re: ..

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 05:27:24 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0210042127.49efbbf3@posting.google.com>
Source record: 31747

..chunks'....what happened to the tag line? Not a Veep no more..

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-4F8674.09004904102002@nr-tor02.bellnexxia.net>...
> In article <27ff51c3.0210032222.1a54858f@posting.google.com>,
> sinclap@yahoo.com (The iDiot Forever Known As Sinclap) wrote:
>
> > -
>
> as usual, TiFKAS has shown it has nothing to say in this group.
> Thankfully, this time it has understood this and has left the message
> blank in order to ensure that the forefinger on each hand is firmly
> jammed up each nostril in his search for nourishing booger nugget :)

2688. Re: Connect97 registration key

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 07:32:52 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <oxwn9.20258$YK4.2188655@e3500-atl2.usenetserver.com>
Source record: 31748

> Been there. That's where I downloaded all the files from.
> English resources and all.

Okay...
Here it is snipped from the CONNECTE.TXT file.
Check that you have all of these archives....
1. CONN95DE.LZH
2. CON95UPD.ZIP (This is where this info is clipped from).
3. C95RSC_E.ZIP

Unpack them in that order so that 2 overwrites files in 1, and 3 overwrites files in 2, etc.

If you are missing any of the above packages...let me know how your spam-block can be removed and what archive(s) you are missing...I'll be happy to send them to you. Also, see the note about CoNnecT 97b at the end of this message...

This key generator also works for the old CoNnecT 2.46...
Personally, I went back to 2.46 because the COSHY shell in that one does a better job of working under MiNT as a tty type window (thoe not the easiest to set-up solution...it can be made to work if you ever need a TRUE VT102/ansi emulation via unix pipe.

CoNnect 95 and lower:

From version 95 Connect uses a new key system in which it is no longer necessary to specify the operating system (but that is not the only alteration). You obtain the new key in following way:

a) Start connect.prg, open the Registration dialogue, type in your name (and address, though this can be omitted) and press RETURN. CoNnect will assign you a User-ID at top right of the 'Key' section. Write this down carefully.

b) Start mkpass.tos that is included in the package, either by using 'Run a program' or after quitting back to the desktop. It expects two input lines terminated with RETURN, with the names you used in the Registration dialogue and the ID that CoNnect has assigned you. Case matters so make sure you type in everything exactly as in the Registration dialogue! mkpass.tos will then output the required key, which you must note down again.
However, unless you have arranged for TOS programs to output to a window rather than directly to the screen, you will probably have to install hold_it.prg or something similar in your AUTO folder and hold down ALT while pressing RETURN after inputting the second line, because otherwise you won't have time to read your key!

c) In case that you have WWW-access, you can use the URL

http://www.cable.de/~philipp/personalien/connect.html

to call up a form for interactive online key-generation (in the lower area). Enter the data in the corresponding fields and you will get the key returned as output.

d) Open CoNect's Registration dialogue again, and if you have quit CoNnect to run mkpass.tos type in your name and address as before, and then the number that mkpass.tos returned into the field below the User-ID. Click OK and if you have done everything correctly, CoNnect will inform you that the registration has been successful and that you should now Save options. If you have made an error, it will tell you that registration was not successful and you will have to try again.

Use a new directory for the installation of CoNnect, i.e. do not overwrite an existing installation. In particular you must not mix up the setup, options and NUM files in the different versions.

CoNnect 97:

Here the key checking is already deactivated. Just enter anything you like into the key field of the registration dialogue. After this CoNnect 97 becomes a fully unrestricted version.

Note once again: CoNnect 97 is really a Beta version and at the same time the last. Errors may appear and these will *not* be corrected any more. Further development has been suspended.

2689. Re: SOUNDPOOL SPDif Unit - May sell - please read

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 08:06:06 UTC
From: "wordbox@tin..it" <wordbox@tin.it>
Message-ID: <3d9e9cda_5@news.newsgroups.com>
Source record: 31749

i' m lookin for the spidif drivers too!!

could you send them to me by email?

thank you thanks

maurizio , italy
"Rob" <rob.jenkins2@btopenworld.com> ha scritto nel messaggio
news:cvpopu0sl1r5bmcgnseq6kkkr7bvfp53mr@4ax.com...
> Hi, at the moment, I have a soundpool SPDif unit that isn't being
> used.
> The reason, when I bought it, there was no cable to connect it to my
> falcon, and there where no drivers for it.
> I now do have the drivers, but still no cable, and while I've been
> pondering over it, I've realised I'll probably never really use it as
> I'm primarialy midi.
>
> The unit does have a small parallel cable sticking out the back of it
> to connect it to an FA4 or FA8, so this may be of use to someone.
>
> I've borrowed a camera off a friend, so if you want a picture of it,
> just say, I've got one ready.
> If anyone is interested in this, and is willing to make me an offer,
> please do.
>
> Thanks.. Rob

----------== Posted via Newsfeed.Com - Uncensored Usenet News ==----------
http://www.newsfeed.com The #1 Newsgroup Service in the World!
-----= Over 100,000 Newsgroups - Unlimited Fast Downloads - 19 Servers =-----

2690. Re: CD Rom Driver

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 13:27:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d9e93507c6c05@attbi.com>
Source record: 31750

>Sorry if this has gone before but what software do i use to drive a cd rom
>no an STE?

I use Extendos Gold on my STe and Hades. Works just great on both.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2691. Re: My STe won't boot what to check first.

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 13:27:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d9e93507c6c06@attbi.com>
Source record: 31751

>Hi,
>I recently got an 1040 STe from a friend but it will not boot.
>The Power Supply works. I noticed the simms were loose but reseated
>those.
>What to check next. Should I try pushing down on the socketed chips. ?
>There is only a few most are soldered.
>I've never had an STe before just a 520 ST.
>Do I need a diagnostic cartridge. ?
>What chip does video. ?
>Thanks for the time. >
>Bud Walker

Just sounds like loose chips to me. I have a 1040ST that I sometimes need to press down on some chips to get it to boot. You may need to have some chips re-soldered down. What exactly happens?

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2692. More older software for sale on Ebay

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 15:06:51 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1033830411@news.frii.com>
Source record: 31752

It sure is nice to be cleaning out the closet. Now I can get the stuff out of the middle of the floor! <G>

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2059811920

Ken

2693. Re: Connect97 registration key

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 16:12:12 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <1%Dn9.25446$OM4.21255994@e3500-atl1.usenetserver.com>
Source record: 31753

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fjkwm9.yem4ub1fu1o3aN%northstar2010@_del_ete_yahoo.no...
> Brian Roland <BJRoland@bellsouth.net> wrote:
>
> > > Been there. That's where I downloaded all the files from.
> > > English resources and all.
> >
> > Okay...
> > Here it is snipped from the CONNECTE.TXT file.
> > Check that you have all of these archives....
> > 1. CONN95DE.LZH
> > 2. CON95UPD.ZIP (This is where this info is clipped from).
> > 3. C95RSC_E.ZIP
> >
> > Unpack them in that order so that 2 overwrites files in 1, and 3 overwrites
> > files in 2, etc.
>
> I'm a little confused...
> I unpacked "CONN95DE.LZH", then unpacked "CON95UPD.ZIP" and replaced the
> existing files with those in the update package. I then tried the
> program and noticed that the menues were all in English!
>
> Are you sure I should continue by replacing the RSC file with the one
> from the "C95RSC_E.ZIP" package?

Now that you mention it...
I'm not positive...
Check the dates of the files inside the archive...
If the RSC is older than the english UPD package, then I guess not ;)

> The good thing is that I managed to work it out. The bad news is that it
> was pretty cumbersome. This is what I did:

Good that you got it to work ;)

I've never used MagiC Mac...
Here on my Falcon however...using MagiC, there is a VT52 Command Line utility
inside the MAGIX folder. It can be set up as the console window (in place of
the one that comes with Thing). One of the nice things about this tos in a
window utility is that it DOES support cut and paste (cntrl C=copy, ctrl X=cut,
ctrl V=paste). It can also be set to pause on exit, and more. I don't use it
as much as I once did...but for some reason I'm remembering that MagiC also does
a pretty good job of allowing copy operations from standard GEM dialogue boxes
and such (use ctrl C).

If my info isn't correct...forgive me...
It's worth taking a closer look if you do alot of cutting and pasting thoe...

Brian

2694. Re: AJAX IC

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 17:00:52 UTC
From: Jon <jonm@pclv.com>
Message-ID: <8VEn9.26749$1k5.789395@news1.west.cox.net>
Source record: 31754

Contact Best Electronics in the US.. They have the Ajax new for $40 and
will ship it to you in the UK.

"exxos" <chris@guesswhere.co.uk> wrote in message
news:1Pjn9.84$UHu4.22872097@news2.randori.com...
> HI all,
>
> Does anyone have a new or used AJAX chip they are willing to part with in
> the UK ?
>
> thanks,
> chris
>
>

2695. Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 17:02:44 UTC
From: Jon <jonm@pclv.com>
Message-ID: <UWEn9.27049$1k5.788853@news1.west.cox.net>
Source record: 31755

It's been such a long time since I've used an ST, that I can't remember what to do if you lose all your desktop icons. Anyone help me on this one? One of my hard drives will boot, load all the acc's and give me a desktop, with no icons.

Me brain be fried!

Jon

2696. Re: My STe won't boot what to check first.

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 18:24:56 UTC
From: Atarikid <atarikid@cox.net>
Message-ID: <6bbupuga2dtvkcje010t1h9bc0pp74km1j@4ax.com>
Source record: 31756

Black Screen . Power light on thats it.

BW

On Sat, 05 Oct 2002 13:27:02 GMT, "Edward S. Baiz Jr."
<edbaizjr@attbi.com> wrote:

>>Hi,
>>I recently got an 1040 STe from a friend but it will not boot.
>>The Power Supply works. I noticed the simms were loose but reseated
>>those.
>>What to check next. Should I try pushing down on the socketed chips. ?
>>There is only a few most are soldered.
>>I've never had an STe before just a 520 ST.
>>Do I need a diagnostic cartridge. ?
>>What chip does video. ?
>>Thanks for the time. >
>>Bud Walker
>
>Just sounds like loose chips to me. I have a 1040ST that I sometimes need to
>press down on some chips to get it to boot. You may need to have some chips re-
>soldered down. What exactly happens?

2697. Re: Connect97 registration key

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 20:26:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200210052226.a31057@su2.maus.de>
Source record: 31777

Hi Hallvard,

HT>I unpacked "CONN95DE.LZH"
DE means DEutsch (german), 95 means 1995, of course. Therefore I
recommend you to make run CONNECT97, the final version. I've been
running it for years without major problems.

If you encounter difficulties to produce your key, send me 'your name'
and I'll produce your key. The easiest way to do so is to do with a
command line interpreter.

HT>Why couldn't the programmer just add a couple of text lines explaining
HT>this in the program???
For Connect was shareware first and at that time MAKEPASS was used
only by himself.

Und TTschï¿½
ps

2698. FS: VideoKey, Keyboards, Mice, ICD SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 20:53:48 UTC
From: "George G." <screw.you.spammer.b9pjnc001@sneakemail.com>
Message-ID: <Xns929EABEA6FF3Eb9pjnc001sneakemailc@66.150.105.45>
Source record: 31757

I have for sale:

Practical Solutions VideoKey $20
http://www.atarimagazines.com/startv3n5/videokey.html

Mega ST Keyboard (no Cable) $10

520ST Keyboard only, P/N #C070240-011 $5

1040ST Keyboard only, P/N #C070304-011 $5

ICD Advantage-Plus ST, DMA to SCSI controller board $10

520ST External Power Supply, P/N #C070091-3 $5

STM1 Mouse, 4 units, 1 working, $5 for all

QuickShot QS-128N large controller joystick, autofire. Best joystick I ever had for the ST. 2 @ $5 each.

Sunbeam TAC-2 & Quickshot Wizmaster, $5 for all.

All items last known to be working unless otherwise noted. You pay actual postage from central Canada. All prices in US dollars. Please contact me by email if interested. Remove the obvious additions to my address to reply.

Thanks.

George.

2699. Re: FA: Huge Lot of ATARI ST Computers & Hardware!

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 21:46:55 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tEYRqNEP31n9EwBi@atari.org.uk>
Source record: 31759

In article <nn0qpu4tvmf06g5ua16vibarkoedvvgh3l@4ax.com>, John
<contact_me@ebay.com> writes
>ATARI Computers & Hardware!
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1386144334

Huge isnt the word. You'll need a truck or your own ship to deliver
it:PPP

The biggest auction of Atari gear i've seen in 1 auction! Some nice
stuff there though:))

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2700. Re: MagiCMac and printing

Newsgroup: comp.sys.atari.st
Date: 2002-10-05 23:09:36 UTC
From: <>
Message-ID: <1033852814-147662AEicMi@ntlworld.com>
Source record: 31758

From: northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas)
Date: Thu, 03 Oct 2002 14:37:13 GMT

>Unfortunately the printout was only in black/white -I managed to print
>the same file in colour from my Mega STe connected to the same printer.
>Perhaps the NVDI printer driver doesn't work properly with colour
>printers.

Make sure you check under "Options..." that the printer is set up properly -
each program can change the NVDI printer settings independently of the CPX!!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2701. ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 00:25:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0210051715360.15342-100000@shell1.aracnet.com>
Source record: 31760
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari Dealer. Offering Sales, Support & Service of Atari HardWare, SoftWare, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers plus the 64 Bit Atari Jaguar Game System. I am a Reseller of Used & New Atari Collections! Much of which were the Treasures of Former Atarians, Locked away in Dungeons, now given New Lives, offered to be sold as New found Treasure, back in Circulation in the Atari MarketPlace. Hidden and Forgotten, Now set free from the secret hiding places. Atari Heaven where former Atarians had left them to Die. Saving Wondrous Collections from being irretrievably Lost! As well as Saving entire inventories from defunct Atari Dealers, much of it +NEW in the BOX/BAG! After Languishing in Forgotten Warehouses, long abandoned by retired Atari Dealers!

I love saving my customers money! I mainly use Postal Delivery! I save money for my customers when using Postal 2-3 Day Priority Mail & Global Priority Mail. I use Packaging supplied by the Post Office for free and Pass on the savings. I sell Atari, I'm not in the Business of Profiting from Marking up on the cost of Shipping! And just like the Postal Service I avoid making promises I cant keep. The Post Office sends Packages by 2-3 Day Priority Mail. They don't promise 2-3 Days but they have a Good record of Following through! Once I receive payment, your order usually goes out the same Day! This is not a Promise, but like the Post Office I have a Good record of following through! Ask my Customers! I also have Libraries of Reference Books for the Classic Atari 8 Bit and the Atari ST Computers! I have ways of saving Money on Postage by Sending it Book Rate. I also have some tricks for saving on Postage when Mailing outside the United States! I Ship Atari anywhere the Law allows! If you dont come to me, I cant save you any Money!So check my HotLinks below, E-Mail me at atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Download Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Area Web Page!
http://www.aracnet.com/~atari/newinbox.htm Atari +NEW in BOX!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Customer References!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm

http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2702. TechTV "The Screen Savers" seeks Atari computer users for the show!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 05:18:36 UTC
From: nurmix@spam-free.com
Message-ID: <3d9fc2f2.3476940@news-server.socal.rr.com>
Source record: 31761

Hey,

I don't know if TechTV is available anywhere else but North America, but even if it's not, Atari users here should be interested in this post.

For those of you who aren't familiar with TechTV, it's a cable television network all about technology, computers, etc. There are many invidual shows on the channel, the most popular being a show called "The Screen Savers". It's basically a computer show, where they feature information on new stuff, tech help, tips, web site features, etc.

In their most recent show, they mentioned at the end that they noticed that about 5% of the people who visit the TechTV/Screen Savers web site are using Atari computers, and they want to know how!
:-)

And here's what they posted recently on their site:

"Got Atari?
We've received statistics that a few brave souls out there visit this very site using Atari computers (STs, we're guessing.) If you're one of those souls, email Joshua Brentano. We'd like to feature you on the site and/or show."

(by the way, this guy's e-mail address is: joshua@techtv.com)

So, I'm planning to e-mail them myself, since I still use my Falcon daily (although not much for web surfing these days). But I think we really need some more of you who are actively using your STs or Falcons on the Internet (and Hades users too I suppose). This show would be a great way to get the word out about Atari users, and how we're still going strong. I'm sure they would be quite surprised to see what we're still capable of doing with Atari computers.

So, send an e-mail to the address above, or visit the TechTV / Screen Savers web site if you want to find out more about them. And by the way, here is the specific link where they posted the request for Atari users to contact them (about half way down the page):

http://www.techtv.com/screensavers/shownotes/story/0,24330,3401453,00.html

And for what it's worth, I have no connection to TechTV, or "The Screen Savers". It's just that I think it would be really cool to see some Atari hardware and software featured on their show. Heck, in the past, they have done segments on Atari video games, and emulation, and

the main host (Leo Laporte) has mentioned many times that he has fond memories of Atari computers, as his first computer was an Atari 8-bit.

So, let's all send them an e-mail. Who knows, maybe we'll even be asked to be on the show?

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

2703. Re: TechTV "The Screen Savers" seeks Atari computer users for the show!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 07:54:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d9ffa2273ff60@tripnet.se>
Source record: 31762

On Sun 06-10-2002 05:18 (GMT) Paul Nurminen wrote:

>In their most recent show, they mentioned at the end that they noticed
>that about 5% of the people who visit the TechTV/Screen Savers web
>site are using Atari computers, and they want to know how!
>:-)
>
>And here's what they posted recently on their site:
>----------
>"Got Atari?
>We've received statistics that a few brave souls out there visit this
>very site using Atari computers (STs, we're guessing.) If you're one
>of those souls, email Joshua Brentano. We'd like to feature you on the
>site and/or show."
>----------

Hm, I guess they would be even more supriced to know that it's not only
possible to browse but also _serve_ the web with any ST with 4 MB RAM
(maybe 2, haven't checked).

Guess I should mail them so they can try out how it feels to browse on an
Atari web sever :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2704. Andrew Toseland: Looking for.

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 10:43:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0210060331000.30436-100000@shell1.aracnet.com>
Source record: 31764

Andrew,

I need your Phone number. It's about the SyQuest drive. If you call me,
leave your number, so I can hear it.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2705. Re: AJAX IC

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 10:57:39 UTC
From: exxos <chris@guesswhere.co.uk>
Message-ID: <CGUn9.367$Bd.4259964@news2.randori.com>
Source record: 31763

"Jon" <jonm@pclv.com> wrote in message
news:8VEn9.26749$1k5.789395@news1.west.cox.net...
> Contact Best Electronics in the US.. They have the Ajax new for $40 and
> will ship it to you in the UK.
>
>

Yeah I had some stuff from them before but $40 seems a bit much, I wonder if
there is anywhere selling used parts instead.
Chris

>
> "exxos" <chris@guesswhere.co.uk> wrote in message
> news:1Pjn9.84$UHu4.22872097@news2.randori.com...
> > HI all,
> >
> > Does anyone have a new or used AJAX chip they are willing to part with
in
> > the UK ?
> >
> > thanks,
> > chris
> >
> >
>
>
>

2706. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 11:47:56 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3da02259$0$18871$afc38c87@news.optusnet.com.au>
Source record: 31765

Which version of TOS? If its 2 or higher, just select install drives from the drop down menu. If its TOS 1, click on an existing icon and select install icon. Then change the drive letter to suit. Easy eh.

Mark

"Jon" <jonm@pclv.com> wrote in message news:UWEn9.27049$1k5.788853@news1.west.cox.net...
> It's been such a long time since I've used an ST, that I can't remember what
> to do if you lose all your desktop icons. Anyone help me on this one? One
> of my hard drives will boot, load all the acc's and give me a desktop, with
> no icons.
>
> Me brain be fried!
>
> Jon
>
>

2707. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 14:39:51 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <anphvn$4ir$1@thorium.cix.co.uk>
Source record: 31766

In message <ane8caouq1@nets3.rz.RWTH-Aachen.DE>, michaels@ccac.rwth-aachen.de said:

>In article <and6on$l2$1@reader1.panix.com>,
>Jim DeClercq <jimd@panix2.panix.com> wrote:
>>That's what I stick them down with, extra flux. Then it is easier to fix
>>the corner pins. I use a tiny screwdriver to lay flux on the solder pads,
>>in one fell swipe, and that holds the chip in place while I solder at it.
>
>Hm - the flux I use does not stick very well, it is quite thin (consisting
>mostly of alcohol).

You should try good old Fluxite - I've still not used up a
shoe-polish-sized tin I bought over 50 years ago!

Regards, /Peter/

2708. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 16:27:34 UTC
From: Jon <jonm@pclv.com>
Message-ID: <WvZn9.35574$1k5.1065487@news1.west.cox.net>
Source record: 31767

That's my problem, it's TOS 1.02 and there are no icons whatsoever on the desktop...

Jon

"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in message news:3da02259$0$18871$afc38c87@news.optusnet.com.au...
> Which version of TOS? If its 2 or higher, just select install drives from
> the drop down menu. If its TOS 1, click on an existing icon and select
> install icon. Then change the drive letter to suit. Easy eh.
>
> Mark
>
>
> "Jon" <jonm@pclv.com> wrote in message
> news:UWEn9.27049$1k5.788853@news1.west.cox.net...
> > It's been such a long time since I've used an ST, that I can't remember
> what
> > to do if you lose all your desktop icons. Anyone help me on this one?
> One
> > of my hard drives will boot, load all the acc's and give me a desktop,
> with
> > no icons.
> >
> > Me brain be fried!
> >
> > Jon
> >
> >
>
>

2709. Re: AJAX IC

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 16:53:03 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0210060853.6e34e696@posting.google.com>
Source record: 31768

Hi Chris,

> Yeah I had some stuff from them before but $40 seems a bit much, I wonder if
> there is anywhere selling used parts instead.

I guess a PIC or AVR might be able to handle emulation, or better
still get going writing some VHDL :))

2710. Re: FA: Huge Lot of ATARI ST Computers & Hardware!

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 18:43:32 UTC
From: nurmix@spam-free.com
Message-ID: <3da083f2.1679907@news-server.socal.rr.com>
Source record: 31769

On Sat, 5 Oct 2002 22:46:55 +0100, Steve Stupple <Steve@atari.org>
wrote:

>>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1386144334
>
>Huge isnt the word. You'll need a truck or your own ship to deliver
>it:PPP
>
>The biggest auction of Atari gear i've seen in 1 auction! Some nice
>stuff there though:))

Yeah, that's a nice collection. What surprises me is the guy says
that shipping is FREE!

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

2711. V: Tower f. ATARI TT

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 19:12:39 UTC
From: marc.raschke@gmx.de
Message-ID: <1fjngus.104yqs317r9acN%marc.raschke@gmx.de>
Source record: 31770
Cross-posted to: bln.markt,comp.sys.atari.st,de.comp.sys.atari,maus.computer.atari.hardware

Hallo,

habe einen "ddd TT-Tower" abzugeben (neue Ausfi¿½hrung). Ein Mega STE soll
angeblich auch reinpassen(?). Ist eigentlich ein AT-Bigtower (5 x 5,25",
4 x 3,5" davon 2x Floppy, 200W-Netzteil) mit einem fi¿½r die TT-Anschli¿½sse
angepai¿½ten Ri¿½ckblech. Inkl. Handbuch (sic!) fi¿½r 15,-

Gruï¿½, Marc

2712. Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 19:25:08 UTC
From: Roland Mösl <founder@pege.org>
Message-ID: <3da08db9$0$30462$91cee783@newsreader02.highway.telekom.at>
Source record: 31771

I invented 1991 the GEMINI inhabited solar power plant.

http://www.pege.org/gemini

I wrote 1993 a book about the house on my ATARI TT
and Calamus.

The house was 2001 the main attraction on the Styria
country show for energy.

http://www.pege.org/gemini-house

Now I want to put the whole book in the internet
for free download.

My only problem:

About 50% of the *.CDK files of the book are
with compressed bitmaps only possible on
the ATARI version.

So the Calamus on my windows notebook does
not load 50% of the files.

Is there somebody with an ATARI ST/TT and
Calamus willing to help an environment
organisation?

--
Roland Mï¿½sl
http://www.pege.org Clear targets for a confused civilization

2713. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 21:15:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0210061315.28971309@posting.google.com>
Source record: 31772

nurmix@spam-free.com (Paul Nurminen) wrote in message
news:<3d9e12f0.4009816@news-server.socal.rr.com>...
> On 3 Oct 2002 15:56:52 -0700, ekaljuma@mtsac.edu (Galen) wrote:
>
> >Hmmm. Are you using ICD Pro? The basic ICD utilities work with the
> >Falcon, but not the Link.
>
> Well, I have ICD Pro on my Falcon (although I mainly use HD Driver),
> but he is using whatever version of ICD software came with his Link
> II.

Actually, I got that backwards -- ICD Pro is needed if you DON'T have
the Link.

If I recall, I once got my ICD software corrupted and it caused all
sorts of headaches. Switching to ICD Pro (including my Link-ed ST)
solved the problem.

Galen

2714. Re: My STe won't boot what to check first.

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 21:51:48 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <9d2o9.3694$Fv2.301266@wards>
Source record: 31773

"Atarikid" <atarikid@cox.net> wrote in

> Black Screen . Power light on thats it.
>
The memory chips might not work. If you have another machine try swapping
the SIMMs.

As these are one of the things that people may want to remove/ replace, they
can be the one that gets damaged.

Steve M

2715. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 21:54:00 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <Ze2o9.14002$J47.1177394@stones>
Source record: 31774

"Jon" <jonm@pclv.com> wrote

> That's my problem, it's TOS 1.02 and there are no icons whatsoever on the
> desktop...

Dunno, but I'd try loading from a floppy and saving the desktop.

Steve M

2716. Atari Online News, Etc. #04-40

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 23:21:50 UTC
From: danap8@aol.com
Message-ID: <20021006192150.11944.00006845@mb-mw.aol.com>
Source record: 31775

```
A-ONE #0440 10/04/02

~ PayPal/eBay Merger OK! ~ People Are Talking! ~ Atari MegaStar!
~ Amber Alerts On AOL! ~ Digital Consumer Rights ~ New Sony Vaios!
~ E-Mail It to the Judge ~ HP Unveils New PCs! ~ Bugbear Virus!
~ Opera Browser Bargain! ~ New MiNTNet Drivers! ~ UPS Sues Gator!

-* $199 PC Doesn't Do Windows! *-
-* Microsoft Escapes From Google Hell! *-
-* Atari Talk Forums Host HighWire and TOPP! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2717. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-06 23:34:57 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <BM3o9.10483$vg.25757@news-server.bigpond.net.au>
Source record: 31776

You need to delete desktop.inf from your BOOT drive. With TOS 1.02 unless
you hand edit the inf you can't set up any icons. Boot of a floppy with a
hard disk driver and delete it that way.

Mark

"Jon" <jonm@pclv.com> wrote in message
news:WvZn9.35574$1k5.1065487@news1.west.cox.net...
> That's my problem, it's TOS 1.02 and there are no icons whatsoever on the
> desktop...
>
> Jon
>
> "Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in
message
> news:3da02259$0$18871$afc38c87@news.optusnet.com.au...
> > Which version of TOS? If its 2 or higher, just select install drives
from
> > the drop down menu. If its TOS 1, click on an existing icon and select
> > install icon. Then change the drive letter to suit. Easy eh.
> >
> > Mark
> >
> >
> > "Jon" <jonm@pclv.com> wrote in message
> > news:UWEn9.27049$1k5.788853@news1.west.cox.net...
> > > It's been such a long time since I've used an ST, that I can't
remember
> > what
> > > to do if you lose all your desktop icons. Anyone help me on this
one?
> > One
> > > of my hard drives will boot, load all the acc's and give me a desktop,
> > with
> > > no icons.
> > >
> > > Me brain be fried!
> > >
> > > Jon
> > >
> > >
> > >
> > >
>
>

2718. Gemulator 2000 & Modem

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 01:46:25 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <3F5o9.38730$YK4.3217043@e3500-atl2.usenetserver.com>
Source record: 31778

Anyone know if there is a way to get STik to use a baud rate higher than 19200 under Gemulator 2000 with TOS 2.06? I've tried HSMODEM07, and it simply freezes.

Thanks,
Brian

2719. Need Undelete-Utility for Mega STE hard disk

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 04:54:11 UTC
From: blutrunst@yahoo.de
Message-ID: <7d24ed2c.0210062054.5ea7e49e@posting.google.com>
Source record: 31779

Hi ,

I have an old MEGA STE and its 48MB SCSI drive has read/write errors (11 years old) and now I need an UNDELETE utility that works with hard disks to recover some of the data.

Or a disk monitor that supports hard disks , so that I can recover the data myself.

The hard disk has some serious read/write errors , I think because of old age , but the data is only plain ASCII files , so it should be possible to recover it.

If anyone has a link to download a program or can send it to my email address , that would be great.

The computer has TOS 2.05 , and still works except of the HD.I want to change it , but I first have to recover the ASCII Files.

BL

2720. Re: 720k double density diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 05:07:44 UTC
From: nick@1632systems.co.uk
Message-ID: <anr4sf$40f$1@thorium.cix.co.uk>
Source record: 31780

We also have disks for sale tho... sniff (sorry)

Both brand new and 2nd hand

http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_General_Hardware_and_Components_42.html

Prices start from 10 Brand new Double sided Double Density disks.... Ideal
for Amiga or Atari ..�3

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2721. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 06:22:31 UTC
From: Jon <jonm@pclv.com>
Message-ID: <HK9o9.40967$1k5.1274189@news1.west.cox.net>
Source record: 31781

Thanks for the input Mark. I managed to find out the drive was pretty much trashed when I got it. Nothing I tried worked. I couldn't get past the auto boot nor could I uninstall it. So, I formatted the drive and watched as AHDI flaked out on mapping the sectors. I then reformatted and told it not to map and it was fine. Is this a "feature" of the Megafile 60? :>)

Man, the things you forget when you haven't worked with a machine like this in a long time. I almost forgot what fun was. Like bamboo shoots under the nails!

Thanks again, and it feels good to be back in the Atari scene again!

Jon

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message news:BM3o9.10483$vg.25757@news-server.bigpond.net.au...
> You need to delete desktop.inf from your BOOT drive. With TOS 1.02 unless
> you hand edit the inf you can't set up any icons. Boot of a floppy with a
> hard disk driver and delete it that way.
>
> Mark
>
>
> "Jon" <jonm@pclv.com> wrote in message
> news:WvZn9.35574$1k5.1065487@news1.west.cox.net...
> > That's my problem, it's TOS 1.02 and there are no icons whatsoever on
the
> > desktop...
> >
> > Jon
> >
> > "Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in
> message
> > news:3da02259$0$18871$afc38c87@news.optusnet.com.au...
> > > Which version of TOS? If its 2 or higher, just select install drives
> from
> > > the drop down menu. If its TOS 1, click on an existing icon and select
> > > install icon. Then change the drive letter to suit. Easy eh.
> > >
> > > Mark
> > >
> > >
> > > "Jon" <jonm@pclv.com> wrote in message
> > > news:UWEn9.27049$1k5.788853@news1.west.cox.net...
> > > > It's been such a long time since I've used an ST, that I can't

> remember
> > > what
> > > > to do if you lose all your desktop icons. Anyone help me on this
> one?
> > > One
> > > > of my hard drives will boot, load all the acc's and give me a
desktop,
> > > with
> > > > no icons.
> > > >
> > > > Me brain be fried!
> > > >
> > > > Jon
> > > >
> > > >
> > >
> > >
> >
> >
>
>

2722. [ANN] Cr&#65533;sus b&#65533;ta 3

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 07:47:30 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <anre2o$d1r$1@news-reader10.wanadoo.fr>
Source record: 31782

Bonjour :)

Available on http://rajah.atari.org or directly on
http://membres.lycos.fr/nef/files/cresusb3_uk.zip (80 Kb).

Cr&#65533;sus is a banks accounts manager/companion. Its goal is to survey your in/outcomes.

If you already use the french version b&#65533;ta2, replace only the PRG and RSC files.

New features in the b&#65533;ta 3:
+ English translation
+ register formular, with hashed key
+ hashed password for accounts
+ new display and misc options
+ multiple selection of operations (Mouse+Shift)
+ editing window opens with double-click on a record
+ record selection faster redraw
+ cut/copy/paste in most of editable fields
- bugfixes (thanks to Jean-Marc STOCKLAUSEN and Dominique AUSSANT)

Though Cr&#65533;sus is usable, registering is not permited now coz it's a b&#65533;ta version.

Regards

Rajah Lone
http://rajah.atari.org

2723. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 11:17:01 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3da16ca7$0$22178$afc38c87@news.optusnet.com.au>
Source record: 31783

A bad sector is like cancer for a hard drive. If you get one they will spread. I recomend binning it. Get a scsi controller and drive. You can map out the bad sectors (don't leave them), and you may get a little use out of it until one day ....

Mark

"Jon" <jonm@pclv.com> wrote in message news:HK9o9.40967$1k5.1274189@news1.west.cox.net...
> Thanks for the input Mark. I managed to find out the drive was pretty much
> trashed when I got it. Nothing I tried worked. I couldn't get past the
> auto boot nor could I uninstall it. So, I formatted the drive and watched
> as AHDI flaked out on mapping the sectors. I then reformatted and told it
> not to map and it was fine. Is this a "feature" of the Megafile 60? :>)
>
> Man, the things you forget when you haven't worked with a machine like this
> in a long time. I almost forgot what fun was. Like bamboo shoots under
> the nails!
>
> Thanks again, and it feels good to be back in the Atari scene again!
>
> Jon
>
> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
> news:BM3o9.10483$vg.25757@news-server.bigpond.net.au...
> > You need to delete desktop.inf from your BOOT drive. With TOS 1.02 unless
> > you hand edit the inf you can't set up any icons. Boot of a floppy with a
> > hard disk driver and delete it that way.
> >
> > Mark
> >
> >
> > "Jon" <jonm@pclv.com> wrote in message
> > news:WvZn9.35574$1k5.1065487@news1.west.cox.net...
> > > That's my problem, it's TOS 1.02 and there are no icons whatsoever on
> the
> > > desktop...
> > >
> > > Jon

> > >
> > > "Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in
> > message
> > > news:3da02259$0$18871$afc38c87@news.optusnet.com.au...
> > > > Which version of TOS? If its 2 or higher, just select install drives
> > from
> > > > the drop down menu. If its TOS 1, click on an existing icon and
select
> > > > install icon. Then change the drive letter to suit. Easy eh.
> > > >
> > > > Mark
> > > >
> > > >
> > > > "Jon" <jonm@pclv.com> wrote in message
> > > > news:UWEn9.27049$1k5.788853@news1.west.cox.net...
> > > > > It's been such a long time since I've used an ST, that I can't
> > remember
> > > > what
> > > > > to do if you lose all your desktop icons. Anyone help me on this
> > one?
> > > > One
> > > > > of my hard drives will boot, load all the acc's and give me a
> desktop,
> > > > with
> > > > > no icons.
> > > > >
> > > > > Me brain be fried!
> > > > >
> > > > > Jon
> > > > >
> > > > >
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2724. Re: MagiCMac and printing

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 12:49:42 UTC
From: <>
Message-ID: <1034064066-112292AEicMi@ntlworld.com>
Source record: 31698

From: northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas)
Date: Sun, 06 Oct 2002 11:21:29 GMT

>> Make sure you check under "Options..." that the printer is set up properly -
>> each program can change the NVDI printer settings independently of the CPX!!
>
>I've had a look in the Printer" under the "Options" menu (Papyrus), but
>found no mention of NVDI! All I can see are the printer drivers that
>came with the program.

That option (in the "Options" menu) is for you to either write your own drivers
or to load those supplied by R.O.M - this is also the place to load the STFax
drivers if you're using that program. Nothing to do with NVDI.

I was actually meaning the "Options..." button in the Files/Print... menu which
calls the NVDI CPX if you have selected an NVDI printer in the drop-down above
it. Under MagiCMac, and with the Quickdraw driver selected, that button should
call the control panel that you will be accustomed to when using the Mac's
printer under the Finder.

>However, when going to "Print" under the "File" menu, I can choose
>between all those printer-drivers in addition to the following 3 NVDI
>drivers:

You can delete all those unusable drivers from the Options menu mentioned in my
first para, they're of no use under MM.

>I chose "Mac-druckertreiber" when I tried to print last time.

Yes. BTW, which version of NVDI are you using? If it's 5.02 or 5.03 you can
download the English updater from the NVDI web site (click on the English
language button to get the right language and download version).

>By the way, how do I print from other applications within MagiCMac? For
>example plain ASCII text files via the printer icon on the desktop or
>via "Idealist", or how about printing from ST-guide?

I suppose you could use LPR, which comes with jinnee for plain text files,
Idealist already has an option for output via GDOS, don't know about ST-Guide
printing, but it's probably not directly possible.

>Not sure which CPX module you're talking about though. Perhaps I haven't
>installed the relevant one.

The NVDI Printer cpx, perhaps this was introduced with later versions of NVDI
only?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2725. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 14:54:31 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ans777$723$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31784

In article <anphvn$4ir$1@thorium.cix.co.uk>,
<xlator@cix.compulink.co.uk> wrote:
>You should try good old Fluxite - I've still not used up a
>shoe-polish-sized tin I bought over 50 years ago!

No thanks - the no-clean flux I use now is better for fine-pitch work.

cu
Michael

--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

2726. Re: MagiCMac audio problems

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 15:42:01 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fjp0w4.1fb6ahummehsgN%NOSPAMS@wanadoo.fr>
Source record: 31785

Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:

> After a lot of work I've finally worked out a usable setup within
> MagiCMac. Just about everythign seems to work now, but I'm having a
> minor problem with audio.
>
> Most sounds play fine, but short sounds (i.e. clicks, beeps etc.) often
> don't play at all. I might have to try a dozen times before I get them
> to play -and even then they may be cut off/not play completely.
>
> The audio related software I have installed is as follows:
>
> - "Z_MSND.PRG" (MacSound) which initializes the sound routines for
> MagiCMac. This is put in the AUTO folder
>
> - "GEMJING.PRG" This is the audio-file player I'm using. I've assigned
> it to play ".HSN", ".WAV" and ".AIF" files using the Thing desktop's
> "Applications" menu.
>
>
> Could it have something to do with the MagiC timeslice settings, or some
> other timing settings? It's strange that longer samples play just fine
> while short ones don't.

Maybe you can try the latest version of MacSound (1.20) :
http://jf.omnis.ch/atarisoft.php
or MagiCMac Sound Driver - MAGXSND (tested under MacOS 9.X) :
http://aniplay.atari.org
who can record samples.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2727. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 16:39:26 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <ansdbulma1@reader1.panix.com>
Source record: 31786

What version of Calamus was that? I suspect 1.09, and do not
think I have that one. I do not recall compressed bitmaps
in the versions of Calamus I have, which I think start in 1993.

The solution to your problem may be something like TOSBOX, and
a copy of an obsolete version of Calamus. But which version do
you need, or at least which version did you use?

Jim

=?Windows-1252?Q?Roland_M=F6sl?= <founder@pege.org> writes:

: I invented 1991 the GEMINI inhabited solar power plant.

: http://www.pege.org/gemini

: I wrote 1993 a book about the house on my ATARI TT
: and Calamus.

: The house was 2001 the main attraction on the Styria
: country show for energy.

: http://www.pege.org/gemini-house

: Now I want to put the whole book in the internet
: for free download.

: My only problem:

: About 50% of the *.CDK files of the book are
: with compressed bitmaps only possible on
: the ATARI version.

: So the Calamus on my windows notebook does
: not load 50% of the files.

: Is there somebody with an ATARI ST/TT and
: Calamus willing to help an environment
: organisation?

: --
: Roland M&#65533;sl
: http://www.pege.org Clear targets for a confused civilization

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|

/ \ and postings | to help me spread! |
.

2728. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 17:01:18 UTC
From: Roland Mösl <founder@pege.org>
Message-ID: <3da1d022$0$21548$91cee783@newsreader01.highway.telekom.at>
Source record: 31790

"Jim DeClercq" <jimd@panix2.panix.com> wrote in message
news:ansdbulma1@reader1.panix.com...
> What version of Calamus was that? I suspect 1.09, and do not
> think I have that one. I do not recall compressed bitmaps
> in the versions of Calamus I have, which I think start in 1993.
>
> The solution to your problem may be something like TOSBOX, and
> a copy of an obsolete version of Calamus. But which version do
> you need, or at least which version did you use?

Long long time ago...

Maybe best, I send You the shortest of the *.CDK files
Only 659 KB

--
Roland Mï¿½sl
http://www.pege.org Clear targets for a confused civilization

2729. Re: FS: VideoKey, Keyboards, Mice, ICD SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 17:09:58 UTC
From: "George G." <screw.you.spammer.b9pjnc001@sneakemail.com>
Message-ID: <Xns92A085FAFF622b9pjnc001sneakemailc@66.150.105.45>
Source record: 31787

"George G." <screw.you.spammer.b9pjnc001@sneakemail.com> pontificated in
news:Xns929EABEA6FF3Eb9pjnc001sneakemailc@66.150.105.45:

>
> QuickShot QS-128N large controller joystick, autofire. Best joystick I
> ever had for the ST. 2 @ $5 each.
>

For a picture and description look here at the Quickshot Maverick I
http://www.1turner1.freeserve.co.uk/sensi/joysticks.htm

George.

2730. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 17:36:03 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fjp7o6.11sjc2k1kox2gcN%donotusethisaddress@pandora.be.invalid>
Source record: 31788

Roland Mï¿½sl <founder@pege.org> wrote:

> Is there somebody with an ATARI ST/TT and
> Calamus willing to help an environment
> organisation?

Maybe I can help you. Can you send me an example? Which version of
Calamus do you use?

TTFN,
Martin

2731. Re: 720k double density diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 17:48:11 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <anshoo$h710c$1@ID-40235.news.dfncis.de>
Source record: 31789

So you charge a pound more for 10 that I paid for 10 boxes of 10 each (i.e. 100), with labels ??

<nick@1632systems.co.uk> wrote in message news:anr4sf$40f$1@thorium.cix.co.uk...
> We also have disks for sale tho... sniff (sorry)
>
> Both brand new and 2nd hand
>
>
http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_General_Hardware_and_Components_42.html
>
> Prices start from 10 Brand new Double sided Double Density disks....
Ideal
> for Amiga or Atari ..�3
>
>
> --
> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

2732. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 18:17:09 UTC
From: Roland Mösl <founder@pege.org>
Message-ID: <3da1d025$0$21548$91cee783@newsreader01.highway.telekom.at>
Source record: 31791

"Martin "Nightowl" Byttebier" <donotusethisaddress@pandora.be.invalid> wrote
in message
news:1fjp7o6.11sjc2k1kox2gcN%donotusethisaddress@pandora.be.invalid...
> Roland Mï¿½sl <founder@pege.org> wrote:
>
>
> > Is there somebody with an ATARI ST/TT and
> > Calamus willing to help an environment
> > organisation?
>
> Maybe I can help you. Can you send me an example? Which version of
> Calamus do you use?

My memory, so long time ago...

I send You now the shortest example file

--
Roland Mï¿½sl
http://www.pege.org Clear targets for a confused civilization
http://web-design-suite.com Web Design starts at the search engine

2733. Re: AJAX IC

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 18:51:34 UTC
From: exxos <chris@guesswhere.co.uk>
Message-ID: <VIko9.473$Bd.16646242@news2.randori.com>
Source record: 31792

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
news:1a7d6495.0210060853.6e34e696@posting.google.com...
> Hi Chris,
>
> > Yeah I had some stuff from them before but $40 seems a bit much, I
wonder if
> > there is anywhere selling used parts instead.
>
> I guess a PIC or AVR might be able to handle emulation, or better
> still get going writing some VHDL :))
>

ahhh now why didnt I think of that ?!?! :P I wanna try a AJAX, I seem to be VERY unlucky with the WD1772, so many people seem to think it will work at 16mhz, I think ive found 1 out of about 10 which actually do. The others almost work, some very much dont work! all work fine on 8mhz! I have like 5 ST's in bits now trying out 1772's, Im gonna have to side with the crowd which say its not a good idea!

Chris

2734. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 19:17:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1034096874.28487.1@despina.uk.clara.net>
Source record: 31701

Hi "Mark Bedingfield"

What scare-mongering crap!. If bad sectors are a problem for the first time with a particular drive then a re-format with mark-bad followed by a re-partition will usually hide them from view. Think before you 'try' to help!.

| A bad sector is like cancer for a hard drive. If you get one they will
| spread. I recomend binning it. Get a scsi controller and drive. You can map
| out the bad sectors (don't leave them), and you may get a little use out of
| it until one day ....

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.394 / Virus Database: 224 - Release Date: 03/10/2002

2735. Re: Gemulator 2000 & Modem

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 20:40:11 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3da1f2ac929e31@tripnet.se>
Source record: 31793

On Sun 06-10-2002 20:46 (-0500) Brian Roland wrote:

>Anyone know if there is a way to get STik to use a baud rate higher than 19200
>under Gemulator 2000 with TOS 2.06? I've tried HSMODEM07, and it simply
>freezes.

Do not use any variant of serial fixers like HSMODEM as Gemulator is an
emulator...

In the Gemulator properties page you will find "Fast baudrates". Check
this box and Gemulator will use the slow 50, 75, 300 bps etc settings to
simulate higher ones like 57600 and 115200 bps. I do not remember which
"slow speeds" that gives which "high speeds" but perhaps its the same as
within HSMODEM that has the same function.

I have used an older version of STinG with Gemulator with great success
in this way. I think STik can be used as well, but I have not tried...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2736. Looking for Quasimidi Master-Kid Software

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 21:34:14 UTC
From: joerg.sigle@jsigle.com
Message-ID: <c02c542.0210071334.6d871b8@posting.google.com>
Source record: 31794

Hi!

Someone sold me an old Quasimidi Master-Kid masterkeyboard
controller without the necessary Atari ST software.

Does anyone happen to have preserved a copy and could you make it
available to me or tell me where I might get it? Or does anyone
at least have the Midi SysEx documentation of this device?

Thank you very much in advance for your help + best wishes,

Joerg

2737. Re: TechTV "The Screen Savers" seeks Atari computer users for the show!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-07 22:54:02 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <hl2tna.9qe.ln@speaker.rodsbooks.com>
Source record: 31795

In article <3d9ffa2273ff60@tripnet.se>,
"Kenneth Medin" <kennethm@tripnet.se> writes:
>
> Hm, I guess they would be even more supriced to know that it's not only
> possible to browse but also _serve_ the web with any ST with 4 MB RAM
> (maybe 2, haven't checked).
>
> Guess I should mail them so they can try out how it feels to browse on an
> Atari web sever :-)

Just be aware that Tech TV demos don't always go according to plan. For instance, if you give them a URL to an ST Web server and they try it on the show, the ST could come off looking really bad if there were some unrelated network congestion at the moment. (The show is nominally "live," although it's repeated in taped form several times a day, so there's no chance to try again later in the event of a problem like that.) Of course, if the ST Web server is hooked up to their LAN, the chances of such a problem will be greatly minimized.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

2738. Re: AJAX IC

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 00:08:11 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <Llpo9.15683$vg.42521@news-server.bigpond.net.au>
Source record: 31696

I have setup a few 1.44 drives and had only 1 1772 02-02 that didn't like
it. I have seen a cct that only switched to 16Mhz when it ia actually using
the drive. Seemed like a good idea.
http://hardware.atari.org/hacks/floppy.htm It is on lyndon's page.

Mark

"exxos" <chris@guesswhere.co.uk> wrote in message
news:VIko9.473$Bd.16646242@news2.randori.com...
>
> "Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
> news:1a7d6495.0210060853.6e34e696@posting.google.com...
> > Hi Chris,
> >
> > > Yeah I had some stuff from them before but $40 seems a bit much, I
> wonder if
> > > there is anywhere selling used parts instead.
> >
> > I guess a PIC or AVR might be able to handle emulation, or better
> > still get going writing some VHDL :))
> >
>
> ahhh now why didnt I think of that ?!?! :P I wanna try a AJAX, I seem to
be
> VERY unlucky with the WD1772, so many people seem to think it will work at
> 16mhz, I think ive found 1 out of about 10 which actually do. The others
> almost work, some very much dont work! all work fine on 8mhz! I have like
5
> ST's in bits now trying out 1772's, Im gonna have to side with the crowd
> which say its not a good idea!
>
> Chris
>
>

2739. Re: TechTV "The Screen Savers" seeks Atari computer users for the show!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 03:21:09 UTC
From: William Wong <wongck@rocketmail.com>
Message-ID: <3da24b5d@post.newsfeed.com>
Source record: 31697

*** post for FREE via your newsreader at post.newsfeed.com ***

Hi,

>
> I don't know if TechTV is available anywhere else but North America,
> but even if it's not, Atari users here should be interested in this
> post.
>

We used to get it over the specialised news channel here in Singapore,
sometime back. However, they have been replacing it with others like
freshgear and now recently with TechNow. The timing is always changing as
well so it is difficult to catch them.

Rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
------== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

2740. MIDI Extension for Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 11:34:56 UTC
From: Karl Heinz G&#65533;rtner <kaheiga@hotmail.com>
Message-ID: <3da2c2e0$0$21442$91cee783@newsreader02.highway.telekom.at>
Source record: 31699

Hello NG,

I buyed an used ATARI MEGA ST4 with an additional MIDI OUT Hardware (a kind of serial Port with a MIDI plug on a cable). Tu use this second MIDI OUT for Cubase, there`s a Software Plugin needed (for the MROS Folder). Does anyone has this plugin?

Thank you a lot
Karl Heinz

--
MfG
KHG

2741. Re: MagiCMac and printing

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 12:15:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1034193518-66732AEicMi@gmx.net>
Source record: 31738

From: northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas)
Date: Sun, 06 Oct 2002 11:21:29 GMT

Hi Hallvard,

>I've had a look in the Printer" under the "Options" menu (Papyrus), but
>found no mention of NVDI! All I can see are the printer drivers that
>came with the program.

Papyrus isn't the most logically written app around... that printer menu
under Options is ment for people who don't have NVDI installed and need
to adjust or create a new generic printerdriver in order to get it working
with their printer.

>However, when going to "Print" under the "File" menu, I can choose
>between all those printer-drivers in addition to the following 3 NVDI
>drivers:
>
> NVDI driver: Mac-druckertreiber
> NVDI driver: Metafile-ausgabe
> NVDI driver: IMG-ausgabe 300dpi

Ah... that's a lot better :-)
But I suppose that you're not using NVDI 5.xx ? Assuming Apple QuickDraw is
installed on your computer then you should also see a line:
NVDI driver : QuickDraw output.

If however you're using NVDI 5.xx and QuickDraw is installed then select
this option in the NVDI printerdriver (instprnt.app) and in the MagiCMac
configuration program (menu Parameters, printer) instead of the "Mac
druckertreiber"

>By the way, how do I print from other applications within MagiCMac? For
>example plain ASCII text files via the printer icon on the desktop or
>via "Idealist", or how about printing from ST-guide?

Like already explained in my previous post, all output using GDOS/GEMSYS
routines is catched and handed over to the Mac printerdriver, assuming
ofcourse that you set it up properly....
I use the Jinnee desktop, to print ASCII files all I need to do is drag
these onto the printer icon (LPR.PRG), or select "Print from the Object
menu). When using that option, Jinnee calls up the text editor defined in
"Applications from the Special menu", I use QED or Luna as standard editor,
these two apps allow printing under GEMSYS and GDOS, what it comes down to
is that you can print an ASCII file using TTF fonts.
ST-GUIDE output is only possible when using NVDI 5.xx, older versions can't
catch the output and send it to the Mac printerdriver. A way around this

problem is to "Copy" the text instead of "Printing" it, the copied text will end up in the clipboard from where you can drag it onto the printer icon or edit it further in a text editor....

>Not sure which CPX module you're talking about though. Perhaps I haven't
>installed the relevant one.

NVDI installs two CPX files, PRINTER.CPX and NVDI.CPX, the latter isn't really important, but PRINTER.CPX is a necessity. If you've deleted it then install NVDI again, make sure you install it from scratch (delete all NVDI relevant files first...)

If you're experiencing further problems, get in touch with me via personal mail, I'll guide you through the setup and attach a couple of screenshots, a couple of pics can tell (show) more then hundreds of posts ;-)

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2742. Re: MagiCMac and printing

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 12:16:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1034193514-65787AEicMi@gmx.net>
Source record: 31737

From: northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas)
Date: Thu, 03 Oct 2002 00:05:36 GMT

Hi Hallvard,

>I'm getting a little confused again, because I'm not sure what you're
>specifically referring to: is it "ASSIGN.PRG" (which configures the
>"ASSIGN.SYS" file on the boot drive/partition)?

No, I'm referring to the "instprnt.app" which is (should be) located in the
NVDI tools folder on your boot partition.

<snip>
> 08p SCREEN.SYS
> 09p SCREEN.SYS
> 10p SCREEN.SYS
> 22 MACPRN.SYS
> 31 META.SYS
> 61 MEMORY.SYS
> 91 IMG.SYS

Yep....22 MACPRN is the one we're looking for,
Since the Epson itself is not defined in ASSIGN.SYS, this setup should work
properly calling up the Epson Mac printer driver whenever you print using
GDOS and/or GEMSYS routines :-)

>Unfortunately the printout was only in black/white -I managed to print
>the same file in colour from my Mega STe connected to the same printer.
>Perhaps the NVDI printer driver doesn't work properly with colour
>printers.

If the whole lot is set up properly, when printing with NVDI, the Mac Epson
printer dialog should pop up, inside that dialog you can set the printer to
print in colour....
What it comes down to is that the NVDI settings are not used, the settings
of the Mac Epson driver are used. All that NVDI does is to "hand over" the
data to the Mac printer driver. But, like Derryck already mentioned, the
settings can be changed independently by certain apps, that's why the dialog
pops up prior to printing ofcourse...
You can also reach the Mac Epson printer dialog prior to printing with the
PRINTER or DRUCKER.CPX, instead of the normal NVDI printer settings dialog,
the Mac Epson printer dialog will pop up, where you can then adjust all the
necessary settings.

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2743. Re: AJAX IC

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 16:03:56 UTC
From: exxos <chris@guesswhere.co.uk>
Message-ID: <LIDo9.1$BTc1.65628@news2.randori.com>
Source record: 31700

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message news:Llpo9.15683$vg.42521@news-server.bigpond.net.au...
> I have setup a few 1.44 drives and had only 1 1772 02-02 that didn't like
> it. I have seen a cct that only switched to 16Mhz when it ia actually using
> the drive. Seemed like a good idea.
> http://hardware.atari.org/hacks/floppy.htm It is on lyndon's page.
>
> Mark
>

Ive tried a basic 16mhz from the shiter direct to the 1772, this alone does not work so I can only assume the 1772 can't run at this. When I goto format a disc it gets to around 5 tracks and then comes up with a error, then comes up with random errors throughout the format. I tried many discs/drives same problems just random faults. The board I did looks a little like the one on lydons page since I also used the 151 IC. Though I used another IC to set the 6ms rate too.

Chris

2744. [UPD]Eiffel 104

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 19:16:40 UTC
From: Laurent <laurent.favard@HETCnAM.free.fr>
Message-ID: <anvb61dlo1@wanadoo.fr>
Source record: 31702

eiffel pages recently updated for a new release 1.0.4.
this one was designed by precious help of Didier Mequignon
from the eiffel 1.0.3 core.

Features are:
-support for two DB-9 standard joustick
-IKBD instructions compatibility near of 99 %
-ventilator command with temperature sensor
-Auto update capabilitie from GEM application eiffelcf.app
whithout to erase now the PIC each time. You program this
one just one time with v1.0.4 and that's all.

laurent

http://eiffel.atari.org

2745. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 20:07:27 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1034107647@news.frii.com>
Source record: 31703

On Mon, 7 Oct 2002 20:17:22 +0100, "Steve Sweet" <stevesweet@freeuk.com> wrote:
> Hi "Mark Bedingfield"
>
> What scare-mongering crap!. If bad sectors are a problem for the first =
> time with a particular drive then a re-format with mark-bad followed by =
> a re-partition will usually hide them from view. Think before you 'try' =
> to help!.
>
> | A bad sector is like cancer for a hard drive. If you get one they will
> | spread. I recomend binning it. Get a scsi controller and drive. You =
> can map
> | out the bad sectors (don't leave them), and you may get a little use =
> out of
> | it until one day ....
>
> --=20
>
> Regards, Steve. S.

Occasionally, you will come across a SCSI drive that, for some reason, will not mark its bad sectors. I have one of those rascals on my TT as we speak.

Ken

2746. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 20:20:11 UTC
From: Roland Mösl <founder@pege.org>
Message-ID: <3da33db9$0$24022$91cee783@newsreader02.highway.telekom.at>
Source record: 31704

"Martin "Nightowl" Byttebier" <donotusethisaddress@pandora.be.invalid> wrote
in message
news:1fjp7o6.11sjc2k1kox2gcN%donotusethisaddress@pandora.be.invalid...
> Roland Mi¿½sl <founder@pege.org> wrote:
>
>
> > Is there somebody with an ATARI ST/TT and
> > Calamus willing to help an environment
> > organisation?
>
> Maybe I can help you. Can you send me an example? Which version of
> Calamus do you use?

Thanks!

You helped me double

>ps. have you tried the Calamus 2002 lite version on your pc? This is the
>shareware version of Calamus. It comes for pc, Mac and Atari.
>See http://www.calamus.net

I downloaded this version. Much less windows integration than
Calamus 95, but on the other side, the problem files load with this version.

The returned file, You send me:

Calamus 95 has difficulties with it. Takes forever to load, does not
complete
load. "Program not responding"

So I can do all the job with the 2002 lite version.

--
Roland Mi¿½sl
http://www.pege.org Clear targets for a confused civilization
http://web-design-suite.com Web Design starts at the search engine

2747. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 20:35:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1034183595.67972.2@dyke.uk.clara.net>
Source record: 31733

Hi Pete

For crying out.. what century are you lot living in?.

8~)

| >>That's what I stick them down with, extra flux. Then it is easier to fix
| >>the corner pins. I use a tiny screwdriver to lay flux on the solder pads,
| >>in one fell swipe, and that holds the chip in place while I solder at it.
| >
| >Hm - the flux I use does not stick very well, it is quite thin (consisting
| >mostly of alcohol).
|
| You should try good old Fluxite - I've still not used up a
| shoe-polish-sized tin I bought over 50 years ago!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.394 / Virus Database: 224 - Release Date: 03/10/2002

2748. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 22:10:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3da30312b116f5@attbi.com>
Source record: 31706

>My only problem:
>
>About 50% of the *.CDK files of the book are
>with compressed bitmaps only possible on
>the ATARI version.
>
>So the Calamus on my windows notebook does
>not load 50% of the files.
>
>Is there somebody with an ATARI ST/TT and
>Calamus willing to help an environment
>organisation?
>
>
>--
>Roland Moesl
>http://www.pege.org Clear targets for a confused civilization

There is a Windows version of Calamus. You probably download a demo to check
it out. I have a Hades with Calamus SL 2002 so maybe I could help.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2749. Re: TechTV "The Screen Savers" seeks Atari computer users for the show!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 22:10:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3da30312b116f8@attbi.com>
Source record: 31705

Well I emailed Josh. I hope to get a reply soon.

>Hey,
>
>I don't know if TechTV is available anywhere else but North America,
>but even if it's not, Atari users here should be interested in this
>post.
>
>For those of you who aren't familiar with TechTV, it's a cable
>television network all about technology, computers, etc. There are
>many invidual shows on the channel, the most popular being a show
>called "The Screen Savers". It's basically a computer show, where
>they feature information on new stuff, tech help, tips, web site
>features, etc.
>
>In their most recent show, they mentioned at the end that they noticed
>that about 5% of the people who visit the TechTV/Screen Savers web
>site are using Atari computers, and they want to know how!
>:-)
>
>And here's what they posted recently on their site:
>----------
>"Got Atari?
>We've received statistics that a few brave souls out there visit this
>very site using Atari computers (STs, we're guessing.) If you're one
>of those souls, email Joshua Brentano. We'd like to feature you on the
>site and/or show."
>----------
>(by the way, this guy's e-mail address is: joshua@techtv.com)

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2750. Re: MagiCMac and printing

Newsgroup: comp.sys.atari.st
Date: 2002-10-08 23:02:39 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <anvo6f$ki0$1@thorium.cix.co.uk>
Source record: 31707

In message <1fjqwjg.1g8hrhqbual08N%northstar2010@_del_ete_yahoo.no>,
northstar2010@_del_ete_yahoo.no said:

>So what's left is to get ST-guide's print option to work. I had a look
>inside the setup file, but couldn't find any reference to printer
>settings which is a bit strange, as even on a standard Atari ST you have
>different types of printers.

Hi Hallvard!

Perhaps you hould look a little harder! In my ST-Guide.inf there is:

# Whenever 'Print' is selected output is sent to the Clipboard and
# re-directed to this listed application for output:
PRINTER=E:\IDEALIST.3_9\IDEALIST.PRG

So you can print via IdeaList, or for that matter any text editor
that makes use of the Atatri clipboard (though only one page or
a set of lines at a time - for the latter drag out a block, and
when you release the mouse button you get the option of 'Copy'
(to clipboard) or 'Print'. At least you do on the Atari - don't know
how it works on a Mac with MagiCMac.

Regards, /Peter/

2751. Re: AJAX IC

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 00:04:01 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <RnKo9.20393$vg.58803@news-server.bigpond.net.au>
Source record: 31708

That 6ms is always a pain, the best cure is TOS 2.06. It is weird that you are having alot of wd failures. How many boards have you tried this on? Also you might want to try a seperate 16Mhz crystal.

Mark

"exxos" <chris@guesswhere.co.uk> wrote in message news:LlDo9.1$BTc1.65628@news2.randori.com...
>
> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
> news:Llpo9.15683$vg.42521@news-server.bigpond.net.au...
> > I have setup a few 1.44 drives and had only 1 1772 02-02 that didn't like
> > it. I have seen a cct that only switched to 16Mhz when it ia actually
> using
> > the drive. Seemed like a good idea.
> > http://hardware.atari.org/hacks/floppy.htm It is on lyndon's page.
> >
> > Mark
> >
>
> Ive tried a basic 16mhz from the shiter direct to the 1772, this alone does
> not work so I can only assume the 1772 can't run at this. When I goto format
> a disc it gets to around 5 tracks and then comes up with a error, then comes
> up with random errors throughout the format. I tried many discs/drives same
> problems just random faults. The board I did looks a little like the one on
> lydons page since I also used the 151 IC. Though I used another IC to set
> the 6ms rate too.
>
> Chris
>
>
>

2752. Re: AJAX IC

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 00:14:02 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <exKo9.20486$vg.58776@news-server.bigpond.net.au>
Source record: 31709

That 6ms is always a pain, the best cure is TOS 2.06. It is weird that you are having alot of wd failures. How many boards have you tried this on? Also you might want to try a seperate 16Mhz crystal.

Mark

"exxos" <chris@guesswhere.co.uk> wrote in message news:LlDo9.1$BTc1.65628@news2.randori.com...
>
> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
> news:Llpo9.15683$vg.42521@news-server.bigpond.net.au...
> > I have setup a few 1.44 drives and had only 1 1772 02-02 that didn't like
> > it. I have seen a cct that only switched to 16Mhz when it ia actually
> using
> > the drive. Seemed like a good idea.
> > http://hardware.atari.org/hacks/floppy.htm It is on lyndon's page.
> >
> > Mark
> >
>
> Ive tried a basic 16mhz from the shiter direct to the 1772, this alone does
> not work so I can only assume the 1772 can't run at this. When I goto format
> a disc it gets to around 5 tracks and then comes up with a error, then comes
> up with random errors throughout the format. I tried many discs/drives same
> problems just random faults. The board I did looks a little like the one on
> lydons page since I also used the 151 IC. Though I used another IC to set
> the 6ms rate too.
>
> Chris
>
>
>

2753. Re: AJAX IC

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 00:24:02 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <CGKo9.20625$vg.58798@news-server.bigpond.net.au>
Source record: 31710

That 6ms is always a pain, the best cure is TOS 2.06. It is weird that you are having alot of wd failures. How many boards have you tried this on? Also you might want to try a seperate 16Mhz crystal.

Mark

"exxos" <chris@guesswhere.co.uk> wrote in message news:LlDo9.1$BTc1.65628@news2.randori.com...
>
> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
> news:Llpo9.15683$vg.42521@news-server.bigpond.net.au...
> > I have setup a few 1.44 drives and had only 1 1772 02-02 that didn't like
> > it. I have seen a cct that only switched to 16Mhz when it ia actually
> using
> > the drive. Seemed like a good idea.
> > http://hardware.atari.org/hacks/floppy.htm It is on lyndon's page.
> >
> > Mark
> >
>
> Ive tried a basic 16mhz from the shiter direct to the 1772, this alone does
> not work so I can only assume the 1772 can't run at this. When I goto format
> a disc it gets to around 5 tracks and then comes up with a error, then comes
> up with random errors throughout the format. I tried many discs/drives same
> problems just random faults. The board I did looks a little like the one on
> lydons page since I also used the 151 IC. Though I used another IC to set
> the 6ms rate too.
>
> Chris
>
>
>

2754. Re: TechTV "The Screen Savers" seeks Atari computer users for the show!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 00:26:26 UTC
From: lp <gfa@basic.net>
Message-ID: <B9C8EFF2.9E5C%gfa@basic.net>
Source record: 31711

in article 3da30312b116f8@attbi.com, Edward S. Baiz Jr. at
edbaizjr@attbi.com wrote on 10/8/02 6:10 PM:

> Well I emailed Josh. I hope to get a reply soon.

As did I, but I don't expect a reply. I've mailed them before,
my friend has mailed them for other things, they have never replied
yet.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2755. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 00:32:02 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <6OKo9.20760$vg.58874@news-server.bigpond.net.au>
Source record: 31712

How many hard drives have you marked, and how many got better? NONE get better.

Whilst it is true that the old MFM's etc usually ship with a small number of factory Identified bad sectors (and the number is very small - typically less than 10), that is entirely different to a drive which suddenly starts growing new, non-factory bad sectors. Say you mark out all the "new growth" today. You will find that within a short time a few more have shown up, which you can then mark out (and kiss goodbye the data they were holding at the time), and so on ad-infinitum. You can continue to fight a loosing battle against sectors going bad until the day the drive dies completely, but why would you put valuable data on a storage medium you cannot trust?

The principal is: once a drive starts developing new bad sectors, it will continue to develop them on a regular basis. As such, the drive is unreliable for it's designed purpose of holding data, and should therefore be replaced.

Mark

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1034096874.28487.1@despina.uk.clara.net...
Hi "Mark Bedingfield"

What scare-mongering crap!. If bad sectors are a problem for the first time with a particular drive then a re-format with mark-bad followed by a re-partition will usually hide them from view. Think before you 'try' to help!.

| A bad sector is like cancer for a hard drive. If you get one they will
| spread. I recomend binning it. Get a scsi controller and drive. You can
map
| out the bad sectors (don't leave them), and you may get a little use out
of
| it until one day ....

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.394 / Virus Database: 224 - Release Date: 03/10/2002

2756. Re: AJAX IC

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 00:32:02 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <6OKo9.20759$vg.58874@news-server.bigpond.net.au>
Source record: 31713

That 6ms is always a pain, the best cure is TOS 2.06. It is weird that you are having alot of wd failures. How many boards have you tried this on? Also you might want to try a seperate 16Mhz crystal.

Mark

"exxos" <chris@guesswhere.co.uk> wrote in message news:LlDo9.1$BTc1.65628@news2.randori.com...
>
> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
> news:Llpo9.15683$vg.42521@news-server.bigpond.net.au...
> > I have setup a few 1.44 drives and had only 1 1772 02-02 that didn't like
> > it. I have seen a cct that only switched to 16Mhz when it ia actually
> using
> > the drive. Seemed like a good idea.
> > http://hardware.atari.org/hacks/floppy.htm It is on lyndon's page.
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> > Mark
> >
>
> Ive tried a basic 16mhz from the shiter direct to the 1772, this alone does
> not work so I can only assume the 1772 can't run at this. When I goto format
> a disc it gets to around 5 tracks and then comes up with a error, then comes
> up with random errors throughout the format. I tried many discs/drives same
> problems just random faults. The board I did looks a little like the one on
> lydons page since I also used the 151 IC. Though I used another IC to set
> the 6ms rate too.
>
> Chris
>
>
>

2757. Re: Trouble getting SyQuest Drive to boot

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 00:45:42 UTC
From: nurmix@spam-free.com
Message-ID: <3da37a8d.6218564@news-server.socal.rr.com>
Source record: 31714

On 6 Oct 2002 14:15:56 -0700, ekaljuma@mtsac.edu (Galen) wrote:

>Actually, I got that backwards -- ICD Pro is needed if you DON'T have
>the Link.
>
>If I recall, I once got my ICD software corrupted and it caused all
>sorts of headaches. Switching to ICD Pro (including my Link-ed ST)
>solved the problem.

Hmmm. I'll have to ask him about his version of ICD. Maybe it _is_
corrupted. And if that's the case, simply reloading it from a backup
should solve his problem. Thanks for mentioning it.

Of course, I'm assuming he _has_ a backup. I know some people don't
ever bother with that; unlike myself, who has so many backup copies of
everything that I'm running out of room to store them all!!!
;-)

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

2758. Re: TechTV "The Screen Savers" seeks Atari computer users for the show!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 01:02:07 UTC
From: nurmix@spam-free.com
Message-ID: <3da37c67.6691830@news-server.socal.rr.com>
Source record: 31715

On Tue, 08 Oct 2002 20:26:26 -0400, lp <gfa@basic.net> wrote:

>in article 3da30312b116f8@attbi.com, Edward S. Baiz Jr. at
>edbaizjr@attbi.com wrote on 10/8/02 6:10 PM:
>
>> Well I emailed Josh. I hope to get a reply soon.
>
>As did I, but I don't expect a reply. I've mailed them before,
>my friend has mailed them for other things, they have never replied
>yet.

Well, I did too, right after posting the first message here. No reply yet, but I'm sure they get a ton of e-mail. Of course, I wouldn't think they'd get _too many_ e-mails from Atari users, but who knows?

However, since they brought up the original question, I would think they'd be more likely to get back to the folks that write in about it.

Anyway, I'm just thinking, best case scenario...

Let's suppose they write back to some of us, and ask about getting someone on the show to demonstrate what Ataris can do these days. What sort of things would we want to show them?

Certainly that we can surf the web, with CAB. But do we want to demo other browsers, e-mail clients, etc?

Would we want to point out some of the better Atari-based web sites; including those that are hosted on an Atari?

What about showing them that we have CD-RW capabilities, and mp3 players? And what about alternate OSes - MagiC, Mint? And what about the Atari clones?

Again, this is a best case scenario, that they'd be interested in something like this, but even if they only wanted to do a short segment on the show talking about Atari web sites (without a guest), what are some of the best Atari sites they _need_ to see?

I think it might be a good idea to have input from the people here - who are really the heart of all things Atari these days in my opinion. That way, should any of this happen, we'll be able to best represent the Atari scene today.

Any ideas or suggestions?

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

2759. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 01:19:12 UTC
From: Craig Hart <no@spam.thanks>
Message-ID: <kuLo9.21224$vg.59407@news-server.bigpond.net.au>
Source record: 31716

Typically, that happens when the part of the drive put aside to hold the bad sector remapping data is, itself, bad.

Typical cure: bin it. You can fight with the OS's high level bad sector mapping functions to try and get by it, but the fact remains, the drive has hardware leverl faults that shouldn't be there, which is a sign that it is getting sick and shouldn't be relied on.

Craig

"Ken Springer" <wordworks@greeleynet.com> wrote in message news:1104_1034107647@news.frii.com...
> On Mon, 7 Oct 2002 20:17:22 +0100, "Steve Sweet" <stevesweet@freeuk.com> wrote:
> > Hi "Mark Bedingfield"
> >
> > What scare-mongering crap!. If bad sectors are a problem for the first =
> > time with a particular drive then a re-format with mark-bad followed by =
> > a re-partition will usually hide them from view. Think before you 'try' =
> > to help!.
> >
> > | A bad sector is like cancer for a hard drive. If you get one they will
> > | spread. I recomend binning it. Get a scsi controller and drive. You =
> > can map
> > | out the bad sectors (don't leave them), and you may get a little use =
> > out of
> > | it until one day ....
> >
> > --=20
> >
> > Regards, Steve. S.
>
> Occasionally, you will come across a SCSI drive that, for some reason, will not mark its
> bad sectors. I have one of those rascals on my TT as we speak.
>
>
> Ken
>
>
>

2760. Cuzba WebSite?

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 01:36:39 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0210081736.14560d2e@posting.google.com>
Source record: 31717

I check the Cuzba web site daily, waiting for news on the CT60, and
today it seems to be down. Anybody know anything?
Patiently waiting...,

Wayne Martz

2761. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 03:32:01 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1034134321@news.frii.com>
Source record: 31718

On Wed, 09 Oct 2002 01:19:12 GMT, "Craig Hart" <no@spam.thanks> wrote:

> Typical cure: bin it. You can fight with the OS's high level bad sector
> mapping functions to try and get by it, but the fact remains, the drive has
> hardware leverl faults that shouldn't be there, which is a sign that it is
> getting sick and shouldn't be relied on.

Which is what I'm planning on doing now that I've found a local outlet for cheap used SCSI drives.

Per Mark's post, I've done the reformat and lost data using the hard drive software a number of times.

Ken

2762. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 03:38:16 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1034134696@news.frii.com>
Source record: 31719

On Tue, 8 Oct 2002 22:20:11 +0200, Roland Mï¿½sl <founder@pege.org> wrote:

> I downloaded this version. Much less windows integration than
> Calamus 95, but on the other side, the problem files load with this version.

If I understand correctly, it sounds like you have the Windows version of Calamus 95, not an Atari version using STEEM as an emulator.

This version was written for Windows, and when it came out there were a lot of complaints from Calamus users who had moved over to Windows. The Atari version was much more powerful in just about any aspect of the program.

MGI actually pulled it from the shelves and were working on the successor. They shelved that project. Now that Ulf Dunkel and Invers Software I wouldn't be surprised if they eventually abandon all emulation of Calamus on the Mac and Windows platforms and produce versions for each platform. It would make their life easier when it comes to making the Atari code run on a different platform.

Ken

2763. Re: Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 03:43:35 UTC
From: wordworks@greeleynet.com
Message-ID: <fb0a1f23.0210081943.bb8a650@posting.google.com>
Source record: 31720

wordworks@greeleynet.com (Ken Springer) wrote in message news:
> He has asked me to post a message requesting anyone who has a copy of
> Gemvelope 2.96 to email it to him, and he will post it on his website.
>
> His email address is jkrzyszt@yahoo.com.

Thanks to whomever sent a copy to Jeffrey. I got a copy from him in
tonight's email, so will load and make sure it works as soon as I can.

Thanks again.

Ken

2764. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 05:28:12 UTC
From: Jon <jonm@pclv.com>
Message-ID: <M7Po9.1088$r83.361361@news1.west.cox.net>
Source record: 31721

Ok, the problem this drive had (megafile 60) is that when using Supra's utilities to format the drive all was fine. Then when it tried to mark bad sectors, they ALL came up bad. That is NOT possible! This tells me that Supra's utilities are trash on factory Atari hardware. I switched to HDX 5 and AHDI 6.06 and all is fine now. The drive is stable and no lost data. I am a little cautious since it happened and I'm keeping my data on the Supra 30 with daily backups. Both are powered up now for the last 4 days without incident. Occasionally run a diag program to push them a little, again, no incident.

Now, I agree with bad sectors mulitplying on a drive (saw it on more than one occasion with the MFM's, not much with the RLL's) and know that total failure would be a given. But, I suspect that those cheesy interface cards Atari used in the Megafile may be a little at fault. I mean, come on, you can change the device ID to any number as long as it is 0? Talk about having an open mind for expandability! :>)

The equipment is a minimum of 14 years old. It's expected to have failures!!

Jon

And I thank you all for the info!

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message news:6OKo9.20760$vg.58874@news-server.bigpond.net.au...
> How many hard drives have you marked, and how many got better? NONE get
> better.
>
> Whilst it is true that the old MFM's etc usually ship with a small number
of
> factory Identified bad sectors (and the number is very small - typically
> less than 10), that is entirely different to a drive which suddenly starts
> growing new, non-factory bad sectors. Say you mark out all the "new
growth"
> today. You will find that within a short time a few more have shown up,
> which you can then mark out (and kiss goodbye the data they were holding
at
> the time), and so on ad-infinitum. You can continue to fight a loosing
> battle against sectors going bad until the day the drive dies completely,
> but why would you put valuable data on a storage medium you cannot trust?
>
> The principal is: once a drive starts developing new bad sectors, it will
> continue to develop them on a regular basis. As such, the drive is
> unreliable for it's designed purpose of holding data, and should therefore
> be replaced.

>
> Mark
>
>
> "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> news:1034096874.28487.1@despina.uk.clara.net...
> Hi "Mark Bedingfield"
>
> What scare-mongering crap!. If bad sectors are a problem for the first
time
> with a particular drive then a re-format with mark-bad followed by a
> re-partition will usually hide them from view. Think before you 'try' to
> help!.
>
> | A bad sector is like cancer for a hard drive. If you get one they will
> | spread. I recomend binning it. Get a scsi controller and drive. You can
> map
> | out the bad sectors (don't leave them), and you may get a little use out
> of
> | it until one day ....
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
> ---
> Outgoing mail has been scanned by AVG and is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.394 / Virus Database: 224 - Release Date: 03/10/2002
>
>

2765. Re: SCSI Ethernet adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 06:04:03 UTC
From: Eddy <em662@caramail.com>
Message-ID: <3da3c630$0$6099$626a54ce@news.free.fr>
Source record: 31722

Oracle <Someone@home.com> a crit dans le message :
jxCj9.38415$g9.110980@newsfeeds.bigpond.com...
> fair enough, ill just toss it in the garbage.
>
> "Judy Baumgardner" <jbaumga@columbus.rr.com> wrote in message
> news:4rlj9.169349$ja.24805488@twister.columbus.rr.com...
> > Yes it does.
> >
> > The Asante device's do not work. They have their own proprietary
> > system. Several people on several continents have banged their
> > heads against these devices with no luck.

```
Hi,
I'm looking for SCSI ethernet adaptors in order to create software to use
them on Atari computers with MiNTNet. An Asante device would be ok (I hope
I'll manage to make it work on Atari computers), but I'm also looking for
any other adaptor.
If you have one of these adaptors, please make me an offer. (I live in
France).
Best regards.
```

2766. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 06:42:35 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <vdQo9.23030$vg.62491@news-server.bigpond.net.au>
Source record: 31723

14 years is good. And yes the controllers aren't much cop. AHDI is slow but pretty good. ICD is ok with those drives too. As far as all comming up bad, it can happen. But not right away. I fix WC's all day every day, we get at least one machine ever 2 weeks with bad sectors. Seagates are pretty good, WD drives are the most prolific bad sector creator's I have every seen. Won't touch them. Any way all is good, hows the fan on the Megafile?

Mark

"Jon" <jonm@pclv.com> wrote in message
news:M7Po9.1088$r83.361361@news1.west.cox.net...
> Ok, the problem this drive had (megafile 60) is that when using Supra's
> utilities to format the drive all was fine. Then when it tried to mark
bad
> sectors, they ALL came up bad. That is NOT possible! This tells me that
> Supra's utilities are trash on factory Atari hardware. I switched to HDX
5
> and AHDI 6.06 and all is fine now. The drive is stable and no lost data.
> I am a little cautious since it happened and I'm keeping my data on the
> Supra 30 with daily backups. Both are powered up now for the last 4 days
> without incident. Occasionally run a diag program to push them a little,
> again, no incident.
>
> Now, I agree with bad sectors mulitplying on a drive (saw it on more than
> one occasion with the MFM's, not much with the RLL's) and know that total
> failure would be a given. But, I suspect that those cheesy interface
cards
> Atari used in the Megafile may be a little at fault. I mean, come on, you
> can change the device ID to any number as long as it is 0? Talk about
> having an open mind for expandability! :>)
>
> The equipment is a minimum of 14 years old. It's expected to have
> failures!!
>
> Jon
>
> And I thank you all for the info!
>
> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
> news:6OKo9.20760$vg.58874@news-server.bigpond.net.au...
> > How many hard drives have you marked, and how many got better? NONE get
> > better.
> >
> > Whilst it is true that the old MFM's etc usually ship with a small
number

> of
> > factory Identified bad sectors (and the number is very small - typically
> > less than 10), that is entirely different to a drive which suddenly
starts
> > growing new, non-factory bad sectors. Say you mark out all the "new
> growth"
> > today. You will find that within a short time a few more have shown up,
> > which you can then mark out (and kiss goodbye the data they were holding
> at
> > the time), and so on ad-infinitum. You can continue to fight a loosing
> > battle against sectors going bad until the day the drive dies
completely,
> > but why would you put valuable data on a storage medium you cannot
trust?
> >
> > The principal is: once a drive starts developing new bad sectors, it
will
> > continue to develop them on a regular basis. As such, the drive is
> > unreliable for it's designed purpose of holding data, and should
therefore
> > be replaced.
> >
> > Mark
> >
> >
> > "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> > news:1034096874.28487.1@despina.uk.clara.net...
> > Hi "Mark Bedingfield"
> >
> > What scare-mongering crap!. If bad sectors are a problem for the first
> time
> > with a particular drive then a re-format with mark-bad followed by a
> > re-partition will usually hide them from view. Think before you 'try' to
> > help!.
> >
> > | A bad sector is like cancer for a hard drive. If you get one they will
> > | spread. I recomend binning it. Get a scsi controller and drive. You
can
> > map
> > | out the bad sectors (don't leave them), and you may get a little use
out
> > of
> > | it until one day ....
> >
> > --
> >
> > Regards, Steve. S.
> >
> > Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
> >

> >
> > ---
> > Outgoing mail has been scanned by AVG and is certified Virus Free.
> > Checked by AVG anti-virus system (http://www.grisoft.com).
> > Version: 6.0.394 / Virus Database: 224 - Release Date: 03/10/2002
> >
> >
>
>

2767. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 09:07:26 UTC
From: Roland Mösl <founder@pege.org>
Message-ID: <3da40679$0$30462$91cee783@newsreader02.highway.telekom.at>
Source record: 31725

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3da30312b116f5@attbi.com...
> >My only problem:
> >
> >About 50% of the *.CDK files of the book are
> >with compressed bitmaps only possible on
> >the ATARI version.
> >
> >So the Calamus on my windows notebook does
> >not load 50% of the files.
> >
> >Is there somebody with an ATARI ST/TT and
> >Calamus willing to help an environment
> >organisation?

> There is a Windows version of Calamus. You probably download a demo to
check
> it out. I have a Hades with Calamus SL 2002 so maybe I could help.

Yes, the version from http://www.calamus.net was the solution of the problem

--
Roland Mï¿½sl
http://www.pege.org Clear targets for a confused civilization
http://web-design-suite.com Web Design starts at the search engine

2768. Re: SCSI Ethernet adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 10:28:52 UTC
From: Oracle <Bgates@microsoft.com>
Message-ID: <wtTo9.49313$g9.142477@newsfeeds.bigpond.com>
Source record: 31724

```
ill let you have mine for the cost of postage, it'll probly be quite high
comming from perth.western australia,, but this one isnt that big, its the
size of a vhs video cassette. It has BNC, Rj45 & Thick ethernet interaces,
in and out scsi ports, id switch, and power socket. 9v AC works fine on it.
```

"Eddy" <em662@caramail.com> wrote in message
news:3da3c630$0$6099$626a54ce@news.free.fr...
> Oracle <Someone@home.com> a crit dans le message :
> jxCj9.38415$g9.110980@newsfeeds.bigpond.com...
> > fair enough, ill just toss it in the garbage.
> >
> > "Judy Baumgardner" <jbaumga@columbus.rr.com> wrote in message
> > news:4rlj9.169349$ja.24805488@twister.columbus.rr.com...
> > > Yes it does.
> > >
> > > The Asante device's do not work. They have their own proprietary
> > > system. Several people on several continents have banged their
> > > heads against these devices with no luck.
>
> Hi,
> I'm looking for SCSI ethernet adaptors in order to create software to use
> them on Atari computers with MiNTNet. An Asante device would be ok (I hope
> I'll manage to make it work on Atari computers), but I'm also looking for
> any other adaptor.
> If you have one of these adaptors, please make me an offer. (I live in
> France).
> Best regards.
>
>

2769. Re: Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 11:32:18 UTC
From: <>
Message-ID: <1034163476-844290AEicMi@ntlworld.com>
Source record: 31727

From: wordworks@greeleynet.com (Ken Springer)
Date: 8 Oct 2002 20:43:35 -0700

>> He has asked me to post a message requesting anyone who has a copy of
>> Gemvelope 2.96 to email it to him, and he will post it on his website.

>Thanks to whomever sent a copy to Jeffrey. I got a copy from him in
>tonight's email, so will load and make sure it works as soon as I can.

If Jeffrey is in agreement, it would be a good idea to upload Gemvelope to
the Chapelie file server!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2770. Re: MagiCMac and printing

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 11:36:04 UTC
From: <>
Message-ID: <1034163474-843902AEicMi@ntlworld.com>
Source record: 31726

From: northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas)
Date: Tue, 08 Oct 2002 15:53:54 GMT

>> I was actually meaning the "Options..." button in the Files/Print...
menu
>> which calls the NVDI CPX if you have selected an NVDI printer

>OK, I've found the CPX now. It's called "NPRNCONF.CPX". That's the one
>you're talking about, right?
>I hadn't previously installed it, but I've enabled it now.

That's the one, but please remember that I'm using NVDI 5.03.

>After a lot of trying (and a few freezes where I had to reboot the
>computer) I've found out that only the black/white mode works properly.
>The colour modes distort the printout (the characters look stretched or

I'm afraid that I don't know what the cause of this is, on first glance I'd

be inclined to blame a mismatch between your printer and the driver you've
installed for it (in the Mac environment), or data is somehow being munged
on
its way from your app to the driver because of mis-matched resolution
settings?

>> You can delete all those unusable drivers from the Options menu
mentioned
>> in my first para, they're of no use under MM.
>
>But what's the "serial port" setting for then?

Don't know I'm afraid :-(

>---------------------------------------
>Output to printer channel "PRT:" is not possible.
>No port was assigned to this channel.
>
> [OK]
>---------------------------------------
>
>"PRT:" is as I recall the MagiCMac setting ("System parameters" under
>the "Options" menu) which I've discussed earlier and couldn't get to
>display anything but "Not in use". Perhaps it detects that NVDI is

I'm also going to have to deny any knowledge of this also, any MagiCMac
experts out there?

>As for Idealist: success!!!!!
>After a lot of fiddling around I noticed the GDOS settings as well,

All you have to do is load one of the GDOS printer configs and reassign the

fonts to suit your needs.

>which you've mentioned here. I've successfully been able to print ASCII
>text files. Even dragging text-files to the printer icon on the Thing
>desktop works! If I do this then Idealist will pop up.

I'd like to use LPR (the utility with jinnee) for this, it's much smaller
and
is better suited for this use but sadly it (drag'n'drop of text) doesn't
work
under the CT2 version of TOS :-(

>So what's left is to get ST-guide's print option to work. I had a look
>inside the setup file, but couldn't find any reference to printer

Peter's sorted you out with this one.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2771. IDE/ATAPI/SCSI adaptors

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 11:39:02 UTC
From: <>
Message-ID: <1034163478-844622AEicMi@ntlworld.com>
Source record: 31728

Hi all,

Just wondering if anyone's tried one, would bring a wide range of devices
within our range.

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2772. Re: Cuzba WebSite?

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 14:39:05 UTC
From: rs.mac@t-online.de
Message-ID: <1fjsnid.1jvweo7ex93keN%rs.mac@t-online.de>
Source record: 31729

Rustynutt <uce@ftc.gov> wrote:

Hi Mike,

> It was up a few days ago. I had sent an email asking about an update,
> no reply yet.

Yes, thats all. If you are lucky to get an answer it comes allways the
same text:
"He work on it hardly" "Wait for offical messages" "Itï¿½s not ready"

Remember my the month for delivey should be april 2002..

Hope the long time makes an real good accelerator!
Itï¿½s not funny to gave an 370 EURO credit line for not more as some warm
words any 2 month.

Regards, Robert

--
-= Home of DOIT-Archive =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

2773. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 15:15:39 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fjsqfi.1xxafi59mhpa8N%donotusethisaddress@pandora.be.invalid>
Source record: 31730

Roland Mï¿½sl <founder@pege.org> wrote:

> "Martin "Nightowl" Byttebier" <donotusethisaddress@pandora.be.invalid> wrote
> in message
> news:1fjp7o6.11sjc2k1kox2gcN%donotusethisaddress@pandora.be.invalid...

> > Maybe I can help you. Can you send me an example? Which version of
> > Calamus do you use?
>
> Thanks!
>
> You helped me double

No thanks at all.
>
> >ps. have you tried the Calamus 2002 lite version on your pc? This is the
> >shareware version of Calamus. It comes for pc, Mac and Atari.
> >See http://www.calamus.net
>
> I downloaded this version. Much less windows integration than
> Calamus 95, but on the other side, the problem files load with this version.

Calamus SL 2002 lite is not a plain pc program. It does run under
Atari-emulation but users will not notice that at all.
>
> The returned file, You send me:
>
> Calamus 95 has difficulties with it. Takes forever to load, does not
> complete load. "Program not responding"

Very likely pc Calamus 1.95 is not compatible with Calamsus SL 95.
>
> So I can do all the job with the 2002 lite version.

I'm glad to hear that. Have fun.

CU,
Martin

2774. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 15:15:39 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fjsprb.4quo0d17fmq0iN%donotusethisaddress@pandora.be.invalid>
Source record: 31731

Ken Springer <wordworks@greeleynet.com> wrote:

> On Tue, 8 Oct 2002 22:20:11 +0200, Roland Mï¿½sl <founder@pege.org> wrote:
>
> MGI actually pulled it from the shelves and were working on the successor.
> They shelved that project. Now that Ulf Dunkel and Invers Software I
> wouldn't be surprised if they eventually abandon all emulation of Calamus
> on the Mac and Windows platforms and produce versions for each platform.
> It would make their life easier when it comes to making the Atari code run
> on a different platform.

AFAIK, Invers will not develop a plain pc or Mac version because this
would involved too much work. For the Mac platform they probably will
develope a Calamus version which holds an imbedded Atari-emulator (very
likely MagiCMac). Lots of Mac/Calamus users are asking this because they
dislike very much the Atari environment. Remember most Mac/calamus users
have left our platform long time ago.
In the future I doubt there will be a Calamus version which will run on
our platform even with MagiC.

The same for pc. The commom Calamus version for pc comes with some kind
of imbedded emulator (Stemulator and not STEEM, correct my if I'm
wrong). pc-users doesn't notice they run actualy under emulation.
Calamus just acts like a common pc program.

CU,
Martin

2775. Re: AJAX IC

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 16:41:20 UTC
From: exxos <chris@guesswhere.co.uk>
Message-ID: <P_Yo9.34$Rzl1.9044119@news2.randori.com>
Source record: 31732

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message news:RnKo9.20393$vg.58803@news-server.bigpond.net.au...
> That 6ms is always a pain, the best cure is TOS 2.06. It is weird that you
> are having alot of wd failures. How many boards have you tried this on?
Also
> you might want to try a seperate 16Mhz crystal.
>
> Mark
>

6ms aint a problem with the board I did. I have tried it on 3 ST's though only testing the 1772's on one ST, I think I will try another ST to see what happens. I have also tried a 16mhz crystal. My board worked great on a STE though the 1772 is proabably a latter version of the 02-02 which will work. all other machines I have are ST's proably early ones.

Chris

2776. Re: Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 17:40:10 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1034185210@news.frii.com>
Source record: 31734

On Wed, 09 Oct 2002 10:32:18 -0100, <derryck@.NOT~THIS~cix.co.uk> wrote:
> From: wordworks@greeleynet.com (Ken Springer)
> Date: 8 Oct 2002 20:43:35 -0700
>
> >> He has asked me to post a message requesting anyone who has a copy of
> >> Gemvelope 2.96 to email it to him, and he will post it on his website.
>
> >Thanks to whomever sent a copy to Jeffrey. I got a copy from him in
> >tonight's email, so will load and make sure it works as soon as I can.
>
> If Jeffrey is in agreement, it would be a good idea to upload Gemvelope to
> the Chapelie file server!
>
>
> Cheers
>
> Derryck
>

Send him email and see what he says.

Ken

2777. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 18:08:53 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1034186933@news.frii.com>
Source record: 31735

On Wed, 09 Oct 2002 15:15:39 GMT, donotusethisaddress@pandora.be.invalid (Martin "Nightowl" Byttebier) wrote:
> Ken Springer <wordworks@greeleynet.com> wrote:
>
> > On Tue, 8 Oct 2002 22:20:11 +0200, Roland Mï¿½sl <founder@pege.org> wrote:
> >
> > MGI actually pulled it from the shelves and were working on the successor.
> > They shelved that project. Now that Ulf Dunkel and Invers Software I
> > wouldn't be surprised if they eventually abandon all emulation of Calamus
> > on the Mac and Windows platforms and produce versions for each platform.
> > It would make their life easier when it comes to making the Atari code run
> > on a different platform.
>
> AFAIK, Invers will not develop a plain pc or Mac version because this
> would involved too much work. For the Mac platform they probably will
> develope a Calamus version which holds an imbedded Atari-emulator (very
> likely MagiCMac). Lots of Mac/Calamus users are asking this because they
> dislike very much the Atari environment. Remember most Mac/calamus users
> have left our platform long time ago.

According to the newsticker I got via email, they are porting bits and pieces of the Mac version with some parts already running natively under MacOS code. Ulf uses the abbreviation "resp." in this newsticker, and I have never figured out what the complete word is. <G> So I really can't tell what is going on with the Windows version.

> In the future I doubt there will be a Calamus version which will run on
> our platform even with MagiC.

Agreed. Sadly, the Atari platform is headed for extinction.

>
> The same for pc. The commom Calamus version for pc comes with some kind
> of imbedded emulator (Stemulator and not STEEM, correct my if I'm
> wrong). pc-users doesn't notice they run actualy under emulation.
> Calamus just acts like a common pc program.

I think we are talking about the same program. When you search on Google for STEEM, the web pages all call it an STe Emulator. I know I got an email noting that the version embedded with Calamus was a custom version of the emulator, and I'm sure the word used was STEEM.

::chuckling:: Not that it really matters, right? <G>

Ken

2778. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 18:15:34 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1105_1034187334@news.frii.com>
Source record: 31736

Only for the sake of discussion--

On Wed, 09 Oct 2002 15:15:39 GMT, donotusethisaddress@pandora.be.invalid (Martin "Nightowl" Byttebier) wrote:

> Calamus SL 2002 lite is not a plain pc program. It does run under
> Atari-emulation but users will not notice that at all.

<VBG> Which users? I suspect Windows users will notice things immediately since they are presented with the Atari Calamus menu bar. And when you go to close the window using the "X" close button in the window you get a warning message about doing this and losing your information. Atari users won't (or at least shouldn't) have a problem as long as they forget their new windows habits and remember their Atari habit.

I have to admit, I sure like the simple easy Atari interface over this #$^#&#%^&!#^$ Windows interface. <G>

Ken

2779. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 19:23:53 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fjt0iw.usp2tayduyigN%donotusethisaddress@pandora.be.invalid>
Source record: 31739

Ken Springer <wordworks@greeleynet.com> wrote:

> On Wed, 09 Oct 2002 15:15:39 GMT, donotusethisaddress@pandora.be.invalid
> (Martin "Nightowl" Byttebier) wrote:
> > Ken Springer <wordworks@greeleynet.com> wrote:

> > AFAIK, Invers will not develop a plain pc or Mac version because this
> > would involved too much work. For the Mac platform they probably will
> > develope a Calamus version which holds an imbedded Atari-emulator (very
> > likely MagiCMac). Lots of Mac/Calamus users are asking this because they
> > dislike very much the Atari environment. Remember most Mac/calamus users
> > have left our platform long time ago.
>
> According to the newsticker I got via email, they are porting bits and
> pieces of the Mac version with some parts already running natively under
> MacOS code. Ulf uses the abbreviation "resp." in this newsticker, and I
> have never figured out what the complete word is. <G> So I really can't
> tell what is going on with the Windows version.

Ok I reread the Newssticker.. it says that an immediate portation of the
complete Calamus system doesn't make sence, because this would take
several man years without taking the developement any further.
That's why Invers decided to use a "creeping portation" (sic).
The already ported some stuff to run native under Mac *resp.* windows.

resp = respectively??

Other parts still need the according wrapper which runs the original TOS
code under Windows/MacOS.
So I was a little bit wrong. I do know however that lots of Macusers
want to get rid of MagicMac. They want something simular as the pc
version. Whether Invers will do that or not, I don't know. I hope they
will do so
>
> > In the future I doubt there will be a Calamus version which will run on
> > our platform even with MagiC.
>
> Agreed. Sadly, the Atari platform is headed for extinction.

Not the Atari platform is headed to extinction but the Atari version of
Calamus.
>
> >
> > The same for pc. The commom Calamus version for pc comes with some kind
> > of imbedded emulator (Stemulator and not STEEM, correct my if I'm
> > wrong). pc-users doesn't notice they run actualy under emulation.

> > Calamus just acts like a common pc program.
>
> I think we are talking about the same program. When you search on Google
> for STEEM, the web pages all call it an STe Emulator. I know I got an
> email noting that the version embedded with Calamus was a custom version
> of the emulator, and I'm sure the word used was STEEM.

Nope we don't talk about the same emulator. STeem and STemulator are two
different emulator (see Google). STeem is freeware and AFAIK more
suitable to play Atari games, STemulator is payware. However I'm not
quite sure which emulator is embeddeed. I think it's STemulator

TTFN,
Martin

2780. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 19:23:53 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fjt1jj.muyr1a1czyjk0N%donotusethisaddress@pandora.be.invalid>
Source record: 31740

Ken Springer <wordworks@greeleynet.com> wrote:

> Only for the sake of discussion--
>
> On Wed, 09 Oct 2002 15:15:39 GMT, donotusethisaddress@pandora.be.invalid
> (Martin "Nightowl" Byttebier) wrote:
>
> > Calamus SL 2002 lite is not a plain pc program. It does run under
> > Atari-emulation but users will not notice that at all.
>
> <VBG> Which users? I suspect Windows users will notice things
> immediately since they are presented with the Atari Calamus menu bar. And
> when you go to close the window using the "X" close button in the window
> you get a warning message about doing this and losing your information.
> Atari users won't (or at least shouldn't) have a problem as long as they
> forget their new windows habits and remember their Atari habit.

Agree, pc users will notice the non-pc type GUI. What I meant is that
people won't see that there is an emulator running like one see when one
uses MagicPC/Mac..
>
> I have to admit, I sure like the simple easy Atari interface over this
> #$^#&#%^&!#^$ Windows interface.

I tend to agree with you. A few days ago I installed Calamus SL 2002 on
my brothers brandnew pc running Window$ XP. Oh boy I don't like the XP
interface.

CU,
Martin

2781. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 20:23:46 UTC
From: Roland Mösl <founder@pege.org>
Message-ID: <3da48fce$0$37228$91cee783@newsreader01.highway.telekom.at>
Source record: 31741

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:1105_1034187334@news.frii.com...
> Only for the sake of discussion--
>
> On Wed, 09 Oct 2002 15:15:39 GMT, donotusethisaddress@pandora.be.invalid
(Martin
> "Nightowl" Byttebier) wrote:
>
> > Calamus SL 2002 lite is not a plain pc program. It does run under
> > Atari-emulation but users will not notice that at all.
>
> <VBG> Which users? I suspect Windows users will notice things
immediately since they are
> presented with the Atari Calamus menu bar.

At first start, I noticed that SL2002 looks much more like
the ATARI version, but I had really no idea, that this
is an ATARI emulator until I have seen the posts about it.

> And when you go to close the window using the
> "X" close button in the window you get a warning message about doing this
and losing your
> information. Atari users won't (or at least shouldn't) have a problem as
long as they
> forget their new windows habits and remember their Atari habit.

Not after 9 years.

--
Roland Mï¿½sl
http://www.pege.org Clear targets for a confused civilization
http://web-design-suite.com Web Design starts at the search engine

2782. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 20:40:32 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1034269901.42486.2@damia.uk.clara.net>
Source record: 31612

Hi Mark

You suggested binning the drive when the first duff sector appeared, this was bad advise, if there is a repeat problem then it should be investigated further, but dumping at the first sign of trouble is bad advice!. And actually the drives I cycled were cured, obviously the problem was not a physical one, most likely a power or signal glitch occurred during its use, lucky I didn't bin them at the first hint of trouble.

| How many hard drives have you marked, and how many got better? NONE get
| better.
|
| Whilst it is true that the old MFM's etc usually ship with a small number of
| factory Identified bad sectors (and the number is very small - typically
| less than 10), that is entirely different to a drive which suddenly starts
| growing new, non-factory bad sectors. Say you mark out all the "new growth"
| today. You will find that within a short time a few more have shown up,
| which you can then mark out (and kiss goodbye the data they were holding at
| the time), and so on ad-infinitum. You can continue to fight a loosing
| battle against sectors going bad until the day the drive dies completely,
| but why would you put valuable data on a storage medium you cannot trust?
|
| The principal is: once a drive starts developing new bad sectors, it will
| continue to develop them on a regular basis. As such, the drive is
| unreliable for it's designed purpose of holding data, and should therefore
| be replaced.
|
| Mark
|
|
| "Steve Sweet" <stevesweet@freeuk.com> wrote in message
| news:1034096874.28487.1@despina.uk.clara.net...
| Hi "Mark Bedingfield"
|
| What scare-mongering crap!. If bad sectors are a problem for the first time
| with a particular drive then a re-format with mark-bad followed by a
| re-partition will usually hide them from view. Think before you 'try' to
| help!.
|
| | A bad sector is like cancer for a hard drive. If you get one they will
| | spread. I recomend binning it. Get a scsi controller and drive. You can
| | map out the bad sectors (don't leave them), and you may get a little use out
| | of it until one day ....
|
| --
|

| Regards, Steve. S.
|
| Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
|
|
| ---
| Outgoing mail has been scanned by AVG and is certified Virus Free.
| Checked by AVG anti-virus system (http://www.grisoft.com).
| Version: 6.0.394 / Virus Database: 224 - Release Date: 03/10/2002
|
|

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.399 / Virus Database: 226 - Release Date: 09/10/2002

2783. Re: Cuzba WebSite?

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 20:56:13 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0210091256.23588882@posting.google.com>
Source record: 31742

> Yes, thats all. If you are lucky to get an answer it comes allways the
> same text:
> "He work on it hardly" "Wait for offical messages" "Itï¿½s not ready"
>
>
> Remember my the month for delivey should be april 2002..
>
> Hope the long time makes an real good accelerator!
> Itï¿½s not funny to gave an 370 EURO credit line for not more as some warm
> words any 2 month.
>
> Regards, Robert

All true. On the other hand, Rudolphe should be given lots of slack in my opinion. 1. The CT2B is the best accelerator I've seen. He's proven that he can make a good product. 2. He's the only game in town (if you're using Cuebase Audio.) 3. Making anything in the Atari world today has got to be a real labor of love, not for money, or for appreciation!

2784. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 21:37:46 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.da287f8c.a96e26e2.chongdochongdo@ichongdo.com>
Source record: 31744

Hello,

Dans le message <3da08db9$0$30462$91cee783@newsreader02.highway.telekom.at>
Roland_Mï¿½sl a ï¿½crit:

>Is there somebody with an ATARI ST/TT and
>Calamus willing to help an environment
>organisation?

If noone could help you so far, I'd like to have a try.
Would you please send me a file containing those bitmaps which
causes you so much trouble ?
Beware! don't use the adress in "From" : it is a spammer's!
See my signature to get it, and post here if you don't succeed.

Regards,

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

2785. Archiving Atari ST Disks to CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 21:50:43 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3DA4C02C.7E6F559D@ev1.net>
Source record: 31745

I have literally a medium sized cardboard box full of
Atari ST floppy diskettes that I need to archive onto
a CD-R. I should be able to read the disks alright,
either with my ST or an older Mac...and the CD-R will
be in ISO-9600 format.

My question is: Does there exist a "disk image" format
that I should use for each disk...maybe a .dsk format???
I will probably have room to put each disk on the CD-R
more than once...
--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

2786. Re: Archiving Atari ST Disks to CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 22:09:02 UTC
From: exxos <chris@guesswhere.co.uk>
Message-ID: <1O1p9.55$Rzl1.12058700@news2.randori.com>
Source record: 31596

"Charles Richmond" <richmond@ev1.net> wrote in message
news:3DA4C02C.7E6F559D@ev1.net...
> I have literally a medium sized cardboard box full of
> Atari ST floppy diskettes that I need to archive onto
> a CD-R. I should be able to read the disks alright,
> either with my ST or an older Mac...and the CD-R will
> be in ISO-9600 format.
>
> My question is: Does there exist a "disk image" format
> that I should use for each disk...maybe a .dsk format???
> I will probably have room to put each disk on the CD-R
> *more* than once...
> --

Why not just use the ".ST" disc format with ST2DISK, that will copy a disc
image for you to put onto CD. A mate of mine is copying over 3,000 discs to
CD at the moment though he is doing it file by file into folders on the CD.

Chris

> +---+
> | Charles and Francis Richmond <richmond@plano.net> |
> +---+
>

2787. Re: TechTV "The Screen Savers" seeks Atari computer users for the show!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-09 22:54:16 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1034178876-408935AEicMi@williams-net.com>
Source record: 31743

Everyone,
I also e-mailed the guy from TechTV. I have not
recieved an e-mail yet. But, I think we should all be
hopefully optimistic that they may follow through with
some sort of segment on our beloved computers. BTW, I
run the ST Web-site FAQ and seem to be having trouble
getting onto Anodyne Software's web-site. It comes up
with a list of ISTOP web hosting web-sites and there
are a ton of them there, I found Anodynes web-site
addy but when I click on it it just gives me the same
list. Anyone have an updated web-site URL???? Thanks
in advance for the help.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers

Color Monitor

2788. Re: Calamus and stemulator

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 00:47:40 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3da4ce7d$0$32396$626a54ce@news.free.fr>
Source record: 31597

Hi,
"Martin "Nightowl" Byttebier" <donotusethisaddress@pandora.be.invalid> a
crit dans le message de news:
1fjt0iw.usp2tayduyigN%donotusethisaddress@pandora.be.invalid...
> Ken Springer <wordworks@greeleynet.com> wrote:
>
.....
> Nope we don't talk about the same emulator. STeem and STemulator are two
> different emulator (see Google). STeem is freeware and AFAIK more
> suitable to play Atari games, STemulator is payware. However I'm not
> quite sure which emulator is embeddeed. I think it's STemulator
>
> TTFN,
> Martin
>
yes it's stemulator, when you open stemulator.exe with
Restorator or Reshacker you find the Calamus parameter
dialog box etc...

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

2789. Re: Cuzba WebSite?

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 01:17:50 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ow4p9.452$CE4.71328@news.bellsouth.net>
Source record: 31598

>
> All true. On the other hand, Rudolphe should be given lots of slack in
> my opinion. 1. The CT2B is the best accelerator I've seen. He's proven
> that he can make a good product. 2. He's the only game in town (if
> you're using Cuebase Audio.) 3. Making anything in the Atari world
> today has got to be a real labor of love, not for money, or for
> appreciation!

I agree!
I've a CT2b and am very pleased with it.
Rudolphe is the kind of person that will deliver what he has promised.
Sometimes it takes a little longer than we all would like; but rest assured he's doing all he can to deliever something to you that is indeed worth your money.

In my experience over the years...
Rudolphe DOES answer his mails and messages. It sometimes takes several days due to his busy schedule...but he will reply (at least he always has for me).

Brian

2790. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 02:29:21 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1034216961@news.frii.com>
Source record: 31599

On Wed, 09 Oct 2002 19:23:53 GMT, donotusethisaddress@pandora.be.invalid (Martin "Nightowl" Byttebier) wrote:

> The already ported some stuff to run native under Mac *resp.* windows.
>
> resp = respectively??

Maybe, but if you are right, it still doesn't make any sense to me as to what Ulf meant.

>
> Not the Atari platform is headed to extinction but the Atari version of
> Calamus.

I would have to disagree about the platform. A vibrant "anything" draws new people to it and the number of people involved increases. The opposite is happening with Atari. I'm not happy about that, and I waited as long as I could before changing platforms.

> Nope we don't talk about the same emulator. STeem and STemulator are two
> different emulator (see Google). STeem is freeware and AFAIK more
> suitable to play Atari games, STemulator is payware. However I'm not
> quite sure which emulator is embeddeed. I think it's STemulator

You may be right. One of these days I may go ask in the Calamus forum just for the fun of it. <G>

Ken

2791. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 02:55:10 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1034218510@news.frii.com>
Source record: 31600

On Wed, 09 Oct 2002 19:23:53 GMT, donotusethisaddress@pandora.be.invalid (Martin

> I tend to agree with you. A few days ago I installed Calamus SL 2002 on
> my brothers brandnew pc running Window$ XP. Oh boy I don't like the XP
> interface.

> I tend to agree with you. A few days ago I installed Calamus SL 2002 on
> my brothers brandnew pc running Window$ XP. Oh boy I don't like the XP
> interface.

I remember when MS came out with Windows 95. They made a big PR thing about how much easier to use it was than Windows for Workgroups 3.11. Almost no one agreed with him. They haven't done that since! <G>

Then there was the time when Mr. Gates (or so I've heard) bragged that some new OS they were bringing out fixed 6,000 bugs in Windows 98. Someone asked why there were 6,000 bugs in Windows 98! No answer. <G> I don't know the truth or fiction of the Windows 98 story, but it sure sounds good! LOL

I've decided to stick with 98 until it won't do what I want, or the computer dies. No longer interested in paying money to always have the latest thing. It's just gotten too @#$^@#$^@ expensive to do that. Especially when there's nothing new in the market place I'm interested in.

Except for Calamus, but I can no longer afford that either as I have no use for it anymore. :-(

Ken

2792. Re: TechTV "The Screen Savers" seeks Atari computer users for the show!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 03:31:16 UTC
From: lp <gfa@basic.net>
Message-ID: <B9CA6CC4.9EAA%gfa@basic.net>
Source record: 31601

in article 1034178876-408935AEicMi@williams-net.com, carey christenson at firest@williams-net.com wrote on 10/9/02 6:54 PM:

> Everyone,
> I also e-mailed the guy from TechTV. I have not
> recieved an e-mail yet. But, I think we should all be
> hopefully optimistic that they may follow through with
> some sort of segment on our beloved computers. BTW, I
> run the ST Web-site FAQ and seem to be having trouble
> getting onto Anodyne Software's web-site. It comes up
> with a list of ISTOP web hosting web-sites and there
> are a ton of them there, I found Anodynes web-site
> addy but when I click on it it just gives me the same
> list. Anyone have an updated web-site URL???? Thanks
> in advance for the help.

I got a mail from anodyne, I'm on his mailing list, the web site is temporarily down.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2793. Re: Stupid question

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 03:56:30 UTC
From: Jon <jonm@pclv.com>
Message-ID: <OT6p9.6142$r83.890859@news1.west.cox.net>
Source record: 31602

The fan is new.... One of the first things I replaced. I was aware of heat problems with the case (yet another faulty design) and put a high flow fan in there. One drawback is it sounds like a jet when it first starts up and a small prop job while running. Better than the alternative.

I'm still amazed that this hardware is running without a problem. My 4 pc's have, in the last 3 years, lost hard drives, video cards, and cd's.

It's amazing how a machine that cost so little, lasted so long...

Jon

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message news:vdQo9.23030$vg.62491@news-server.bigpond.net.au...
> 14 years is good. And yes the controllers aren't much cop. AHDI is slow but
> pretty good. ICD is ok with those drives too. As far as all comming up bad,
> it can happen. But not right away. I fix WC's all day every day, we get at
> least one machine ever 2 weeks with bad sectors. Seagates are pretty good,
> WD drives are the most prolific bad sector creator's I have every seen.
> Won't touch them. Any way all is good, hows the fan on the Megafile?
>
> Mark
>
>
> "Jon" <jonm@pclv.com> wrote in message
> news:M7Po9.1088$r83.361361@news1.west.cox.net...
> > Ok, the problem this drive had (megafile 60) is that when using Supra's
> > utilities to format the drive all was fine. Then when it tried to mark
> bad
> > sectors, they ALL came up bad. That is NOT possible! This tells me
> that
> > Supra's utilities are trash on factory Atari hardware. I switched to
> HDX
> 5
> > and AHDI 6.06 and all is fine now. The drive is stable and no lost
> data.
> > I am a little cautious since it happened and I'm keeping my data on the
> > Supra 30 with daily backups. Both are powered up now for the last 4
> days
> > without incident. Occasionally run a diag program to push them a
> little,
> > again, no incident.
> >

> > Now, I agree with bad sectors mulitplying on a drive (saw it on more
than
> > one occasion with the MFM's, not much with the RLL's) and know that
total
> > failure would be a given. But, I suspect that those cheesy interface
> cards
> > Atari used in the Megafile may be a little at fault. I mean, come on,
you
> > can change the device ID to any number as long as it is 0? Talk about
> > having an open mind for expandability! :>)
> >
> > The equipment is a minimum of 14 years old. It's expected to have
> > failures!!
> >
> > Jon
> >
> > And I thank you all for the info!
> >
> > "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in
message
> > news:6OKo9.20760$vg.58874@news-server.bigpond.net.au...
> > > How many hard drives have you marked, and how many got better? NONE
get
> > > better.
> > >
> > > Whilst it is true that the old MFM's etc usually ship with a small
> number
> > of
> > > factory Identified bad sectors (and the number is very small -
typically
> > > less than 10), that is entirely different to a drive which suddenly
> starts
> > > growing new, non-factory bad sectors. Say you mark out all the "new
> > growth"
> > > today. You will find that within a short time a few more have shown
up,
> > > which you can then mark out (and kiss goodbye the data they were
holding
> > at
> > > the time), and so on ad-infinitum. You can continue to fight a loosing
> > > battle against sectors going bad until the day the drive dies
> completely,
> > > but why would you put valuable data on a storage medium you cannot
> trust?
> > >
> > > The principal is: once a drive starts developing new bad sectors, it
> will
> > > continue to develop them on a regular basis. As such, the drive is
> > > unreliable for it's designed purpose of holding data, and should
> therefore

> > > be replaced.
> > >
> > > Mark
> > >
> > >
> > > "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> > > news:1034096874.28487.1@despina.uk.clara.net...
> > > Hi "Mark Bedingfield"
> > >
> > > What scare-mongering crap!. If bad sectors are a problem for the first
> > time
> > > with a particular drive then a re-format with mark-bad followed by a
> > > re-partition will usually hide them from view. Think before you 'try'
to
> > > help!.
> > >
> > > | A bad sector is like cancer for a hard drive. If you get one they
will
> > > | spread. I recomend binning it. Get a scsi controller and drive. You
> can
> > > map
> > > | out the bad sectors (don't leave them), and you may get a little use
> out
> > > of
> > > | it until one day ....
> > >
> > > --
> > >
> > > Regards, Steve. S.
> > >
> > > Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war
stories!!.
> > >
> > >
> > > ---
> > > Outgoing mail has been scanned by AVG and is certified Virus Free.
> > > Checked by AVG anti-virus system (http://www.grisoft.com).
> > > Version: 6.0.394 / Virus Database: 224 - Release Date: 03/10/2002
> > >
> > >
> > >
> >
> >
>
>

2794. Re: Cuzba WebSite?

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 05:05:33 UTC
From: rs.mac@t-online.de
Message-ID: <1fjtrs1.b6ylx71r8lvraN%rs.mac@t-online.de>
Source record: 31603

Wayne Martz <wmartz@firstpresdalton.org> wrote:

> All true. On the other hand, Rudolphe should be given lots of slack in
> my opinion. 1. The CT2B is the best accelerator I've seen.

Yes, his CT2 works good and had nothing to do with actual facts.
More information for a lot of money, better an ready to use CT60 :) is
all what he have to do.

> today has got to be a real labor of love, not for money, or for
> appreciation!

Thatï¿½t not true in all.
Some people prepayd this fun, they wait for results in more as an one
line messages.

Regards, Robert

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-= Home of DOIT-Archive =-

Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

2795. Re: Cuzba WebSite?

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 09:47:16 UTC
From: rs.mac@t-online.de
Message-ID: <1fju527.dg33pxt79h7mN%rs.mac@t-online.de>
Source record: 31604

Rustynutt <uce@ftc.gov> wrote:

> Moin Moin

He, moin moin is german only :->

> I got this mail today, no biggie, I expected to wait. I paid with
> credit card by PayPal, so collection is possible, but I can wait a bit
> longer:) Besides, I need to make a " normal" Falcon before I can

Ah, nobody needs an normal falcon ;) Sure, other modifications must be
removed before. An real normal falcon is crap, nothing to solder :)

Yes, isnï¿½t the problem. Paypal is ok, i use the same way.
Main problem are the real short information from the developer.

> Hey Robert, I bought a new toy. An Olympus E-100RS digital camera with
> 10X optical zoom. Used, but a nice one:) Now I can flood you with

He, got an nikon 880 last year, works great. :)
But i doasnï¿½t have so much time to make a lot of picture.
130 only from start up forward. I collect it all with iPhoto on Mac.

Thatï¿½s all ;)

Regards, Robert

--
-= Home of DOIT-Archive =-

Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

2796. HP deskjet on a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 10:12:48 UTC
From: Meihuizen/chello <mmeihuizen@hetnet.nl>
Message-ID: <Aocp9.1664209$oa7.58889483@Flipper>
Source record: 31605

I work with a HP deskjet 850 on a Falcon.With NVDI 5.02 it works great.
NVDI 5 supports even "higher" models

Marcel Meihuizen

"John Garone" <swampfax@atlantic.net> schreef in bericht
news:1gUm9.8$UY.11039@news1.atlantic.net...
> Hi All,
> Anyone know if an HP Deskjet 840C will work on a Falcon?
> John G.
>

2797. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 11:51:58 UTC
From: <>
Message-ID: <1034246932-734954AEicMi@ntlworld.com>
Source record: 31607

Hi Steve,

>Hi Pete
>
>For crying out.. what century are you lot living in?.

>| You should try good old Fluxite - I've still not used up a
>| shoe-polish-sized tin I bought over 50 years ago!

I offered the loan of the iron I use for soldering large chunks and bowden cables etc, but he said that he wouldn't be able to heat it up on his electric stove ;-)

Isn't Fluxite corrosive anyway?

Cheers

Derryck

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2798. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 12:06:12 UTC
From: <>
Message-ID: <1034246934-735306AEicMi@ntlworld.com>
Source record: 31606

From: donotusethisaddress@pandora.be.invalid (Martin "Nightowl" Byttebier)
Date: Wed, 09 Oct 2002 19:23:53 GMT

>> Agreed. Sadly, the Atari platform is headed for extinction.
>
>Not the Atari platform is headed to extinction but the Atari version of
>Calamus.

It's not really usable to its full potential on an Atari, even with a Falcon with a CT2 and plenty of RAM (I dare say a CT060 with a graphics card would be much better). Anyone using a Falcon would be well advised to read the FAQ about the necessary change to the sys file that's needed with recent versions of Calamus.

Cheers

Derryck

--


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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2799. Re: Archiving Atari ST Disks to CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 12:11:20 UTC
From: <>
Message-ID: <1034246934-735566AEicMi@ntlworld.com>
Source record: 31608

From: Charles Richmond <richmond@ev1.net>
Date: Wed, 09 Oct 2002 21:50:43 GMT

>I have literally a medium sized cardboard box full of
>Atari ST floppy diskettes that I need to archive onto
>a CD-R. I should be able to read the disks alright,
>either with my ST or an older Mac...and the CD-R will

A worth-while project, I started a similar one but the pile of disks that are still waiting to be copied doesn't seem to be shrinking :-(

>My question is: Does there exist a "disk image" format
>that I should use for each disk...maybe a .dsk format???

All I did was make a folder for each disk, with perhaps a Disk1 etc folder within if it was a multi-disk set, and just copy the floppy disk contents over (this is all on a spare partition which will get copied in one go).

No need for anything else unless you're trying to copy protected stuff, someone else will have to advise on that.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2800. Re: Cuzba WebSite?

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 13:58:47 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0210100558.9842330@posting.google.com>
Source record: 31609

rs.mac@t-online.de (Robert Schaffner) wrote in message
news:<1fjtrs1.b6ylx71r8lvraN%rs.mac@t-online.de>...
> Wayne Martz <wmartz@firstpresdalton.org> wrote:
>
>
> > All true. On the other hand, Rudolphe should be given lots of slack in
> > my opinion. 1. The CT2B is the best accelerator I've seen.
>
> Yes, his CT2 works good and had nothing to do with actual facts.
> More information for a lot of money, better an ready to use CT60 :) is
> all what he have to do.

I agree that more information should be coming from him, since the
CT60 is so far past the estimated release date. Never the less, if
there are problems at this point, impatience from us will only make it
more difficult for him to complete. By the way, with all due respect,
I think that a persons past work does have a bearing on what he or she
is doing now. In my book,
Rudolphe's "track record," and products are excellent.

> > today has got to be a real labor of love, not for money, or for
> > appreciation!
>
> Thatï¿½t not true in all.
> Some people prepayd this fun, they wait for results in more as an one
> line messages.

Yes, I know. I'm one of them, and I think I was somewhere between
50 - 60 on the list who have prepaid, and I have prepaid in full. I'm
just a musician, and I know that I have none of your technical
expertise, so perhaps you have a better idea than I about what
Rudolphe may stand to make from the 150 or so of these that he ay
sell. But it seems likely to me that it certainly won't be a fortune!
Whatever the case may be, I think that what we say to each other
has a huge impact on each other. Frankly, my patience is wearing thin
too, but I think that extra patience and understanding on our part
will actually help the CT60 become reality.

Peace!

Wayne.

(BTW, Rudolphe's web site is back up. I was hopeing it was down for
some sort of update, but no such luck. Keeping my fingers crossed!)

2801. SLM804 News

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 14:43:52 UTC
From: Oracle <Bgates@microsoft.com>
Message-ID: <zigp9.50348$g9.145265@newsfeeds.bigpond.com>
Source record: 31610

For those whith these machines, after replacement wiper blades for the drum kits, New ones are available from Static Control in the USA. They are sold usualy in packs of 10. So it would be better off if someone in a position to purchase a whole pack and sell them individually could do so. LB1306 & LB1306 blades are available, new, but drums are only available for the SLM605. The drum of the 804 due to its size i guess should last the life of the machine if looked after.

Anyway ask if your interested to know more.

2802. Re: SLM804 News

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 14:44:55 UTC
From: Oracle <Bgates@microsoft.com>
Message-ID: <yjgp9.50349$g9.145374@newsfeeds.bigpond.com>
Source record: 31611

LB1305 & LB1306 i mean.....

"Oracle" <Bgates@microsoft.com> wrote in message
news:zigp9.50348$g9.145265@newsfeeds.bigpond.com...
> For those whith these machines, after replacement wiper blades for the
drum
> kits, New ones are available from Static Control in the USA. They are sold
> usualy in packs of 10. So it would be better off if someone in a position
to
> purchase a whole pack and sell them individually could do so. LB1306 &
> LB1306 blades are available, new, but drums are only available for the
> SLM605. The drum of the 804 due to its size i guess should last the life
of
> the machine if looked after.
>
> Anyway ask if your interested to know more.
>
>

2803. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 15:37:32 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3da5b132102bb71@pandora.be>
Source record: 31624

on Thu 10-10-2002 11:06 derryck@.NOT~THIS~cix.co.uk wrote:

>From: donotusethisaddress@pandora.be.invalid (Martin "Nightowl" Byttebier)
>Date: Wed, 09 Oct 2002 19:23:53 GMT
>
>>> Agreed. Sadly, the Atari platform is headed for extinction.
>>
>>Not the Atari platform is headed to extinction but the Atari version of
>>Calamus.
>
>It's not really usable to its full potential on an Atari, even with a
>Falcon with a CT2 and plenty of RAM (I dare say a CT060 with a graphics
>card would be much better.

Calamus SL2002 R3 does run on my Hades (freeMiNT/N_AES) quite happely. I
use it all day.

CU
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2804. Re: SLM804 News

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 17:46:09 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1034271969@news.frii.com>
Source record: 31613

On Thu, 10 Oct 2002 22:43:52 +0800, "Oracle" <Bgates@microsoft.com> wrote:
> For those whith these machines, after replacement wiper blades for the drum
> kits, New ones are available from Static Control in the USA. They are sold
> usualy in packs of 10. So it would be better off if someone in a position to
> purchase a whole pack and sell them individually could do so. LB1306 &
> LB1306 blades are available, new, but drums are only available for the
> SLM605. The drum of the 804 due to its size i guess should last the life of
> the machine if looked after.
>
> Anyway ask if your interested to know more.
>
>

Wiper blades keep coming in discussions about this printer, yet I'm not sure what one is. Am I correct if I guessed it's the felt like wiper that fits at the back of the printer?

And a little more info about Static Control? You get a lot of info about stopping that problem in clothing when you search just on that phrase. <G>

Ken

2805. Re: MIDI Extension for Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 19:02:13 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0210101102.108cd91c@posting.google.com>
Source record: 31614

"Karl Heinz G rtner" <kaheiga@hotmail.com> wrote in message
news:<3da2c2e0$0$21442$91cee783@newsreader02.highway.telekom.at>...
> Hello NG,
>
> I buyed an used ATARI MEGA ST4 with an additional MIDI OUT Hardware (a kind
> of serial Port with a MIDI plug on a cable). Tu use this second MIDI OUT
> for Cubase, there`s a Software Plugin needed (for the MROS Folder). Does
> anyone has this plugin?
>
> Thank you a lot
> Karl Heinz

I believe if you download the Mros package from this site:

http://atari.georezo.net/music/cubase/download.htm

The drivers will be in there. Other good stuff on the page too!!!

You can visit my Cubase page for info on Atari Cubase as well

http://tamw.atari-users.net/cubase.htm

Tim Conrardy

Tims Atari MIDI World
http://tamw.atari-users.net

2806. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 21:33:00 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DA5F119.80620EA0@chello.nl>
Source record: 31615

Ken Springer wrote:
>

> Sadly, the Atari platform is headed for extinction.
>

Not quite, I hired a cage in the ARTIS zoo in Amsterdam.
I have been promised a few wall plugs.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

2807. Re: SCSI Ethernet adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-10-10 22:19:34 UTC
From: Eddy <em662@caramail.com>
Message-ID: <3da5fdbe$0$21317$626a54ce@news.free.fr>
Source record: 31616

Hi,
Could you let me know how expensive the postage rate would be ?
Regards, Eddy.

Oracle <Bgates@microsoft.com> a crit dans le message :
wtTo9.49313$g9.142477@newsfeeds.bigpond.com...
> ill let you have mine for the cost of postage, it'll probly be quite high
> comming from perth.western australia,, but this one isnt that big, its the
> size of a vhs video cassette. It has BNC, Rj45 & Thick ethernet interaces,
> in and out scsi ports, id switch, and power socket. 9v AC works fine on
it.
>
> "Eddy" <em662@caramail.com> wrote in message
> news:3da3c630$0$6099$626a54ce@news.free.fr...
> > Oracle <Someone@home.com> a crit dans le message :
> > jxCj9.38415$g9.110980@newsfeeds.bigpond.com...
> > > fair enough, ill just toss it in the garbage.
> > >
> > > "Judy Baumgardner" <jbaumga@columbus.rr.com> wrote in message
> > > news:4rlj9.169349$ja.24805488@twister.columbus.rr.com...
> > > > Yes it does.
> > > >
> > > > The Asante device's do not work. They have their own proprietary
> > > > system. Several people on several continents have banged their
> > > > heads against these devices with no luck.
> >
> > Hi,
> > I'm looking for SCSI ethernet adaptors in order to create software to
use
> > them on Atari computers with MiNTNet. An Asante device would be ok (I
hope
> > I'll manage to make it work on Atari computers), but I'm also looking
for
> > any other adaptor.
> > If you have one of these adaptors, please make me an offer. (I live in
> > France).
> > Best regards.
> >
> >
>
>

2808. ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-11 00:30:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0210101725180.5081-100000@shell1.aracnet.com>
Source record: 31617
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari Dealer. Offering Sales, Support & Service of Atari HardWare, SoftWare, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers plus the 64 Bit Atari Jaguar Game System. I am a Reseller of Used & New Atari Collections! Much of which were the Treasures of Former Atarians, Locked away in Dungeons, now given New Lives, offered to be sold as New found Treasure, back in Circulation in the Atari MarketPlace. Hidden and Forgotten, Now set free from the secret hiding places. Atari Heaven where former Atarians had left them to Die. Saving Wondrous Collections from being irretrievably Lost! As well as Saving entire inventories from defunct Atari Dealers, much of it +NEW in the BOX/BAG! After Languishing in Forgotten Warehouses, long abandoned by retired Atari Dealers!

I love saving my customers money! I mainly use Postal Delivery! I save money for my customers when using Postal 2-3 Day Priority Mail & Global Priority Mail. I use Packaging supplied by the Post Office for free and Pass on the savings. I sell Atari, I'm not in the Business of Profiting from Marking up on the cost of Shipping! And just like the Postal Service I avoid making promises I cant keep. The Post Office sends Packages by 2-3 Day Priority Mail. They don't promise 2-3 Days but they have a Good record of Following through! Once I receive payment, your order usually goes out the same Day! This is not a Promise, but like the Post Office I have a Good record of following through! Ask my Customers! I also have Libraries of Reference Books for the Classic Atari 8 Bit and the Atari ST Computers! I have ways of saving Money on Postage by Sending it Book Rate. I also have some tricks for saving on Postage when Mailing outside the United States! I Ship Atari anywhere the Law allows! If you dont come to me, I cant save you any Money!So check my HotLinks below, E-Mail me at atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Download Area!
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http://www.aracnet.com/~atari/whybuyben.htm Ben's Customer References!
http://www.aracnet.com/~atari/antispam.htm Updated!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2809. Re: Archiving Atari ST Disks to CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2002-10-11 08:31:52 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <OorZRZC4xop9Ewm0@atari.org.uk>
Source record: 31618

In article <3DA4C02C.7E6F559D@ev1.net>, Charles Richmond
<richmond@ev1.net> writes
>I have literally a medium sized cardboard box full of
>Atari ST floppy diskettes that I need to archive onto
>a CD-R. I should be able to read the disks alright,
>either with my ST or an older Mac...and the CD-R will
>be in ISO-9600 format.
>
>My question is: Does there exist a "disk image" format
>that I should use for each disk...maybe a .dsk format???
>I will probably have room to put each disk on the CD-R
>*more* than once...

Hi

Sounds like me that.. Been doing something similar for a few weeks now
and it must be the most boring thing you can think of.... erm! Maybe
not:))

There are several programs you can use. When i started shifting all the
pd software i have over to cd-rom, i used to use fastcopy pro's disk to
file (.dim) tool. I also move the files onto cd as well, so that i could
located a specific file if someone was having problems etc.

Fastcopy pro is goodish, but i cant get the bugger to run on a Falcon.
So, I have settled with magic shadow archiver (.msa) along with the
normal files.

OK msa has a few drawbacks, but it does run on a falcon AND 99% of
atarian's have it, which will enable me to send a disk via email. It
also doesnt like read errors, it gives no retry option and for some
disks - mainly demo's - it cant do due to strange formats.

There is one method of copying disks to files, but this requires
hardware:) and requires the same type of hardware to recreate the disk,
and that is Happy Computers Discovery cartridge.

Is there any software, besides the discovery cartridge, that allows you
to copy non standard formats into a text file that can be sent via email
etc? I would like to stick all the demo's i have on cd-rom, so that
other people could recreate the disk without special hardware - the
discovery carts arent exactly cheap and easy to come by.

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *

Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2810. Re: MIDI Extension for Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-10-11 09:06:50 UTC
From: Karl Heinz G&#65533;rtner <kaheiga@hotmail.com>
Message-ID: <3da694aa$0$39606$91cee783@newsreader02.highway.telekom.at>
Source record: 31619

Hello Tim,

Tim Conrardy <tconrardy@hotmail.com> schrieb:

> [...]
> http://atari.georezo.net/music/cubase/download.htm
>
> The drivers will be in there. Other good stuff on the page too!!!
> [...]

thank you for this hint, but no one of the drivers worked :-(
So I started to disassemle the modem port connector of this MIDI Extension,
and there were _no electronic parts_ inside, only the MIDI- Cable is
connected to some pins.

So maybe this part _cannot_ be working?!

--
MfG
KHG

2811. Wanted: Mega ST 4! Pay upto $100! Buy or Trade! USA only!

Newsgroup: comp.sys.atari.st
Date: 2002-10-11 09:59:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0210110242190.22044-100000@shell1.aracnet.com>
Source record: 31620
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail instead of NewsGroups directed to Ben at: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Otherwise, call Ben anytime at (503)256-9974!!

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4! Please direct replies via E-Mail to atari@aracnet.com or call Ben anytime: (503)256-9974. I need to keep this Deal Within the U.S. Use Link below if Interested or E-Mail me!

http://www.aracnet.com/~atari/megast4.htm Details! Wanted: MegaST4!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2812. Re: V: Tower f. ATARI TT

Newsgroup: comp.sys.atari.st
Date: 2002-10-11 11:32:57 UTC
From: "Dipl. Ing. Holger Schreiner" <h.schreiner@ndh.net>
Message-ID: <3DA6B6E9.F8C464D5@ndh.net>
Source record: 31621
Cross-posted to: bln.markt,comp.sys.atari.st,de.comp.sys.atari,maus.computer.atari.hardware

Hallo Marc,
ich hï¿½tte Interesse an dem Tower und wï¿½rde ihn gerne kaufen.
Meine E-Mail: h.schreiner@ndh.net

Marc Raschke wrote:

> Hallo,
>
> habe einen "ddd TT-Tower" abzugeben (neue Ausfï¿½hrung). Ein Mega STE soll
> angeblich auch reinpassen(?). Ist eigentlich ein AT-Bigtower (5 x 5,25",
> 4 x 3,5" davon 2x Floppy, 200W-Netzteil) mit einem fï¿½r die TT-Anschlï¿½sse
> angepaï¿½ten Rï¿½ckblech. Inkl. Handbuch (sic!) fï¿½r 15,-
>
> Gruï¿½, Marc

2813. Help

Newsgroup: comp.sys.atari.st
Date: 2002-10-11 12:48:47 UTC
From: Steve <steve@goldgroup.co.uk>
Message-ID: <3da6c7d5$0$19872$afc38c87@news.easynet.co.uk>
Source record: 31622

Hello all!
i have a newbie question. I have an old 520STFM with a shed load of st
disks. I have just installed STEEM on my pc and I with do create .ST images
from my old software for use with STEEM. how do i do this?
Ta

2814. Re: MIDI Extension for Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-10-11 14:18:24 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <c3Bp9.3015$345.119960@newsfep2-win.server.ntli.net>
Source record: 31623

Hello.

"Karl Heinz G&#65533;rtner" <kaheiga@hotmail.com> wrote in message
news:3da694aa$0$39606$91cee783@newsreader02.highway.telekom.at...
> thank you for this hint, but no one of the drivers worked :-(

Use the Export DRV, read the Cubase manual to activate and use it.

> So I started to disassemle the modem port connector of this MIDI
Extension,
> and there were _no electronic parts_ inside, only the MIDI- Cable is
> connected to some pins.

There are no chips, just resistors.....

Barrie at Keychange. www.keychange.co.uk

>
> So maybe this part _cannot_ be working?!
>
>
> --
> MfG
> KHG
>
>

2815. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-11 14:58:40 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3da6f60a111da11@pandora.be>
Source record: 31625

on Thu 10-10-2002 21:33 Henk Robbers wrote:

>
>
>Ken Springer wrote:
>>
>
>> Sadly, the Atari platform is headed for extinction.
>>
>
>Not quite, I hired a cage in the ARTIS zoo in Amsterdam.
>I have been promised a few wall plugs.

Nice zoo. I've been there a few times (as visitor).
Maybe the Artis can set up an EEP (European Endangered Species Program)
to save the European Atarians from extinction.
I believe similar programs exist for Australian and North-American zoos.

CU
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2816. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-10-11 16:53:18 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3da710182576931@pandora.be>
Source record: 31626
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**game**
ftp://chapelie.rma.ac.be/atari/game/gnuboy-1.0.3.zip
(225.299 bytes) Emulate the Game Boy handheld game console

**mint**
ftp://chapelie.rma.ac.be/atari/mint/graph-tools/povray-3.50b-mint-bin.tar.gz
(1.592.700 bytes) Persistence of Vision Ray Tracer, is a free full-featured ray tracer

ftp://chapelie.rma.ac.be/atari/mint/misc/sdl-devel-1.2.5-mint.tar.gz
(407.261 bytes) Simple DirectMedia Layer (SDL). This is the Simple DirectMedia Layer,
a generic API that provides low level access to audio, keyboard, mouse, joystick,
3D hardware via OpenGL, and 2D framebuffer across multiple platforms.

CU
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2817. Re: Please help converting some Calamus files

Newsgroup: comp.sys.atari.st
Date: 2002-10-11 20:10:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ao7b7l$oe6$1@thorium.cix.co.uk>
Source record: 31627

In message <1fjt0iw.usp2tayduyig@pandora.be>, said:
>==========

>The already ported some stuff to run native under Mac *resp.* windows.
>
>resp = respectively??

Yes, it is Ulf's literal translation of 'bzw.' (= beziehungsweise).

I prefer using 'or xxx respectively' where 'respectively' refers
to alternatives mentioned earlier. So it means it runs under Mac
OS on a Mac, and WIndows on a PC. Simple really!!! :-))

>> > The same for pc. The commom Calamus version for pc comes with some kind
>> > of imbedded emulator (Stemulator and not STEEM, correct my if I'm
>> > wrong). pc-users doesn't notice they run actualy under emulation.
>> > Calamus just acts like a common pc program.

Well, since it runs so much faster on the Atari-emulating PC,
and generally Calamus uses its own graphical user interface,
I wonder if Windows users will really notice much difference from
native Windows apps?? Very minor ones, I'd have thought....

Regards, /Peter/

2818. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-11 23:10:21 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1034421887.91052.0@damia.uk.clara.net>
Source record: 31636

Yo!, Dezza

| >For crying out.. what century are you lot living in?.
|
| >| You should try good old Fluxite - I've still not used up a
| >| shoe-polish-sized tin I bought over 50 years ago!
|
| I offered the loan of the iron I use for soldering large chunks and bowden
| cables etc, but he said that he wouldn't be able to heat it up on his
| electric stove ;-)

I know you well enough to believe that!. 8~)

| Isn't Fluxite corrosive anyway?

Very!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.401 / Virus Database: 226 - Release Date: 10/10/2002

2819. Re: SLM804 News

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 02:12:15 UTC
From: Oracle <Bgates@microsoft.com>
Message-ID: <YtLp9.51087$g9.147962@newsfeeds.bigpond.com>
Source record: 31628

the wiper blade im talking about is the rubber blade in the drum kit that yellow's and goes floppy. This causes imaging defects, such as repeditive images down the page, can cause light print when failed and will make the pages dirty aswell.

The felt strip you are talking about is no big deal, you could have the felt replaced at any toner remanufacturing place. ive got boxes of it at work. Its soaked in silicone oil and lubricates and cleanes the fuser roller, removing toner buildup and the lubricant allows labels to pass through with out delamnating and getting jammed in the fuser.

I'll find the website for static control.
"Ken Springer" <wordworks@greeleynet.com> wrote in message news:1103_1034271969@news.frii.com...
> On Thu, 10 Oct 2002 22:43:52 +0800, "Oracle" <Bgates@microsoft.com> wrote:
> > For those whith these machines, after replacement wiper blades for the drum
> > kits, New ones are available from Static Control in the USA. They are sold
> > usualy in packs of 10. So it would be better off if someone in a position to
> > purchase a whole pack and sell them individually could do so. LB1306 &
> > LB1306 blades are available, new, but drums are only available for the
> > SLM605. The drum of the 804 due to its size i guess should last the life of
> > the machine if looked after.
> >
> > Anyway ask if your interested to know more.
> >
> >
>
>
> Wiper blades keep coming in discussions about this printer, yet I'm not sure what one is.
> Am I correct if I guessed it's the felt like wiper that fits at the back of the printer?
>
> And a little more info about Static Control? You get a lot of info about stopping that
> problem in clothing when you search just on that phrase. <G>
>
>
> Ken
>
>

2820. Re: SLM804 News

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 02:17:16 UTC
From: Oracle <Bgates@microsoft.com>
Message-ID: <GyLp9.51090$g9.148355@newsfeeds.bigpond.com>
Source record: 31629

i cant find it, ill get the url on monday from work.

"Oracle" <Bgates@microsoft.com> wrote in message
news:YtLp9.51087$g9.147962@newsfeeds.bigpond.com...
> the wiper blade im talking about is the rubber blade in the drum kit that
> yellow's and goes floppy. This causes imaging defects, such as repeditive
> images down the page, can cause light print when failed and will make the
> pages dirty aswell.
>
> The felt strip you are talking about is no big deal, you could have the
felt
> replaced at any toner remanufacturing place. ive got boxes of it at work.
> Its soaked in silicone oil and lubricates and cleanes the fuser roller,
> removing toner buildup and the lubricant allows labels to pass through
with
> out delamnating and getting jammed in the fuser.
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> I'll find the website for static control.
> "Ken Springer" <wordworks@greeleynet.com> wrote in message
> news:1103_1034271969@news.frii.com...
> > On Thu, 10 Oct 2002 22:43:52 +0800, "Oracle" <Bgates@microsoft.com>
wrote:
> > > For those whith these machines, after replacement wiper blades for the
> drum
> > > kits, New ones are available from Static Control in the USA. They are
> sold
> > > usualy in packs of 10. So it would be better off if someone in a
> position to
> > > purchase a whole pack and sell them individually could do so. LB1306 &
> > > LB1306 blades are available, new, but drums are only available for the
> > > SLM605. The drum of the 804 due to its size i guess should last the
life
> of
> > > the machine if looked after.
> > >
> > > Anyway ask if your interested to know more.
> > >
> > >
> >
> >
> > Wiper blades keep coming in discussions about this printer, yet I'm not
> sure what one is.
> > Am I correct if I guessed it's the felt like wiper that fits at the back
> of the printer?

> >
> > And a little more info about Static Control? You get a lot of info
about
> stopping that
> > problem in clothing when you search just on that phrase. <G>
> >
> >
> > Ken
> >
> >
>
>

2821. All is well with my A1200!

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 06:23:46 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0210112223.4ee7af02@posting.google.com>
Source record: 31630
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Have said no such thing.. You imagine alot..

> > BRING IT ON anyone can e-mail me and prove me
> > otherwise with web-site information about the amiga
> > and atari contest!!!!!!
>
> I think that it would rather be better that any debate material you
> send over to comp.sys.advocacy, as that's where that type posting really
> belongs. Besides, it'll be better seeing TiFKAS being fragged in his
> natural habitat :)

You forget the time we grilled tifkas about his non-appearance in csma to which his first response was a single one line post saying "look look, I post in csma!!". When I challenged him again he made his infamous claim stating he "didnt need to since his dell dont need support"

2822. Starlord in Daily News

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 06:39:44 UTC
From: Don <atari@qnet.com>
Message-ID: <3DA7C3B0.A5ACE515@qnet.com>
Source record: 31631

Dennis,

Congrats!! I see you made it on the cover of the local Daily News.

Don

2823. 720k DD disks

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 08:28:54 UTC
From: Peter Zaini <tunesmith@bigpond.com>
Message-ID: <PXQp9.51239$g9.148780@newsfeeds.bigpond.com>
Source record: 31632

Hi,

I have a brand new box of 10 DD 720k 3.5 floppies for sale... these tend to work better in the Atari than HD 1.44meg disks in some cases...

http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&item=2060615502

Thanx!

2824. my ftp site

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 09:18:56 UTC
From: steve666@clara.co.uk
Message-ID: <1fjxr4t.ohmdpk1yym7eoN%steve666@clara.co.uk>
Source record: 31633

it's new and it's still in a state of 'work in progress' but for now you can use it and check it out for old ST/e/Falcon/TT software and some Macintosh software too.

an upload/download ratio has been set up - so if u see anything then upload a file first and download till your hearts content :)
Please upload to the "user uploads" folder, thanks (atari/mac, movies, pictures, mp3's, anything !)

Enjoy!

ftp://217.35.40.162

Steve
steve666@clara.co.uk

2825. Ultimate Muzak Demo 8730

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 10:55:51 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <ao8umd$8sp$1@newsreaderg1.core.theplanet.net>
Source record: 31634

Hello

This is a message to announce that the Ultimate Muzak Demo 8730 is
released.
A music demo for the Atari ST which
features over 95% of all known tunes!! Well it's finally released, it
runs on the Steem emulator (http://steem.atari.org) and of course an ST/e.

Press Release
============

Yeah, finally!

The largest music demo ever written finally hits the streets. Started in
October 1998 , beta version released at the ST News Conference / Holland
in December 2000. Now the full version is released!

Info :-

Works with any 1mb or more ST/e , semi compatible with Falcon ;-)

4646 tunes
182 different music composers
Hard-Drive installable
OR 10! Floppy disks (yikes)
Steem emulator compatible
Features a *21* minute intro including the longest chip tune ever written.
Hidden Screen
Many un-released tunes

Go to http://phf.atari.org

Grazey/Psycho Hacking Force

2826. Follow this link for Cubase Lite

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 11:11:53 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3da80379_3@news2.vip.uk.com>
Source record: 31635

Hi folks

Just something for the bloke who was asking for a link to a
cracked version of Cubase. Follow this link and it'll take
you to a site where you can download Cubase Lite which is
now freeware. Cubase itself is still a commercial entity
and therefore you are obliged to buy it, even though Steinberg
no longer support it.

http://tamw.atari-users.net/cubase.htm

Go for it if you're interested.

Cheers
Al

ps there's loads of other Atari MIDI stuff on this site.
It's a veritable treasure trove and a vital Atari resource.

2827. Re: MagiCMac and printing

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 12:13:28 UTC
From: <>
Message-ID: <1034492796-71730AEicMi@ntlworld.com>
Source record: 31651

From: northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas)
Date: Fri, 11 Oct 2002 15:25:57 GMT

>> I'd like to use LPR (the utility with jinnee) for this,

>Since I use "Thing" I don't have this utility. I did however find a

It's most likely included with the demo version of jinnee FWIW.

>utility within the GEMSYS/GEMDESK folder called "print.ttp", but
>couldn't get it to work.

I think that's meant to print using GEMDOS anyway, so that's probably the
problem.

Off topic but might be handy for others:

Under the Atari MagiC OS/jinnee I have this set as a parameter for
PRINTER.TTP under "Applications":

%$p C:\GEMSYS\GEMDESK\FF.TXT

The text file FF.TXT contains a formfeed character and ensures that part-
pages get printed and ejected by the printer.

>In any case, Idealist is a better solution as it allows me to use
>different fonts.

Agreed.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2828. Re: MIDI Extension for Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 13:25:06 UTC
From: Karl Heinz G&#65533;rtner <kaheiga@hotmail.com>
Message-ID: <3da822af$0$17572$91cee783@newsreader02.highway.telekom.at>
Source record: 31637

Barrie at Keychange <barrie@keychange.co.uk> schrieb:

> "Karl Heinz G&#65533;rtner" <kaheiga@hotmail.com> wrote in message
> news:3da694aa$0$39606$91cee783@newsreader02.highway.telekom.at...
>> thank you for this hint, but no one of the drivers worked :-(
>
> Use the Export DRV, read the Cubase manual to activate and use it.

I tried- it doesn't work :-(

> There are no chips, just resistors.....

No. There's _nothing_ (except three soldered connections).

--
MfG
KHG

2829. Re: Archiving Atari ST Disks to CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 13:26:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3da7ce006ef646@attbi.com>
Source record: 31638

>I have literally a medium sized cardboard box full of
>Atari ST floppy diskettes that I need to archive onto
>a CD-R. I should be able to read the disks alright,
>either with my ST or an older Mac...and the CD-R will
>be in ISO-9600 format.
>
>My question is: Does there exist a "disk image" format
>that I should use for each disk...maybe a .dsk format???
>I will probably have room to put each disk on the CD-R
>*more* than once...]

Well I have CDISO from Anodyne and it works great. All the CD's
I have made using it work on my STe and can be read by any computer
from the PC to my STe.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2830. Re: my ftp site

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 13:26:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3da7ce006ef647@attbi.com>
Source record: 31639

>it's new and it's still in a state of 'work in progress' but for now you
>can use it and check it out for old ST/e/Falcon/TT software and some
>Macintosh software too.
>
>an upload/download ratio has been set up - so if u see anything then
>upload a file first and download till your hearts content :)
>Please upload to the "user uploads" folder, thanks (atari/mac, movies,
>pictures, mp3's, anything !)
>
>Enjoy!
>
>ftp://217.35.40.162
>
>Steve
>steve666@clara.co.uk

Thanks for the address. I will check it out.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2831. Re: TechTV "The Screen Savers" seeks Atari computer users for the show!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 13:26:05 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3da7ce006ef648@attbi.com>
Source record: 31640

>in article 3da30312b116f8@attbi.com, Edward S. Baiz Jr. at
>edbaizjr@attbi.com wrote on 10/8/02 6:10 PM:
>
>> Well I emailed Josh. I hope to get a reply soon.
>
>As did I, but I don't expect a reply. I've mailed them before,
>my friend has mailed them for other things, they have never replied
>yet.
>
>---
>Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

Yeah, I did not expect a reply either, but I though I would try.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2832. Re: my ftp site

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 13:36:38 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3da8386ef8bd80@pandora.be>
Source record: 31642

on Sat 12-10-2002 10:18 Steve wrote:

>it's new and it's still in a state of 'work in progress' but for now you
>can use it and check it out for old ST/e/Falcon/TT software and some
>Macintosh software too.

Nice to have a new Atari ftp-server but I would be much nicer if the
server would be usable with the Atari ftp-clients.
For instance aftp has servere trouble to list the contence of the dirs.
IMHO this comes because you use dir/file names with spaces in the name.
That might be a common pratice with Mac OS servers but certainly not with
Unix servers.
Please convert the names to follow the rules. Even ftp.apple.com or
the.ausmac.net doesn't have names with spaces.

CU
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2833. Re: my ftp site

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 13:54:32 UTC
From: steve666@clara.co.uk
Message-ID: <1fjy3ww.bycsp6p8f4w0N%steve666@clara.co.uk>
Source record: 31641

> >it's new and it's still in a state of 'work in progress' but for now you
> >can use it and check it out for old ST/e/Falcon/TT software and some
> >Macintosh software too.
> >
> >an upload/download ratio has been set up - so if u see anything then
> >upload a file first and download till your hearts content :)
> >Please upload to the "user uploads" folder, thanks (atari/mac, movies,
> >pictures, mp3's, anything !)
> >
> >Enjoy!
> >
> >ftp://217.35.40.162
> >
> >Steve
> >steve666@clara.co.uk
>
> Thanks for the address. I will check it out.

I've had lots of users loggin on, but you're the first to reply/email.
Thanks:)

The site will get bigger & better soon, and even then it will still be
available free to all. But i'll soon be changing the login procedure by
creating users that will have their own passwords. For now, enjoy
anonymous loggins

Thanks
Steve:)

ps, no one's uploaded anything to the "user uploads" folder yet!! :-\

2834. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 14:30:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ao9blu$om5$1@thorium.cix.co.uk>
Source record: 31643

In message <1034246932-734954AEicMi@ntlworld.com>, derryck@.NOT~THIS~cix.co.uk said:

>Isn't Fluxite corrosive anyway?

Hi Derryck!

No, it's not! Basically it seems to be the same stuff as was used
in the original multicore solders (don't know what they use now).
Spare flux can form an insulating crust after heating, but isn't a
problem. It's great for cleaning solder-iron bits too - just
plunge them in and you get a nice, shining tinned bit!

Regards, /Peter/

2835. Re: my ftp site

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 15:33:59 UTC
From: steve666@clara.co.uk
Message-ID: <1fjy8ml.1e26qxb11kjtryN%steve666@clara.co.uk>
Source record: 31644

> >it's new and it's still in a state of 'work in progress' but for now you
> >can use it and check it out for old ST/e/Falcon/TT software and some
> >Macintosh software too.
>
> Nice to have a new Atari ftp-server but I would be much nicer if the
> server would be usable with the Atari ftp-clients.
> For instance aftp has servere trouble to list the contence of the dirs.
> IMHO this comes because you use dir/file names with spaces in the name.
> That might be a common pratice with Mac OS servers but certainly not with
> Unix servers.
> Please convert the names to follow the rules. Even ftp.apple.com or
> the.ausmac.net doesn't have names with spaces.

yes, i've figured this one out for myself last week at work.. i use a PC
there and this had troubles from the command line, i had to enter the
name in quotes """" to get it to work.
I'll be changing the names sometime in the next few hours:)

--
Steve
- - -

2836. Re: MIDI Extension for Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 16:30:32 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <h5Yp9.1271$6I6.73437@newsfep2-gui>
Source record: 31645

Hello.

> > Use the Export DRV, read the Cubase manual to activate and use it.
>
> I tried- it doesn't work :-(
>
> > There are no chips, just resistors.....
>
> No. There's _nothing_ (except three soldered connections).

Guess you got a cheap and nasty lead.

Export DRV definitely works with the correct lead, which I can supply.

Email me for details if interested.

Barrie at Keychange. www.keychange.co.uk

2837. Re: MIDI Extension for Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 16:30:32 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <jlYp9.11711$4r1.98802@newsfep3-gui.server.ntli.net>
Source record: 31646

Hello.

> > Use the Export DRV, read the Cubase manual to activate and use it.
>
> I tried- it doesn't work :-(
>
> > There are no chips, just resistors.....
>
> No. There's _nothing_ (except three soldered connections).

Guess you got a cheap and nasty lead.

Export DRV definitely works with the correct lead, which I can supply.

Email me for details if interested.

Barrie at Keychange. www.keychange.co.uk

2838. Re: Archiving Atari ST Disks to CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 17:28:01 UTC
From: nurmix@spam-free.com
Message-ID: <3da859ef.3271163@news-server.socal.rr.com>
Source record: 31647

On Sat, 12 Oct 2002 13:26:04 GMT, "Edward S. Baiz Jr."
<edbaizjr@attbi.com> wrote:

>>I have literally a medium sized cardboard box full of
>>Atari ST floppy diskettes that I need to archive onto
>>a CD-R. I should be able to read the disks alright,
>>either with my ST or an older Mac...and the CD-R will
>>be in ISO-9600 format.
>
>Well I have CDISO from Anodyne and it works great. All the CD's
>I have made using it work on my STe and can be read by any computer
>from the PC to my STe.

Yeah, it's about time for me to take on this project as well. I've
got quite a large box of floppies too - mostly DD floppies from my STE
collection, although there are quite a few HD disks as well (early
Falcon stuff). I'm planning to make use of Anodyne's CDISO too.

And after I finish that, I'm going to use a program called EPS Wizard
(that runs on STs and the Falcon), which allows one to read and write,
as well as backup to hard disk, DD floppies that are used with the
Ensoniq EPS sampler (keyboard), since I have almost as many floppies
for my EPS as I do for the STE!

My only question: Can anyone suggest a way to get the motivation
needed to take on this project!?!?
;-)

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

2839. Re: Ultimate Muzak Demo 8730

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 17:46:21 UTC
From: nurmix@spam-free.com
Message-ID: <3da85f76.4686913@news-server.socal.rr.com>
Source record: 31648

On Sat, 12 Oct 2002 11:55:51 +0100, "Grazey" <grazey@tphf.karoo.co.uk>
wrote:

>
>Hello
>
>This is a message to announce that the Ultimate Muzak Demo 8730 is
>released.
>A music demo for the Atari ST which
>features over 95% of all known tunes!! Well it's finally released, it
>runs on the Steem emulator (http://steem.atari.org) and of course an ST/e.
>
>Go to http://phf.atari.org

Sounds cool, I'll grab a copy now...

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

2840. Atari Online News, Etc. #04-41

Newsgroup: comp.sys.atari.st
Date: 2002-10-12 23:09:42 UTC
From: danap8@aol.com
Message-ID: <20021012190942.24688.00009834@mb-mr.aol.com>
Source record: 31649

```
A-ONE #0441 10/11/02

~ Is HTML On Its Way Out ~ People Are Talking! ~ Royalties Relief?
~ Lindows vs. Windows! ~ Piracy and Work PCs! ~ AOL Subscriber Woes?
~ MS Blew Licensing Plan ~ Ultimate Muzak Demo! ~ Cheap Broadband!
~ Fighting Spam Priority ~ Security Tops in MSN 8 ~ New Web Cafe Rules!

-* Atari 800 Mac OS-X Emulator! *-
-* MacWorld Returns to Boston in 2004! *-
-* Web Site Fights Copyrights and Royalties! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2841. Seagate Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 04:03:09 UTC
From: fried@achilles.net
Message-ID: <751b0ec4.0210122003.19242847@posting.google.com>
Source record: 31650

I got a Seagate Barracuda 4.3 HD on ebay and I can't get HD Driver
to "see" it on my system. It is a fast and wide SCSI HD which I
believe is also called SCSI 3? Anyway I got an adapter to make it
connect to a 50 pin cable and put the HD in my SCSI external case,
which is connected by another cable that is SCSI 1 on one end and
SCSI 2 on the other. Could it be a problem with all these different
SCSI standards, or does HD driver support SCSI 3? I'm using HD driver
7.6.
Any help is appreciated.
Thanks, Mark

2842. Re: Seagate Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 07:14:51 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <aob6ci$l0h5i$1@ID-27442.news.dfncis.de>
Source record: 31652

Mark wrote:

> I got a Seagate Barracuda 4.3 HD on ebay and I can't get HD Driver
> to "see" it on my system. It is a fast and wide SCSI HD which I
> believe is also called SCSI 3? Anyway I got an adapter to make it
> connect to a 50 pin cable and put the HD in my SCSI external case,
> which is connected by another cable that is SCSI 1 on one end and
> SCSI 2 on the other. Could it be a problem with all these different
> SCSI standards, or does HD driver support SCSI 3? I'm using HD driver
> 7.6.

Yes, HDDRIVER suports SCSI-3. Have you already tried the current demo
version 8.1 of HDDRIVER. There were numerous changes wrt to SCSI since
version 7.6.
Ensure that your adapter *actively* terminates the unused upper 8 data
lines of your cable.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2843. Re: Seagate Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 09:53:28 UTC
From: <>
Message-ID: <1034581026-148246AEicMi@ntlworld.com>
Source record: 31667

From: fried@achilles.net (Mark)
Date: 12 Oct 2002 21:03:09 -0700

>I got a Seagate Barracuda 4.3 HD on ebay and I can't get HD Driver
>to "see" it on my system. It is a fast and wide SCSI HD which I
>believe is also called SCSI 3? Anyway I got an adapter to make it
>connect to a 50 pin cable and put the HD in my SCSI external case,

I went through this (on a Mac as it happens). I thought that it was the
adaptor's responsibility to configure the drive (in this case a 68 pin job)
to the right configuration for an 8 bit data bus, single-ended but had to
grab the manufacturer's data sheet and a few jumpers and do it myself.

There's no reason to suspect the various standards you/we have.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2844. Re: Declaring Alt-RAM

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 13:07:11 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1034534016.13479.0@iris.uk.clara.net>
Source record: 31657

Hi Pete

| >Isn't Fluxite corrosive anyway?
|
| Hi Derryck!
|
| No, it's not!

Yes it is!!, don't make me cut and paste this into a recursive macro!!. 8~)

|Basically it seems to be the same stuff as was used
| in the original multicore solders (don't know what they use now).

A large IF transformer manufacturer used 'savbit' multicore shitte some years ago to produce its coils and the result was that after about 2 years all the coils went O/C at the point the solder was applied. Caused some nice intermittent faults for some months in other cases.

| Spare flux can form an insulating crust after heating, but isn't a problem.

Its far from an insulator and causes major problems in high humidity environments, in these conditions it will eat through copper conductors, that's cables or PC tracks, that's why manufactures these days wash all soldered boards to rid them of any flux residue that didn't evaporate in the flow tanks.

|It's great for cleaning solder-iron bits too - just
| plunge them in and you get a nice, shining tinned bit!

Just what you'd get from immersion in sulphuric acid.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.401 / Virus Database: 226 - Release Date: 09/10/2002

2845. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 16:42:21 UTC
From: Glenn Westerfield <gwester@attbi.com>
Message-ID: <3DA9A383.93CCF14B@attbi.com>
Source record: 31653
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Anybody else wish that Barvo Sierra would go Tango Uniform?

GAW

Bravo Sierra Computers wrote:

> Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari
> Dealer. Offering Sales, Support & Service of Atari HardWare, SoftWare,
> Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers
> plus the 64 Bit Atari Jaguar Game System. I am a Reseller of Used & New
> Atari Collections! Much of which were the Treasures of Former Atarians,
> Locked away in Dungeons, now given New Lives, offered to be sold as New
> found Treasure, back in Circulation in the Atari MarketPlace. Hidden and
> Forgotten, Now set free from the secret hiding places. Atari Heaven where
> former Atarians had left them to Die. Saving Wondrous Collections from
> being irretrievably Lost! As well as Saving entire inventories from
> defunct Atari Dealers, much of it +NEW in the BOX/BAG! After Languishing
> in Forgotten Warehouses, long abandoned by retired Atari Dealers!
>
> I love saving my customers money! I mainly use Postal Delivery! I save
> money for my customers when using Postal 2-3 Day Priority Mail & Global
> Priority Mail. I use Packaging supplied by the Post Office for free and
> Pass on the savings. I sell Atari, I'm not in the Business of Profiting
> from Marking up on the cost of Shipping! And just like the Postal Service
> I avoid making promises I cant keep. The Post Office sends Packages by
> 2-3 Day Priority Mail. They don't promise 2-3 Days but they have a Good
> record of Following through! Once I receive payment, your order usually
> goes out the same Day! This is not a Promise, but like the Post Office I
> have a Good record of following through! Ask my Customers! I also have
> Libraries of Reference Books for the Classic Atari 8 Bit and the Atari ST
> Computers! I have ways of saving Money on Postage by Sending it Book
> Rate. I also have some tricks for saving on Postage when Mailing outside
> the United States! I Ship Atari anywhere the Law allows! If you dont come
> to me, I cant save you any Money!So check my HotLinks below, E-Mail me at
> atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a
> lot, I'm just trying to make a living and I'd like to earn your Business!
>
> Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
> http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
>
> http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Download Area!
> http://www.aracnet.com/~atari/jagsales.htm Jaguar Area Web Page!
> http://www.aracnet.com/~atari/newinbox.htm Atari +NEW in BOX!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's Customer References!

> http://www.aracnet.com/~atari/antispam.htm Updated!
>
> Please Direct all Replies Through E-Mail to: BenSells@atari.org,
> atari@aracnet.com or atari@benjamin.net. If you can't reach me at
> benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
> http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
> Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
> BenSells@atari.org or atari@benjamin.net and Please Specify whether you want
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2846. Re: Seagate Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 17:24:02 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <3r9coa.ng6.ln@speaker.rodsbooks.com>
Source record: 31654

In article <751b0ec4.0210122003.19242847@posting.google.com>,
fried@achilles.net (Mark) writes:
> I got a Seagate Barracuda 4.3 HD on ebay and I can't get HD Driver
> to "see" it on my system.

You might need to do a low-level format on the drive and set various parameters (particularly the sector size) correctly. I got a ~4GB SCSI disk off of eBay a few months ago, and it had been used in a UNIX system that set a peculiar sector size. It wouldn't work in my TT until I forced a low-level format with a reset of the sector size to the standard 512 bytes. I don't recall what I used to do this, but I think it was an old DOS utility (I used an x86 box to do the reformat).

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

2847. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 17:41:18 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uqjc1sa5sp4g88@corp.supernews.com>
Source record: 31655
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

What is Tango Uniform?

Don
Vancouver, USA

"Glenn Westerfield" <gwester@attbi.com> wrote in message
news:3DA9A383.93CCF14B@attbi.com...
> Anybody else wish that Barvo Sierra would go Tango Uniform?
>
> GAW
>
>
> Bravo Sierra Computers wrote:
>
> > Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari
> > Dealer. Offering Sales, Support & Service of Atari HardWare, SoftWare,
> > Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers
> > plus the 64 Bit Atari Jaguar Game System. I am a Reseller of Used & New
> > Atari Collections! Much of which were the Treasures of Former Atarians,
> > Locked away in Dungeons, now given New Lives, offered to be sold as New
> > found Treasure, back in Circulation in the Atari MarketPlace. Hidden and
> > Forgotten, Now set free from the secret hiding places. Atari Heaven
where
> > former Atarians had left them to Die. Saving Wondrous Collections from
> > being irretrievably Lost! As well as Saving entire inventories from
> > defunct Atari Dealers, much of it +NEW in the BOX/BAG! After Languishing
> > in Forgotten Warehouses, long abandoned by retired Atari Dealers!
> >
> > I love saving my customers money! I mainly use Postal Delivery! I save
> > money for my customers when using Postal 2-3 Day Priority Mail & Global
> > Priority Mail. I use Packaging supplied by the Post Office for free and
> > Pass on the savings. I sell Atari, I'm not in the Business of Profiting
> > from Marking up on the cost of Shipping! And just like the Postal
Service
> > I avoid making promises I cant keep. The Post Office sends Packages by
> > 2-3 Day Priority Mail. They don't promise 2-3 Days but they have a Good
> > record of Following through! Once I receive payment, your order usually
> > goes out the same Day! This is not a Promise, but like the Post Office I
> > have a Good record of following through! Ask my Customers! I also have
> > Libraries of Reference Books for the Classic Atari 8 Bit and the Atari
ST
> > Computers! I have ways of saving Money on Postage by Sending it Book
> > Rate. I also have some tricks for saving on Postage when Mailing outside
> > the United States! I Ship Atari anywhere the Law allows! If you dont

come
> > to me, I cant save you any Money!So check my HotLinks below, E-Mail me
at
> > atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a
> > lot, I'm just trying to make a living and I'd like to earn your
Business!
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> > Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
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> >
> > http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Download
Area!
> > http://www.aracnet.com/~atari/jagsales.htm Jaguar Area Web Page!
> > http://www.aracnet.com/~atari/newinbox.htm Atari +NEW in BOX!
> > http://www.aracnet.com/~atari/whybuyben.htm Ben's Customer References!
> > http://www.aracnet.com/~atari/antispam.htm Updated!
> >
> > Please Direct all Replies Through E-Mail to: BenSells@atari.org,
> > atari@aracnet.com or atari@benjamin.net. If you can't reach me at
> > benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
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http://www.aracnet.com/~atari/catalogs.htm
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http://www.atari.benjamin.net
> > Catalogs can be Requested by and Received Through E-Mail at
atari@aracnet.com
> > BenSells@atari.org or atari@benjamin.net and Please Specify whether you
want
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

2848. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 18:08:23 UTC
From: Kevin <not@aol.com>
Message-ID: <3DA9B697.1A01AF31@aol.com>
Source record: 31656
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Phonetic for T U, ...as in ~breasts~ up. You know, when something's dead it's said to be TU.

Don Schmidt wrote:

> What is Tango Uniform?
>
> Don
> Vancouver, USA
>

2849. PSSed for atari?

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 18:44:14 UTC
From: DG <amplitude@koloth.co.uk.removeme>
Message-ID: <3da9bf03$0$8511$cc9e4d1f@news.dial.pipex.com>
Source record: 31658

Anybody know where to find this software (PSSed) to control Yamaha keyboards?

Dan.

2850. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 19:14:51 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uqjhh8qmsonab1@corp.supernews.com>
Source record: 31659
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Now that I've been informed what Tango Uniform means, I'm hopping Bravo Sierra is around for a long time. They provide parts, software and hardware for those nice little computers known as Atari.

If the Bravo Sierra posts annoy you so, why not just do a "Block Sender" option on your computer?

Don
Retired SysOp of the retired Bear Cavern BBS. It ran on a Mega STe 4, "Wedding Cake".

"Glenn Westerfield" <gwester@attbi.com> wrote in message news:3DA9A383.93CCF14B@attbi.com...
> Anybody else wish that Barvo Sierra would go Tango Uniform?
>
> GAW
>
>
> Bravo Sierra Computers wrote:
>
> > Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari
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> > Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers
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> > have a Good record of following through! Ask my Customers! I also have
> > Libraries of Reference Books for the Classic Atari 8 Bit and the Atari
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> > the United States! I Ship Atari anywhere the Law allows! If you dont
come
> > to me, I cant save you any Money!So check my HotLinks below, E-Mail me
at
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Area!
> > http://www.aracnet.com/~atari/jagsales.htm Jaguar Area Web Page!
> > http://www.aracnet.com/~atari/newinbox.htm Atari +NEW in BOX!
> > http://www.aracnet.com/~atari/whybuyben.htm Ben's Customer References!
> > http://www.aracnet.com/~atari/antispam.htm Updated!
> >
> > Please Direct all Replies Through E-Mail to: BenSells@atari.org,
> > atari@aracnet.com or atari@benjamin.net. If you can't reach me at
> > benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!
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want
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

2851. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 19:22:57 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uqji0ee6gm1me4@corp.supernews.com>
Source record: 31660
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Thanks for the phonetic alphabet lesson. Back when ol Donald wore kaki from the late 40's through the middle 50's seems to me it was a bit different. I think it would have been Tango Uncle ???? I'm doing pretty good in remembering my serial number.<G> For the longest time I remembered my carbine number but that faded with time. Yep, carbines in the 386 Field Artillery Battalion, 104th Division.

Don
Vancouver, USA

"Kevin" <not@aol.com> wrote in message news:3DA9B697.1A01AF31@aol.com...
> Phonetic for T U, ...as in ~breasts~ up. You know, when
something's
> dead it's said to be TU.
>
> Don Schmidt wrote:
>
> > What is Tango Uniform?
> >
> > Don
> > Vancouver, USA
> >
>

2852. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 19:39:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1034621680.6927.1@damia.uk.clara.net>
Source record: 31669
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi Glenn

| Anybody else wish that Bravo Sierra would go Tango Uniform?

Put me on that list.

| Bravo Sierra Computers wrote:

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.401 / Virus Database: 226 - Release Date: 09/10/2002

2853. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-13 23:56:07 UTC
From: Glenn Westerfield <gwester@attbi.com>
Message-ID: <3DAA0928.9B5C3915@attbi.com>
Source record: 31661
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Don:

Perhaps you're a bit biased. COnsidering that so many users pitch a fit if someone violates the FAQ, why do you think this guy's COMMERCIAL POSTS are OK? He repeatedly clogs this NG with endless dribble about how nice a guy he is. It's like reading a Beanie Baby sale post, agrh!

Sorry for the rant, I'm just tired of the same old crap, recycled ad-nauseum.

Glenn W.

Don Schmidt wrote:

> Now that I've been informed what Tango Uniform means, I'm hopping Bravo
> Sierra is around for a long time. They provide parts, software and hardware
> for those nice little computers known as Atari.
>
> If the Bravo Sierra posts annoy you so, why not just do a "Block Sender"
> option on your computer?
>
> Don
> Retired SysOp of the retired Bear Cavern BBS. It ran on a Mega STe 4,
> "Wedding Cake".
>
> "Glenn Westerfield" <gwester@attbi.com> wrote in message
> news:3DA9A383.93CCF14B@attbi.com...
> > Anybody else wish that Barvo Sierra would go Tango Uniform?
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> > GAW
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> >
> > Bravo Sierra Computers wrote:
> >
> > > Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari
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> > > Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers
> > > plus the 64 Bit Atari Jaguar Game System. I am a Reseller of Used & New
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> > > benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!
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> want
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> (503)256-9974!!!
> >

2854. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 00:08:47 UTC
From: Ron Loewy <rloewy@transport.com>
Message-ID: <jWnq9.10105$nb.4752@nwrddc02.gnilink.net>
Source record: 31662
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Glenn Westerfield" <gwester@attbi.com> wrote in message
news:3DAA0928.9B5C3915@attbi.com...
> Don:
>
>
> Sorry for the rant, I'm just tired of the same old crap, recycled
ad-nauseum.

The add him to your kill file and get over it.

Ron.

2855. Re: PSSed for atari?

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 01:31:22 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0210131731.7b22a48e@posting.google.com>
Source record: 31663

"DG" <amplitude@koloth.co.uk.removeme> wrote in message
news:<3da9bf03$0$8511$cc9e4d1f@news.dial.pipex.com>...
> Anybody know where to find this software (PSSed) to control Yamaha
> keyboards?
>
> Dan.

Its on the Atari-MIDI file section. Hope this is the same program:

http://groups.yahoo.com/group/atari-midi/files/Psslib2.zip

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

2856. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 04:49:41 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uqkj717u182g5e@corp.supernews.com>
Source record: 31664
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

You don't really open every message and read it do you? Did you every think
that maybe others are tired of reading criticism notes? If you don't want to
see messages from any particular individual, do a "Block sender" and your
problem is gone.

BTW, you know every time you voice your concern about Bravo Sierra you quote
the message that bothers you. Share the guilt.<G>

Take care,

Ciao,
Don
(The only Italian with a Churman name that speaks Chinese.. [Chow Don])<G>

"Glenn Westerfield" <gwester@attbi.com> wrote in message
news:3DAA0928.9B5C3915@attbi.com...
> Don:
>
> Perhaps you're a bit biased. COnsidering that so many users pitch a fit
if
> someone violates the FAQ, why do you think this guy's COMMERCIAL
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> Sorry for the rant, I'm just tired of the same old crap, recycled
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> Glenn W.
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> Don Schmidt wrote:
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> > "Glenn Westerfield" <gwester@attbi.com> wrote in message
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> > > Bravo Sierra Computers wrote:
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> > > > Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an
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Bottom!
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you
> > want
> > > > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> > (503)256-9974!!!
> > > >

>

2857. CCAG 2003!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 05:51:23 UTC
From: James Krych <jwkrych@adelphia.net>
Message-ID: <vXsq9.28925$m92.5687958@news1.news.adelphia.net>
Source record: 31665

Hello!

The CCAG is back for 2003!!!!!

May 24th, 2003
Setup for vendors is May 23rd

For more information:
www.ccagshow.com

See ya at the CCAG!

2858. Re: Seagate Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 06:09:43 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <aodmui$lg1fp$1@ID-27442.news.dfncis.de>
Source record: 31666

Rod Smith wrote:

> You might need to do a low-level format on the drive and set various
> parameters (particularly the sector size) correctly. I got a ~4GB SCSI

If a drive is not "seen" it has definitely nothing to do with the sector size. The physical sector size is only relevant when trying to read/write data. If a drive is not recognized it's a hardware-related problem, usually wrong termination or bad cables. You are not able to format a drive that is not "seen", by the way.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2859. Matrix M128 card drivers

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 09:00:07 UTC
From: _Fatman_ <louis@bbst.net>
Message-ID: <8d1lqukovp1mupmn3c40c445f7jt8jurhk@4ax.com>
Source record: 31668

Hi all,

been a long time since I was active in here :-)

I've been maintaining an incomplete Matrix support page on my website
and yesterday someone mailed me about getting Matrix M128 card
drivers, for a card he bought without drivers (now, why are ppl
selling cards without drivers in the first place?)

Is there someone out here willing to send me these drivers or knowing
where they can be obtained?

The other thing is: my site only has drivers available for the TC1006,
TC1208 and the MoCo, CoCo and MiCo cards...

Perhaps it would be nice to get a complete list of all cards Matrix
has ever produced, possibly with all the drivers that have been made
for those cards and make them available on that site too. Even after
somany years I keep getting emails regarding this Matrix stuff.

TIA,

--
CU NeXT msg
Louis

2860. Re: Gemvelope

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 10:20:22 UTC
From: <>
Message-ID: <1034669910-76626AEicMi@ntlworld.com>
Source record: 31682

From: Ken Springer <wordworks@greeleynet.com>
Date: Wed, 09 Oct 2002 17:40:10 GMT

>> If Jeffrey is in agreement, it would be a good idea to upload Gemvelope to
>> the Chapelie file server!

>Send him email and see what he says.

Done, awaiting reply.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2861. Re: Starlord in Daily News

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 19:41:24 UTC
From: Starlord <starlord@in>
Message-ID: <05Fq9.169$f67.108306530@news.inreach.com>
Source record: 31673

And you can see why I've not been able to get that TT keyboard too, that's been a sinkhole for money and on my budget it's been slim eating too. This month I was planing on contacting you, but my old junker of a caddy gave me a surprise, a dead battery and a blown tire, that used up everything else.

Every now and then I still fire up the TT and move a file or two around to make sure it's still running.

Oh ya, this stupid intel box had to have a new mouse too, to bad I couldn't use an Atari one on it! That was another $14.00 down the hole.

For those who don't know what we're talking about:

Stargazer shares the wonder

By Charles F. Bostwick
Staff Writer
Thursday, October 10, 2002 - ROSAMOND -- For nearly five years, a burly, gray-bearded man named Dennis Bishop has set up a telescope at a Rosamond Boulevard corner on weekend nights -- inviting passers-by to take a look at the moon, planets and stars.

Bishop, 53, calls himself Antelope Valley's only full-time sidewalk astronomer.

"I'm always amazed at people. They don't bother to look up at night. There's a nightly show overhead," said Bishop, a disabled Vietnam veteran who lives in a mobile home park outside Rosamond. "If I don't see anything good on TV and there's something to view at night, up I go."

After nearly five years of setting up a 4.25-inch mirror telescope he assembled from a kit, on Saturday night Bishop will unveil a bigger, more powerful telescope that he spent four years building.

Bishop said he plans to have the telescope set up at 7 p.m. Saturday at Rosamond Boulevard and B Street.

Mounted on a swiveling wooden base, the new telescope is constructed from a tube used by builders for casting concrete pillars. Inside is a 8.5-inch parabolic mirror that Bishop acquired from a man he met over the Internet who had kept it in a closet for 10 years. Buying one would have cost more than $400.

Bishop is a self-taught astronomer and telescope builder.

"I got a couple books. The idea is simplicity itself. You've got to have two mirrors and an eyepiece and something to hold it all together," Bishop said.

His device is called a Dobsonian telescope after its designer, John Dobson, a Chinese-born, 87-year-old former Buddhist monk. Dobson had decided that ordinary

people should have access to telescopes to help them try to understand the universe. He is known as the founder of sidewalk astronomers as a group.

"If there were a million amateur astronomers with telescopes and they were willing to let a few thousand people each look through their telescopes, there would be a chance for the people in the world who wanted to see to see," Dobson once wrote.

"Other amateur astronomers seek out dark locations, we set up in the light-polluted sinkhole of the city and offer views of the skies to people."

In 1994, Bishop started his own sidewalk-astronomy effort in Hawaii, where he was taking care of his invalid mother. He used a 12-inch telescope, even larger than the one he just built, but he had to sell it to pay for the plane ticket back to California.

Bishop said he's been interested in the stars for as long as he can remember.

As a boy in the early 1960s, he lay in his family's Palmdale back yard and looked up at the night sky -- much thicker and brighter with stars then, before population growth brought many more bright lights that interfere with the view.

Still, the Antelope Valley is blessed with clear skies most of the year, he said.

Bishop said he sets up his scope in Rosamond nearly every weekend, as well as on most weeknights during summer. Some nights 12 or 15 people will stop, other times just one or two.

One busy night last month, a rocket test from Vandenberg Air Force Base lighted up the evening sky with its vapor trail.

"I knew immediately what it was. For the next 30 minutes I was the most popular guy in town. People who never stopped before were stopping me and asking me what it was," he said.

The Lone Sidwalk Astronomer of Rosamond

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. The year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page

http://starlords-atm.netfirms.com

"Don" <atari@qnet.com> wrote in message news:3DA7C3B0.A5ACE515@qnet.com...
> Dennis,
>
> Congrats!! I see you made it on the cover of the local Daily News.
>
>
> Don
>

2862. Re: Seagate Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 19:43:07 UTC
From: Starlord <starlord@in>
Message-ID: <a6Fq9.170$k77.108377273@news.inreach.com>
Source record: 31670

I think that was a hard drive that gave the atari machines a lot of troubles.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. The year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com

"Mark" <fried@achilles.net> wrote in message
news:751b0ec4.0210122003.19242847@posting.google.com...
> I got a Seagate Barracuda 4.3 HD on ebay and I can't get HD Driver
> to "see" it on my system. It is a fast and wide SCSI HD which I
> believe is also called SCSI 3? Anyway I got an adapter to make it
> connect to a 50 pin cable and put the HD in my SCSI external case,
> which is connected by another cable that is SCSI 1 on one end and
> SCSI 2 on the other. Could it be a problem with all these different
> SCSI standards, or does HD driver support SCSI 3? I'm using HD driver
> 7.6.
> Any help is appreciated.
> Thanks, Mark

2863. TeX to SLM

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 20:00:17 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <aof7oh$rn8$1@reader1.panix.com>
Source record: 31671

I am missing something simple.

I use TeX for several things, and DVISLM.TTP does nothing but
print a blank page. The DVI file is fine, and there is a workaround. I
print to file as a lj file, and use MagicSLM to go from there to
my SLM804.

I am using the CS_TEX_4.0 distribution, and whatever is in it I have.

Does anyone have a working copy of DVISLM, or a working setup that will
print to an SLM804?

Or, what simple thing am I missing?

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2864. Re: TeX to SLM

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 20:19:29 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnaqm9jq.6el.atari@core.preferuje.luzik.pl>
Source record: 31672

> I am missing something simple.
>
> I use TeX for several things, and DVISLM.TTP does nothing but
> print a blank page. The DVI file is fine, and there is a workaround. I
> print to file as a lj file, and use MagicSLM to go from there to
> my SLM804.

You can try converting DVI file to PS of PDF and then use GemGhostscript.

Adam Klobukowski
atari@gabo.pl

2865. Just been given a 1040STf

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 20:59:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <2fGq9.39894$lk.864660@typhoon.sonic.net>
Source record: 31674

Well, apparently there was an Atari 1040STf lying around the office I just moved into, and since it wasn't claimed before the last tennants moved out, and obviously wasn't used by them for work, my bosses here said to themselves "hey, Bill's into Atari's - we can give it to him!"

So, I'm now the proud owner of an Atari 1040STf (minus the up-arrow and keypad-zero keycaps, and E and D keys which don't stay on very well).

I have no idea if it works - I found a spare power cord (looks to use the standard type used in today's monitors & PCs), and it appeared to power up.

But, I have no monitor here at work that it could talk to (and no cable), and looking at the DIN plug on the back, I seriously doubt the cable I'm using on my Atari 800XL (with Commodore 1902 monitor) will fit the bill.

My first question is:

What's the best/cheapest place to get a monitor cable, and what kind of monitors can it connect to? (e.g., can I use that Commodore 1902 monitor?)

What's the best way to get files to/from this puppy? I've got a Linux box at home and at work, and I seem to recall the ST line using "MSDOS" style floppy disks, so I suppose I can just use 3.5" disks...
Is there any kind of ethernet adapter for it, or something?

Thanks!

I guess it's time to poke around the ST/TT/Falcon sections of B&C Computervisions and BEST Electronics websites. :^)

(I've got a 2600, 2600Jr, 800, 800XL, 1200XL, two Lynx IIs, and two Jaguars, so I guess this guy is going to round out my collection... assuming it actually works and I keep it, that is :^))

-bill!

2866. Re: Just been given a 1040STf

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 21:49:35 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aofe5g$jfi31$1@ID-40235.news.dfncis.de>
Source record: 31675

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:2fGq9.39894$Ik.864660@typhoon.sonic.net...
> Well, apparently there was an Atari 1040STf lying around the office I just
> moved into, and since it wasn't claimed before the last tennants moved
out,
> and obviously wasn't used by them for work, my bosses here said to
themselves
> "hey, Bill's into Atari's - we can give it to him!"
>
> So, I'm now the proud owner of an Atari 1040STf (minus the up-arrow
> and keypad-zero keycaps, and E and D keys which don't stay on very well).
>
> I have no idea if it works - I found a spare power cord (looks to use the
> standard type used in today's monitors & PCs), and it appeared to power
up.
>
> But, I have no monitor here at work that it could talk to (and no cable),
> and looking at the DIN plug on the back, I seriously doubt the cable I'm
> using on my Atari 800XL (with Commodore 1902 monitor) will fit the bill.
>
> My first question is:
>
> What's the best/cheapest place to get a monitor cable, and what kind of
> monitors can it connect to? (e.g., can I use that Commodore 1902
> monitor?)
>

The Atari produces analogue RGB at "normal" TV style frequencies. So
depending on the original country this will either be at 50Hz or 60hz,.
depending on the dominant standard. You can switch between the two with a
boot floppy but most suitable monitors will sync to either. Some models
(STFM and STE) had a built in TV modulator and these have composite video in
addition to RGB. You can tell these models as they ahve an additional RCA
jack on the back for feeding the TV arial socket. As its an STf I assume it
has no TV modulator, and so no composite, so it won't work with the 1902,
which from the web appears to need TTL or Composite.

> What's the best way to get files to/from this puppy? I've got a Linux
> box at home and at work, and I seem to recall the ST line using "MSDOS"
> style floppy disks, so I suppose I can just use 3.5" disks...
> Is there any kind of ethernet adapter for it, or something?
>

If its real old it probably has a single sided drive in it, so it won't read
PC format drives. If it has a double sided drive it will read and write

"standard" 720k (i.e. none high density). The OS is usually in ROM so once you ahev a display you will get a "GEM" desktop and you should be able to format disks. If it will format a double sided it will read 720k PC disks.

As it has no hard drive ethernet is not much use. If you get a hard drive the hardware.atari.org has one solution which I also use, but the ISA Realtech NE2000 clone cards it needs are getting harder to find at junk sales.

>
> Thanks!
>
> I guess it's time to poke around the ST/TT/Falcon sections of
> B&C Computervisions and BEST Electronics websites. :^)
>

Also http://www.aracnet.com/~atari/atarisales.htm (I know wash my mouth out with soapy water) and www.atari.org are also good starting places. Reading the archives of this list at groups.google.org is also good.

> (I've got a 2600, 2600Jr, 800, 800XL, 1200XL, two Lynx IIs, and two Jaguars,
> so I guess this guy is going to round out my collection... assuming it actually
> works and I keep it, that is :^))
>
> -bill!
>

2867. FS - Atari ST Hardware

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 21:59:13 UTC
From: ADDICTIVE! <caver99@ntlworld.com>
Message-ID: <A9Hq9.14053$345.688640@newsfep2-win.server.ntli.net>
Source record: 31676

Here is a List of Atari ST Hardware For Sale:-

1 x 520STE 1Mb (Interhal Floppy wont read disks)
1 x 1040STE 4Mb
1 x Gasteiner HD
2 x External Floppys
1 x Philips Colour Moitor plus lead
1 x Mouse(may have a second)
Loads of mags(ST User and ST Format)
Loads of floppys
Plus Joysticks
Plus anythink else i find i will include
UK only please.

2868. Re: FS - Atari ST Hardware

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 22:19:12 UTC
From: ADDICTIVE! <caver99@ntlworld.com>
Message-ID: <Z9Xq9.1558$a32.112042@newsfep1-win.server.ntli.net>
Source record: 31688

Yes forgot to add 2 x SM124 monitors

"ADDICTIVE!" <caver99@ntlworld.com> wrote in message
news:A9Hq9.14053$345.688640@newsfep2-win.server.ntli.net...
> Here is a List of Atari ST Hardware For Sale:-
>
> 1 x 520STE 1Mb (Interhal Floppy wont read disks)
> 1 x 1040STE 4Mb
> 1 x Gasteiner HD
> 2 x External Floppys
> 1 x Philips Colour Moitor plus lead
> 1 x Mouse(may have a second)
> Loads of mags(ST User and ST Format)
> Loads of floppys
> Plus Joysticks
> Plus anythink else i find i will include
> UK only please.
>
>

2869. Re: Just been given a 1040STf

Newsgroup: comp.sys.atari.st
Date: 2002-10-14 22:27:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <5xHq9.39926$lk.864936@typhoon.sonic.net>
Source record: 31677

David Wade <g8mqw@yahoo.com> wrote:
>
> The Atari produces analogue RGB at "normal" TV style frequencies. So
> depending on the original country this will either be at 50Hz or 60hz,.
> depending on the dominant standard. You can switch between the two with a
> boot floppy but most suitable monitors will sync to either. Some models
> (STFM and STE) had a built in TV modulator and these have composite video in
> addition to RGB. You can tell these models as they ahve an additional RCA
> jack on the back for feeding the TV arial socket. As its an STf I assume it
> has no TV modulator, and so no composite, so it won't work with the 1902,
> which from the web appears to need TTL or Composite.

(Sorry, I don't know what 'TTL' is :^/)

The C= monitor I have (I'm _almost_ certain it's the 1902 model)
has a three-way switch in the front:

COMP - SEP - RGB

> If its real old it probably has a single sided drive in it, so it won't read
> PC format drives. If it has a double sided drive it will read and write
> "standard" 720k (i.e. none high density). The OS is usually in ROM so once
> you ahev a display you will get a "GEM" desktop and you should be able to
> format disks. If it will format a double sided it will read 720k PC disks.

Cool.

> As it has no hard drive ethernet is not much use.

Well, it could be neat as a thin-client of some kind
(for telnetting into my Linux box to SSH out into the world).
shrug

<snip>
> Also http://www.aracnet.com/~atari/atarisales.htm (I know wash my mouth out
> with soapy water) and www.atari.org are also good starting places. Reading
> the archives of this list at groups.google.org is also good.

Thanks for the pointers. I spoke with one of the folks at
B&C Computervisions (I had NO IDEA they moved out to El Dorado, east of
Sacramento. I work in Sac. and have lived in Davis almost as long as they've
been out this way!)

He said it sounds pretty beat up, and since all I'd use it for is
the 'ooh' and 'ahh' factor, and games, I may just end up giving up and
giving it away (or for cheap) + shipping, in case someone wanted it for
parts. :^)

-bill!
I've always wanted an Amiga, instead, anyway. ;^)
Sorry - It's just it's got the Miner Touch! ;^)

2870. Re: Seagate Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 02:59:21 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <q3Mq9.278$o26.189@news.bellsouth.net>
Source record: 31678

"Mark" <fried@achilles.net> wrote in message
news:751b0ec4.0210122003.19242847@posting.google.com...
> I got a Seagate Barracuda 4.3 HD on ebay and I can't get HD Driver
> to "see" it on my system. It is a fast and wide SCSI HD which I
> believe is also called SCSI 3? Anyway I got an adapter to make it
> connect to a 50 pin cable and put the HD in my SCSI external case,
> which is connected by another cable that is SCSI 1 on one end and
> SCSI 2 on the other. Could it be a problem with all these different
> SCSI standards, or does HD driver support SCSI 3? I'm using HD driver
> 7.6.

Hello Mark,
I'm waiting on an adapator to try one of these drives on my Falcon.
ST34572W
It should work....

1. What computer are you trying to connect it with? Falcon?

2. Check the jumper settings carefully...be sure you've a non conflicting
address jumper set.

3. Check the Termination Power and Termination jumper settings. Some atari scsi
hosts do not supply termination power properly, or at all. In such cases
you'll want to have one SCSI device on the bus supply term power to itself, and
to the rest of the bus. You only want the last device in the SCSI chain
terminated.

4. Open HDDriver Utily and scan for drive ID, if it is showing up there, but not
on the list when you boot, then you've simply forgotten a setting in HDDriver.
Find the dialog where you tell HDDriver what SCSI ID's to scan and make sure the
drive ID is active.

5. If still no luck...try to find another computer somewhere to test the drive.
If nothing can recognize it...maybe it's a bad drive. Given the age of that
model of hard drive...there is a VERY GOOD chance it is still under Seagate
Warranty (free repair if it's bad).

Do let us know if you get it working...I'm hoping to get one of these to work on
my Falcon.

Brian

2871. Re: Just been given a 1040STf

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 03:49:37 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <r3Mq9.279$o26.115@news.bellsouth.net>
Source record: 31679

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:2fGq9.39894$Ik.864660@typhoon.sonic.net...
> What's the best/cheapest place to get a monitor cable, and what kind of
> monitors can it connect to? (e.g., can I use that Commodore 1902
> monitor?)
>
> What's the best way to get files to/from this puppy? I've got a Linux
> box at home and at work, and I seem to recall the ST line using "MSDOS"
> style floppy disks, so I suppose I can just use 3.5" disks...
> Is there any kind of ethernet adapter for it, or something?

It's possible to hook it to a VGA for the monochrome mode.
Ask around..I'm sure some of the Atari shops will build you a cable.

To get files to the ST...get a box of Double Density disks...or if you can't find any, tape the hole of some HD ones. Format them on your PeeCee. If the ST turns out to have a single sided drive...then use MSDOS to format it single sided on your PC. You should be able to move the disk(s) to and fro then. You might also check popular Atari Emulation sites...as there are quite a few utilities for moving "disk images" about.

Yes...there are at least 3 ethernet solutions, thoe you'll need a multitasking OS (and enough memory to run it). One of the ethernet solutions requires a relatively modern SCSI host adaptor. In any case...a hard disk would be nice...

Brian

2872. Re: Seagate Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 03:56:19 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <obMq9.322$o26.169@news.bellsouth.net>
Source record: 31680

Hello Mark...

Just today I installed one of these Barracuda Wide SCSI drives on my Atari Falcon...

I did have some troubles getting it recognized...

I also have a Barracuda ST32550N 2.1gig (NOT Wide) drive on the bus..

I finally got the Ultra Wide ST34572W to be recognized like so:

I have a Falcon with the mini SCSI II cable going to a SCSI I type chasis just like you described.

1. I had the other drive [ST32550N] provide TERM POWER to the BUS, AND to the drive and made sure this first drive in my chain is NOT terminated.

2. I then set the Wide SCSI drive (with adaptor) to get its term power from the SCSI bus.

3. I put a termination block on the end of the SCSI chain. If you don't have an external termination block...make sure the last SCSI device in the chain is terminated.

In essence...it seems like the Wide drive does not like something about the Falcon's termination power (if it provides it at all?).

Having another device on the SCSI bus provide this seems to have fixed it. If you don't have another SCSI device to do this with...try experimenting with the various termination jumper settings on the hard drive.

If that doesn't help, ask on the news groups...there's a way to pull termination power from an external power source (such as the joystick port) if needed...people used to do this with the old ICD adaptors for ST machines and zip drives that do not provide their own termination power.

Hope this helps...
Brian

2873. Re: Just been given a 1040STf

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 04:00:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0210142048590.19346-100000@shell1.aracnet.com>
Source record: 31681

On Mon, 14 Oct 2002, William Kendrick wrote:

> Well, apparently there was an Atari 1040STf lying around the office I just
> moved into, and since it wasn't claimed before the last tennants moved out,
> and obviously wasn't used by them for work, my bosses here said to themselves
> "hey, Bill's into Atari's - we can give it to him!"
>
> So, I'm now the proud owner of an Atari 1040STf (minus the up-arrow
> and keypad-zero keycaps, and E and D keys which don't stay on very well).
>
> I have no idea if it works - I found a spare power cord (looks to use the
> standard type used in today's monitors & PCs), and it appeared to power up.
>
> But, I have no monitor here at work that it could talk to (and no cable),
> and looking at the DIN plug on the back, I seriously doubt the cable I'm
> using on my Atari 800XL (with Commodore 1902 monitor) will fit the bill.
>
> My first question is:
>
> What's the best/cheapest place to get a monitor cable, and what kind of
> monitors can it connect to? (e.g., can I use that Commodore 1902
> monitor?)

Best Electronics sells a MultiSync Cable for Multisync Monitors. I use
mine on my NEC 3D MultiSync Monitor. This allows me to do MonoChrome and
both Low-Medium Color Resolutions. If you want to do Composite Video, I
could sell you a VideoKey.

> What's the best way to get files to/from this puppy?

The 1040STF should have a 720K Floppy, compatible with the PC 720K Format.

> I've got a Linux box at home and at work, and I seem to recall the ST
> line using "MSDOS" style floppy disks, so I suppose I can just use 3.5"
> disks...

Yup.

> Is there any kind of ethernet adapter for it, or something?
>
>
> Thanks!
>
> I guess it's time to poke around the ST/TT/Falcon sections of
> B&C Computervisions and BEST Electronics websites. :^)
>

> (I've got a 2600, 2600Jr, 800, 800XL, 1200XL, two Lynx IIs, and two Jaguars,
> so I guess this guy is going to round out my collection... assuming it actually
> works and I keep it, that is :^))
>
> -bill!
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2874. Re: Just been given a 1040STf

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 09:06:56 UTC
From: "Michael J. Sch&#65533;lke" <MJSchuelke@hotmail.com>
Message-ID: <MPG.1815f919ce38c98d9897c9@news.t-online.de>
Source record: 31683

William Kendrick wrote:
> > As its an STf I assume it
> > has no TV modulator, and so no composite, so it won't work with the 1902,
> > which from the web appears to need TTL or Composite.
>
> (Sorry, I don't know what 'TTL' is :^/)
>
> The C= monitor I have (I'm _almost_ certain it's the 1902 model)
> has a three-way switch in the front:
>
> COMP - SEP - RGB

Yep, and it's TTL RGB, meaning that an on (+5 V) or off (0 V) ist sent
to the monitor for each of the primary colours red, green and blue, as
opposed to analogue RGB used by EGA and VGA monitors. More precisely,
it's RGBI, with an extra digital "intensity" line, giving you a total of
16 colours on a C128 (for which the 1902 was designed, IIRC) or a PC
with a CGA card.

As for the cable: Another poster already mentioned that it is possible
to use a standard PC monitor for monochrome mode. It's easy to make an
adaptor cable with just a little soldering experience. Have a look at

ftp://gem.win.co.nz/hall/hardware/msync_ii.zip

and strip away everything for colour and switching.

Regards,
Michael

--
From-address is valid, but used as spam trap. Write to MJSchuelke at gmx
dot net for a faster reply.

2875. Re: Just been given a 1040STf

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 09:15:14 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <aogm07$142k$1@news.comnet.co.nz>
Source record: 31684

"Bravo Sierra Computers" <atari@aracnet.com> wrote ...
> William Kendrick wrote:
> > Well, apparently there was an Atari 1040STf lying around the
office I just
> > moved into, and since it wasn't claimed before the last tennants
moved out,
> > and obviously wasn't used by them for work, my bosses here said to
themselves
> > "hey, Bill's into Atari's - we can give it to him!"
> >
> > So, I'm now the proud owner of an Atari 1040STf (minus the
up-arrow
> > and keypad-zero keycaps, and E and D keys which don't stay on very
well).
> >
> > I have no idea if it works - I found a spare power cord (looks to
use the
> > standard type used in today's monitors & PCs), and it appeared to
power up.
> >
> > But, I have no monitor here at work that it could talk to (and no
cable),
> > and looking at the DIN plug on the back, I seriously doubt the
cable I'm
> > using on my Atari 800XL (with Commodore 1902 monitor) will fit the
bill.
> >
> > My first question is:
> >
> > What's the best/cheapest place to get a monitor cable, and what
kind of
> > monitors can it connect to? (e.g., can I use that Commodore
1902
> > monitor?)
>
> Best Electronics sells a MultiSync Cable for Multisync Monitors. I
use
> mine on my NEC 3D MultiSync Monitor. This allows me to do MonoChrome
and
> both Low-Medium Color Resolutions. If you want to do Composite
Video, I
> could sell you a VideoKey.
>
> > What's the best way to get files to/from this puppy?

>
> The 1040STF should have a 720K Floppy, compatible with the PC 720K
Format.

AFAIK, all 1040s (ST, STF, STFM, STE) have had 720k double-sided
drives since the 1040 was released in 1986. (I think Byte mag debuted
it in the (March?) 1986 issue)

Only the 520 (ST, STM, STFM) featured a single sided drive (360k), and
that disappeared in (mid 1989?) and was replaced with a double-sided
drive (STFM, STE). Some STM buyers paid more, and upgraded to a
double-sided drive when they bought their machine (Early 520 STs and
all STMs didn't have a built-in drive, they only had an external
floppy drive connected via a cable to the rear of the machine)

For the pre-STE models, an "F" in the name means built-in Floppy, an
"M" means TV Modulator. An STE should really be called an STFME ("STFM
Enhanced")

So your STF means "ST with a Floppy drive builtin"

(I've been an ST user and programmer since 1988, having gone from a
[1988] 1040 STFM to a [1990] Mega 4 "pizza box" to a [1992] TT)

> > I've got a Linux box at home and at work, and I seem to recall the
ST
> > line using "MSDOS" style floppy disks, so I suppose I can just use
3.5"
> > disks...
>
> Yup.
>
> > Is there any kind of ethernet adapter for it, or something?
> >
> >
> > Thanks!
> >
> > I guess it's time to poke around the ST/TT/Falcon sections of
> > B&C Computervisions and BEST Electronics websites. :^)
> >
> > (I've got a 2600, 2600Jr, 800, 800XL, 1200XL, two Lynx IIs, and
two Jaguars,
> > so I guess this guy is going to round out my collection...
assuming it actually
> > works and I keep it, that is :^))

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"DB25 to Centronics Conversion Parallel Interface for $156 plus GST"
(The "Computing Today" Ripoff 1989 award winner)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

2876. STING: how to test if online?

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 12:26:06 UTC
From: Dimitri Junker <news@Dimitri-Junker.de>
Message-ID: <151020021426l0i2C00245KM2D90086A4@onlinehome.de>
Source record: 31685

Hi,

how can my program (In2Cat) test if Sting/Stik is online or not. I don't wont to call the dialer, because in case I need this option, it is because the user did not set the option for automatic login. Since by now I did'nt managed to make STING work under MagicPC with ISDN, I can't just play around with different ideas. One Idea was to try a resolve, but it seems, that the answers are cached, so the next time I get a result even if Sting is offline. Someone said: ping the POP-Server. Is this better?

2877. Re: FS - Atari ST Hardware

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 14:45:19 UTC
From: DG <amplitude@koloth.co.uk.removeme>
Message-ID: <3dac2a05$0$1288$cc9e4d1f@news.dial.pipex.com>
Source record: 31686

Where abouts UK?

"ADDICTIVE!" <caver99@ntlworld.com> wrote in message
news:A9Hq9.14053$345.688640@newsfep2-win.server.ntli.net...
> Here is a List of Atari ST Hardware For Sale:-
>
> 1 x 520STE 1Mb (Interhal Floppy wont read disks)
> 1 x 1040STE 4Mb
> 1 x Gasteiner HD
> 2 x External Floppys
> 1 x Philips Colour Moitor plus lead
> 1 x Mouse(may have a second)
> Loads of mags(ST User and ST Format)
> Loads of floppys
> Plus Joysticks
> Plus anythink else i find i will include
> UK only please.
>
>

2878. Re: PSSed for atari?

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 14:46:59 UTC
From: DG <amplitude@koloth.co.uk.removeme>
Message-ID: <3dac2a69$0$1289$cc9e4d1f@news.dial.pipex.com>
Source record: 31687

Thnx :-)

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:ce22d101.0210131731.7b22a48e@posting.google.com...
> "DG" <amplitude@koloth.co.uk.removeme> wrote in message
news:<3da9bf03$0$8511$cc9e4d1f@news.dial.pipex.com>...
> > Anybody know where to find this software (PSSed) to control Yamaha
> > keyboards?
> >
> > Dan.
>
>
> Its on the Atari-MIDI file section. Hope this is the same program:
>
>
> http://groups.yahoo.com/group/atari-midi/files/Psslib2.zip
>
>
> Tim Conrardy
> Tims Atari MIDI World
> http://tamw.atari-users.net

2879. Re: IDE/ATAPI/SCSI adaptors

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 15:02:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1034796616-79447AEicMi@gmx.net>
Source record: 31552

From: <derryck@.NOT~THIS~cix.co.uk>
Date: Wed, 09 Oct 2002 10:39:02 -0100

Hi Derryck,

>Just wondering if anyone's tried one, would bring a wide range of devices
>within our range.

Last year I bought a Yamaha 2200S CD-Writer, this device comes with a factory installed removable IDE to SCSI adaptor. I've put an IDE cable splitter on the adaptor attached to a 40GB IDE hard disk. HD Driver recognises it and under MagiC 6.2 using FAT32 partitions it works perfectly...
The SCSI model costs $40 extra, IMO that's a bargain for an IDE to SCSI adaptor, I have no idea what the average data access rate of this adaptor is, but since the newest Yamaha writer can burn at 44X it should be capable of at least 6500Kb/sec, which is more then enough for the standard Atari computers. Unfortunately the adaptor can't be bought seperately, anyone who's thinking of bying a new writer...

Both the Yamaha 2200S and new released CRW-F1 (44X) models are recognised by CD Recorder Pro and CD Lab, the current package from Anodyne however doesn't work with these models (yet).

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2880. Re: FS - Atari ST Hardware

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 16:42:55 UTC
From: ADDICTIVE! <caver99@ntlworld.com>
Message-ID: <iAXq9.1599$a32.116943@newsfep1-win.server.ntli.net>
Source record: 31689

I am in Ellesmere Port South Wirral.

Regards

Graham

2881. Re: STING: how to test if online?

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 17:24:12 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dac5d44676420@tripnet.se>
Source record: 31691

On Tue 15-10-2002 14:26 (+0200) Dimitri Junker wrote:

>how can my program (In2Cat) test if Sting/Stik is online or not. I don't

What does "online" mean? Online with just another computer or some sort
of general "Internet connection"?

In short - STinG simply can't know if it's really "online"!

You might do it in another way:

First check which port is the default gateway, then check if this port is
activated in STinG.

If the default gateway port is active then STinG will be "online". And
this will work both on a dialup connection (the dialer activates the
port) and a permanent connection with the port activated on startup.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2882. Re: Seagate Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 17:26:38 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <aohivj$m96q0$1@ID-27442.news.dfncis.de>
Source record: 31690

Starlord

> I think that was a hard drive that gave the atari machines a lot of troubles.

Do you have details on that? Is there anything known about this drive
not being SCSI-compatible? There is no reason why a compatible drive
should not work with an Atari like with any other machine, provided the
hardware is working correctly.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2883. Re: Seagate Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 17:57:14 UTC
From: Starlord <starlord@in>
Message-ID: <%EYq9.203$a34.128549952@news.inreach.com>
Source record: 31692

All I remember is that when that one came out a lot of Atari users got them (not me) and I kept seeing posts about how it wasn't working. Something about the drives firmware or something. Anyway, I noticed that they got sold off and other HD's gotten to replace them. My TT has an old 2gi HD in it, I think it's a seagate. Heck I've still got an realy old ST-225 SCSI HD sitting around! I think it could be hit with a nuke and still work.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. The year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com

"Uwe Seimet" <us@seimet.de> wrote in message
news:aohivj$m96q0$1@ID-27442.news.dfncis.de...
> Starlord
>
>
> Do you have details on that? Is there anything known about this drive
> not being SCSI-compatible? There is no reason why a compatible drive
> should not work with an Atari like with any other machine, provided the
> hardware is working correctly.
>

2884. Re: STING: how to test if online?

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 21:07:50 UTC
From: Dimitri Junker <news@Dimitri-Junker.de>
Message-ID: <16102002004714i2C00145L1JD90086C8@onlinehome.de>
Source record: 31693

>What does "online" mean?

Having some connection to the net. To now if I need to ask the user to start
the dialer or not.

>First check which port is the default gateway, then check if this port
>is activated in STinG.

How?

2885. HP DJ 840C/Falcon :)

Newsgroup: comp.sys.atari.st
Date: 2002-10-15 23:24:37 UTC
From: swampfax@atlantic.net
Message-ID: <Vs1r9.34$_%3.114269@news1.atlantic.net>
Source record: 31694

Hi All,
Although I've only tested PGS printing in B/W, the HP DJ 840C works
great on the Falcon :) It's replacing my 1987 DJ+ workhorse which only
ever needed a belt until now :).

John G.

2886. Re: STING: how to test if online?

Newsgroup: comp.sys.atari.st
Date: 2002-10-16 03:07:24 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1021016000105.11463A-100000@halifax.chebucto.ns.ca>
Source record: 31695

I have it set up 2 ways for 2 STs:

On the first ST, I boot STinG.prg via an icon onscreen whenever I want
to go online via PPP. This means that after STinG loads, I have to go to
my Control Panels, under STinG internals and check off the ACTIVE box and
Modem 2 (the port I'm using) and save the change. I can then use the
dialer. I have to do this ech time I reboot if I want to use STinG.

On the other ST, I have STinG AUTOloaded so that it's in the AUTO folder
and is ready to go right off the bat. I also have the ACTIVE box checked,
the Modem 2 selection made and saved so that those steps are removed. I
can go directly to the dialer after boot.

Is that what you wanted to know?

On Tue, 15 Oct 2002, Dimitri Junker wrote:

> Having some connection to the net. To now if I need to ask the user to start
> the dialer or not.
>
> >First check which port is the default gateway, then check if this port
> >is activated in STinG.
>
> How?

2887. Micro Mart article.

Newsgroup: comp.sys.atari.st
Date: 2002-10-16 06:07:06 UTC
From: ramlink666@aol.com
Message-ID: <20021016020706.05892.00001743@mb-mw.aol.com>
Source record: 31546

Hello all,

For those of you who are in the UK, you may be aware that Micro Mart magazine regularly run columns for "Retro" computers.

The folks at Micro Mart want to run an "all formats" competition, basically why for instance the Atari ST is better than other machines and deserves the MM's reader base vote.

More details are available at;

http://www.micromart.co.uk/content/newforum/Messages.asp?ThreadID=1831

I need volunteers to defend the Atari ST and XE/XL's case, can anyone please help?

Shaun.

2888. ATARI STOS/MAGE GAME DEVELOPEMENT BUNDLE AVAILABLE

Newsgroup: comp.sys.atari.st
Date: 2002-10-16 09:58:05 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <NKar9.24731$PS1.3036302@kent.svc.tds.net>
Source record: 31547

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2062822352

2889. Re: STING: how to test if online?

Newsgroup: comp.sys.atari.st
Date: 2002-10-16 10:45:44 UTC
From: Dimitri Junker <news@Dimitri-Junker.de>
Message-ID: <16102002145318i2C00245M3XC19EBDCA@onlinehome.de>
Source record: 31549

>Is that what you wanted to know?

No. I'am adapting an Email-Programm to STING. In the setup the User can choose if the programm should automaticly call the Dialer and connect to the internet or not. If he shooses not to connect automaticly, the programm needs to tell the user to connect manually. But of couse I don't wan't to tell the user 'please go online' if he already is. So what I want is somthing like that:

```
if(connect_automaticly)
call_dialer
else
{
while(Sting_is_offline())
message("please go online");
}
```

what I still need is the function Sting_is_offline or Sting_is_online

Dimitri

2890. New mouse for STe ?!

Newsgroup: comp.sys.atari.st
Date: 2002-10-16 11:39:11 UTC
From: Pieter Verheyden <pverheyd@vub.ac.be>
Message-ID: <aojj31hth1@snic.vub.ac.be>
Source record: 31548

Hi all,

Just bought a STe, one problem: the original Atari mouse is a bitch. Can I just buy a new (modern) serial mouse to connect it to the STe? Are there certain brands which do not (or only) work with the STe?

Tnx in advance.

2891. Re: STING: how to test if online?

Newsgroup: comp.sys.atari.st
Date: 2002-10-16 13:38:09 UTC
From: lp <gfa@basic.net>
Message-ID: <B9D2E401.9FC9%gfa@basic.net>
Source record: 31550

Hi,

You would need to verify this with the current sting maintainer,
but as far as I know sting will not report a dropped connection.
I was told since sting is multiport this not possible in that
scheme. If I'm on irc and the modem cuts outs my client is more
or less stuck, since it does not toss the client the dropped carrier
error code. The carrierdetect() call in sting is a dummy function
and always returns connected stated.

Best option would be to implement some sort of ping/timeout to get
around this.

in article 161020021453l8i2C00245M3XC19EBDCA@onlinehome.de, Dimitri Junker
at news@Dimitri-Junker.de wrote on 10/16/02 6:45 AM:

>> Is that what you wanted to know?
>
>
> No. I'am adapting an Email-Programm to STING. In the setup the User can
> choose if the programm should automaticly call the Dialer and connect to the
> internet or not. If he shooses not to connect automaticly, the programm
> needs to tell the user to connect manually. But of couse I don't wan't to
> tell the user 'please go online' if he already is. So what I want is
> somthing like that:
>
> if(connect_automaticly)
> call_dialer
> else
> {
> while(Sting_is_offline())
> message("please go online");
> }
>
> what I still need is the function Sting_is_offline or Sting_is_online

---
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2892. Re: New mouse for STe ?!

Newsgroup: comp.sys.atari.st
Date: 2002-10-16 18:25:36 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <aokb34$ro5$1@news1.xs4all.nl>
Source record: 31551

Hello Pieter,

The Mabn in Rotterdam has adapted Amiga mice for use on Atari's. I recently bought one and they are very responsive and comfortable.
Dan

Pieter Verheyden heeft geschreven in bericht ...
>Hi all,
>
>Just bought a STe, one problem: the original Atari mouse is a bitch. Can I
>just buy a new (modern) serial mouse to connect it to the STe? Are there
>certain brands which do not (or only) work with the STe?
>
>Tnx in advance.
>
>

2893. Re: New mouse for STe ?!

Newsgroup: comp.sys.atari.st
Date: 2002-10-16 18:36:50 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <Q-ucnVY1M_L2LDCgXTWcog@News.GigaNews.Com>
Source record: 31553

Pieter Verheyden wrote:

> Hi all,
>
> Just bought a STe, one problem: the original Atari mouse is a bitch. Can I
> just buy a new (modern) serial mouse to connect it to the STe? Are there
> certain brands which do not (or only) work with the STe?
>
> Tnx in advance.

You could also try to find a Beetle mouse. I bought two of these mice and I love them. They originally retailed for a lot of money but are pretty cheap now. At any rate, if you don't mind using up the modem port, any serial port MS or logitech mouse can work on your atari using the mouse driver on several atari ftps, (http://portal.atari-source.com/storage/atari/), just search for either sermouse.lzh or genmouse.lzh, I forget what the name is.

Mark
http://atari-source.com

2894. TT-Digger v6.3

Newsgroup: comp.sys.atari.st
Date: 2002-10-16 18:50:47 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DADB42F.839E8DFF@chello.nl>
Source record: 31554

LS

There is a new version of TT-Digger available on my homepage.

New:
Load a TOS image from a file.
Improved (and repaired) detection of TOS 1.x Line F abuse.

I also made a TOS104.IDX

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

2895. new discussion group for classic emulators

Newsgroup: comp.sys.atari.st
Date: 2002-10-16 21:32:21 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210161332.293da7f8@posting.google.com>
Source record: 31555

I've created a general discussion group for classic emulators. The two reasons I am doing this is, one, to go along with my other group rtdos (http://geocities.com/rtdos & http://groups.yahoo.com/group/rtdos) and, two, not everyone has access to usenet (and if they do, they don't have access to usenet binaries). If you are a developer of an emulator or interested in non specific general emulators, then this group is for you. General emulators, such as M.A.M.E. & M.E.S.S. will be discussed as well as specific emulators for the Atari, Commodore, Apple, ti, Tandy, Timex, MSX, CPM, and other systems.

http://groups.yahoo.com/group/classicemulators

2896. What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-16 21:53:49 UTC
From: Sam Smith <sam@potionp.co.uk>
Message-ID: <3dade029$1_1@mk-nntp-2.news.uk.tiscali.com>
Source record: 31556

Just a quick question - What happened to the Milan? What is (or rather was)
the 'Ultimate' Atari ST?

Sam

2897. Re: New mouse for STe ?!

Newsgroup: comp.sys.atari.st
Date: 2002-10-16 22:54:00 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <43qkoa.ah7.ln@speaker.rodsbooks.com>
Source record: 31557

In article <aojj31hth1@snic.vub.ac.be>,
"Pieter Verheyden" <pverheyd@vub.ac.be> writes:
> Hi all,
>
> Just bought a STe, one problem: the original Atari mouse is a bitch. Can I
> just buy a new (modern) serial mouse to connect it to the STe? Are there
> certain brands which do not (or only) work with the STe?

The Atari mouse isn't a standard serial mouse; in fact, there are
several protocols for serial mice for x86 systems, and AFAIK, the Atari
mouse doesn't use any of those protocols. That said, I recall hearing of
an adapter or driver for at least some x86 serial mice, but I don't have
a URL or recall the name. Try doing a Web search on appropriate keywords
and/or check some Atari file archive sites.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

2898. Re: Seagate Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 00:02:38 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aokumuat1@thorium.cix.co.uk>
Source record: 31560

In message <obMq9.322$o26.169@news.bellsouth.net>, BJRoland@bellsouth.net said:

>Just today I installed one of these Barracuda Wide SCSI drives on my Atari
>Falcon...
>
>I did have some troubles getting it recognized...
>
>I also have a Barracuda ST32550N 2.1gig (NOT Wide) drive on the bus..
>
>I finally got the Ultra Wide ST34572W to be recognized like so:
>
>I have a Falcon with the mini SCSI II cable going to a SCSI I type chasis just
>like you described.
>
>1. I had the other drive [ST32550N] provide TERM POWER to the BUS, AND to the
>drive and made sure this first drive in my chain is NOT terminated.
>
>2. I then set the Wide SCSI drive (with adaptor) to get its term power from the
>SCSI bus.

Surely the Falcon SCSI bus only needs termpower if you use an
active terminator (on the ST you also need it for the Link or
other host adaptor on the ACSI port, but that doesn't apply here).

Regards, /Peter/

2899. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 00:21:12 UTC
From: lp <gfa@basic.net>
Message-ID: <B9D37AB8.A078%gfa@basic.net>
Source record: 31561

in article 3dade029$1_1@mk-nntp-2.news.uk.tiscali.com, Sam Smith at sam@potionp.co.uk wrote on 10/16/02 5:53 PM:

> Just a quick question - What happened to the Milan? What is (or rather was)
> the 'Ultimate' Atari ST?

If you refer to obtainable, I'd say the Hades060, but since
I have one I'm bias. ;-)
The Milan is a fine machine though, the 040 version can be upgraded
to an 060. I won't bother to speak of unreleased things, only time
will tell.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2900. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 01:09:26 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1034791788-742404AEicMi@williams-net.com>
Source record: 31558

Sam,
That is the question of the DECADE!!! I am sure
that MILAN is still making computers. I recently
heard from a friend of mind that a shop by the name of
MABN is taking over making MILAN 060's!! One could
say that the Falcon with the CT60 maybe the fastest
Atari which is what I hope to have as soon as R. Czuba
is completed with the CT60. But then agian the XTOS
computer could also be in contention for the same
title as most powerful Atari compatible computer on
the planet. Hope this answers some of your questions
if not visit my Atari WEB site FAQ that I will post
here very soon. There are many helpful links to what
is new in the Atari scene!!! Including a very
powerful 32 meg GC for the CT60 that will be available
shortly after the release of the CT60.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive

120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

2901. ATARI WEB-Site FAQ!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 01:33:00 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1034793200-024635AEicMi@williams-net.com>
Source record: 31559

Everyone,
Here is a ***NEWLY*** updated list of everything
that I have and some of what people have given me in
my e-mail. Thanks to all who have sent me there
favorite web-sites!!! This is meant as a good
resource for people to find web-sites related to Atari
computers. This list is by NO means complete and can
always be added to or deleted from if found that a
site is no longer operational. Please direct all
comments to me at firest@williams-net.com. Please if
you have any web-sites to add to this list by all
means send them to me and I will add them in. If you
find a web-site that NO longer works let me know and I
will check it out. I will do my best to update this
list at least twice a month and post in this
newsgroup. If this becomes to big I will break it
down into smaller messages and post each message one a
day as to not overload the newsgroup!! We as Atarians
must band together to help to ensure the survival of
our platform!!

Thanks,
Carey Christenson

Atari Vendors

Video 61 and Atari Sales (Sells Atari 8-bit and 16 bit
hardware and
software)
http://www.angelfire.com/mn/video61/

Cortex Design (Seller of Eclipse Graphics Card)
http://www.cortex-design.co.uk/

Woller Systems (Sells Atari Hardware and Software)
http://www.woller.com/

Merlancia Industries (Was planning on making a PPC
Atari compatible
computer needed 2000 pre-orders though)
http://www.merlancia.com/

Homa systems Retail
http://www.geocities.com/nmontaser/

Best Electronics
http://www.best-elctronics-ca.com/

European Shareware web-site.
http://www.europeshareware.free.fr/english/

16/32 bit systems web-site.
http://www.1632systems.co.uk/

Have not checked this site out. Will very soon!
http://www.keychange.co.uk/

Atari 8-bit and 16-bit software and hardware reseller
http://www.aracnet.com/~atari/atarisales.htm

Atari Downloads

University of Michigan Archives
http://www.umich.edu/~archive/atari/

The Ultimate TOS Software Index
http://users.pandora.be/tos4ever/atari/prg-ind3.htm

Atari Hardware

Atari Eiffel Interface PS/2
http://perso.wanadoo.fr/laurent.favard/eiffel_e.html

Atari-launchpad: Hardware projects and information
http://www.geocities.com/SiliconValley/Bay/8745/pages/h
ardware.html

Eclipse User's Support Page
http://www.vianet.ca/~joshua/

Czuba Tech (Designer of the upcoming CT60)
http://www.czuba-tech.com/accueil/english/welcome.htm

Ethernet Adapter Details (From Elmar Hilgart)
http://www.asamnet.de/~hilgarte/ether_e.htm

Passage (Atari Info web-site)
http://hem.passagen.se/atari/

Mario Becroft's Atari Hardware Page
http://gem.win.co.nz/mb/atarihw/

Atari Coldfire Project
http://acp.atari.org

Frontier Systems (Hardware developer of the DEESSE
card and XTOS
Computer)
http://www.frontier-systems.de/indexen.htm

Atari Ethernet Adapter (Lyndon Amsdon adapter)
http://hardware.atari.org/

CT60 Graphic Card Web-Site
http://www.dtek.chalmers.se/~d98gilda/

Atari Sites

The Atari ST Quick FAQ (A very good resource for Atari
ST, Mega ST,
Mega STe,Falcon 030 and TT030
http://www.megacom.net/~q-funk/ST/

The Atari Source
http://www.Atari-source.com

For Atari Users
http://www.atari-users.net

Another Atari FAQ devoted for the TT030
http://members.tripod.com/~TT030/

Anthill industries
http://www.netset.com/~baldrick

A-One Magazine
http://www.atarinews.org/

The Definitive Atari Resource ATARI.ORG
http://www.atari.org

Magic Online
http://www.magical-sides.de/

The Milan Computer Company
http://www.milan-computer.de/

My Atari - The monthly on-line magazine devoted to
Atari
http://www.myatari.net/

Atari-Home site
http://www.atari-home.de/

Site of the Future XTOS computer!!!
http://www.xtos.de/

Someone sent this site to me, have not checked it out.
http://gem.win.co.nz/

Another Atari site that I will check out.
http://www.geocities.com/siliconvalley/peaks/6320/stplu
s01.htm

Atari history web-site.
http://www.atari-history.com/

Atari Software

Anodyne Software Home Page
http://www.anodynesoftware.com/

Aniplayer Support (There are 2 web-sites for this
piece of software)
http://jf.omnis.ch/aniplayer.shtml
or
http://aniplayer.atari.org

Dursoft Development
http://home.sunrise.ch/dursoft/progs_e.html

Escape
http://www.inf.tu-dresden.de/~nf2/

Falcamp Homepage
http://deunstg.free.fr/sct1/falcamp/

Five to Five
http://www.optik.uni-
erlangen.de/osmin/haeusler/people/hs/525e.html
or
http://www.jointhenet.de/hs/525e.html

FVDI (For use with Eclipse Graphics Card)
http://rand.thn.htu.se/~johan/fvdi.html

GokMasE's Atari Page - Atari ICQ
http://aicq.atari-users.net/

Heinisoft Homepage
http://heinisoft.atari-users.net/

Highwire Development Project (New Browser for the
Atari)
http://highwire.atari-users.net/

PlaymyCD
http://www.chez.com/lrd/

Invers Software (I believe this is the Calamus web-
site)
http://www.calamus.net/us/index.html

Patricks Homepage
http://members.tripod.de/funmedia/

Pixart's Homepage
http://www.pixart.de/

Quincy shareware
http://gbarges.free.fr/quincy_e.html

Sector One Homepage - What's New!!!
http://deunstg.free.fr/sct1/index.html

ST-CAD's Homepage
http://home.t-online.de/home/MKrutz/

Atari IRC Homepage
http://www.q1.net/~atari/

Tim's Atari Midi World
http://tamw.atari-users.net/timidi.htm

Vassilis Hompage (Developer of STing)
http://users.otenet.gr/~papval/

VISION's Homepage
http://www.multimania.com/jlusetti/visione.htm

Wildfire
http://wildfire.atari.org

Ultimate Virus Killer 2000 web site
http://www.uvk2000.com

Ultimate TOS Software index
http://users.pandora.be/tos4ever/atari/prg-ind3.htm

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
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Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
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210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

2902. Re: STING: how to test if online?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 08:58:59 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dae89d8f50500@tripnet.se>
Source record: 31562

On Tue 15-10-2002 23:07 (+0200) Dimitri Junker wrote:

>>What does "online" mean?
>
>
>Having some connection to the net. To now if I need to ask the user to start
>the dialer or not.

But remember that the Dialer is just one way of getting "online"! It's
just as likely that any of the other ports (Ethernet or serial) is the
default gateway to the outside world.

So by checking if the default gateway port is active it would work on the
computer I'm witing this on for example.

What makes it a bit more complicated is the fact that the Dialer istelf
can be setup to manipulate the routing table. With two computers on a
serial port LAN you only need to have the actual LAN port (modem1, modem2
etc...) in the routing table. When the Dialer is started it adds its own
serial port as default route.

So, there is no way to know in advance which port the Dialer will use.
Note that the Dialer is just another GEM program that talks to STinG via
the STinG API.

>>First check which port is the default gateway, then check if this port
>>is activated in STinG.
>
>
>How?

It's all in the STinG API. Check out the STING.HYP under "Programming
with STinG" in the "Port Manager" and "Routing Manager" sections.

But, because the Dialer normally makes alterations to the routing table
this solution will not always work.

I guess the best method would be to ask the user if he uses the Dialer or
a permanent connection in the program config dialog or whatever.

Then try to talk to the Dialer using the UDP "remote start" functions of
the Dialer program. If not found launch the Dialer.

Check if the Dialer has already dialed out. I seem to remember there are
some problems here. I did write a STinG remote dialer for Windows a
couple of years ago but can't remember. Olivier Booklage
http://obooklage.free.fr/ has written a remote dialer for TOS. There
might be some info in his package on the subject...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2903. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 10:41:03 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0210170241.3383f631@posting.google.com>
Source record: 31563

Hi,

> That is the question of the DECADE!!! I am sure
> that MILAN is still making computers.

Milan is not making computers anymore.

> I recently
> heard from a friend of mind that a shop by the name of
> MABN is taking over making MILAN 060's!!

They are not identical to the Milan 040 or the planned 060. Instead
they are optimized for industrial purposes and not suitable as a TOS
clone.

>But then agian the XTOS
> computer could also be in contention for the same
> title as most powerful Atari compatible computer on
> the planet.

There is no xTOS computer. xTOS is an entirely different thing and has
nothing to do with hardware (anymore).

Greetings,
Matthias

2904. Re: Archiving Atari ST Disks to CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 12:09:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dae5388ab0c26@attbi.com>
Source record: 31564

>Yeah, it's about time for me to take on this project as well. I've
>got quite a large box of floppies too - mostly DD floppies from my STE
>collection, although there are quite a few HD disks as well (early
>Falcon stuff). I'm planning to make use of Anodyne's CDISO too.

You will not be sorry. It is a great program. The does require a blank
partition to write the file conversion before it starts to write to the CD.

>And after I finish that, I'm going to use a program called EPS Wizard
>(that runs on STs and the Falcon), which allows one to read and write,
>as well as backup to hard disk, DD floppies that are used with the
>Ensoniq EPS sampler (keyboard), since I have almost as many floppies
>for my EPS as I do for the STE!

I would just get CDBackup from Anodyne and backup those floppies/hard disk to
a CD. These CD's can only be read on an Atari CD-RW CD-drive. I put a CDBackup
CD that I had made into my STe and it did not come up. The CD drive in the STe
just has a read-only CD drive.

>My only question: Can anyone suggest a way to get the motivation
>needed to take on this project!?!?

The best way is to think about it and start. Once you start, the rest is easy.
I have some CD projects sitting right in front of me and typing this message
is putting me in the right frame of mind.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2905. Okami article

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 12:09:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dae5388ab0c28@attbi.com>
Source record: 31566

Hello All,

Just wanted to tell everyone that my article on Okami is up at the MyAtari site. Okami is the best newsreader for the Atari line of computers, but it is very hard to setup. I wrote this article in the hopes it would make it easier for everyone to use it. Once things are setup, Okami is very easy to use. Enjoy....

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2906. Re: New mouse for STe ?!

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 12:09:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dae5388ab0c29@attbi.com>
Source record: 31565

>Hi all,
>
>Just bought a STe, one problem: the original Atari mouse is a bitch. Can I
>just buy a new (modern) serial mouse to connect it to the STe? Are there
>certain brands which do not (or only) work with the STe?
>
>Tnx in advance.

You can use a PC serial mouse, but you need a serial mouse adapter from Mario Becroft. I use the adapter on my Atari clone, which has the same mouse interface as your STe, and I use a Logitech mouse. Works great. There is also a piece of software that allows you to do this, but I believe you need to connect the mouse to the modem port of the computer.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2907. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 12:46:03 UTC
From: Ctirad Fertr <phanatic@SPAM>
Message-ID: <aombon$2mlh$1@news.vol.cz>
Source record: 31567

> What is (or rather was) the 'Ultimate' Atari ST?

I don't know what was the ultimate Atari ST, perhaps MegaSTE, or it was ultimate
STE ? ;) Well, now seriously. The ultimate TOS machine is definitely
Aranym (http://aranym.atari.org).

Ctirad

2908. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 13:40:20 UTC
From: lp <gfa@basic.net>
Message-ID: <B9D43604.A094%gfa@basic.net>
Source record: 31568

in article aombon$2mlh$1@news.vol.cz, Ctirad Fertr at phanatic@SPAM
FREEvolny.cz wrote on 10/17/02 8:46 AM:

>> What is (or rather was) the 'Ultimate' Atari ST?
>
> I donï¿½t know what was the ultimate Atari ST, perhaps MegaSTE, or it was
> ultimate
> STE ? ;) Well, now seriously. The ultimate TOS machine is definitely
> Aranym (http://aranym.atari.org).

machine = emulator
If just running some app on a machine turns it into an ST,
well it's an emulator.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

2909. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 15:07:10 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3daefdd01e94690@pandora.be>
Source record: 31575

on Thu 17-10-2002 14:46 Ctirad Fertr wrote:

>> What is (or rather was) the 'Ultimate' Atari ST?
>
>I doni¿½t know what was the ultimate Atari ST, perhaps MegaSTE, or it was
>ultimate
>STE ? ;) Well, now seriously. The ultimate TOS machine is definitely
>Aranym (http://aranym.atari.org).

Sorry, Aranym is not the ultimate TOS machine as you claims it's
just an (good) emulator.
Please don't get me wrong. I do appreciate what the Aramyn team is
doing. In the near future I'll buy me a pc and there is no doubt about
it that I'll install Aramyn. I just want to put some thing in the right
context.

CU
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2910. Ethernet cards

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 17:17:40 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.86c62362.a4684662.chongdochongdo@ichongdo.com>
Source record: 31569

Hello everyone,

I could get a bunch of SMC 83C790 based ethernet cards, as well as
3COM 3C509 ones. Unfortunately, they are not compatible with the
EtherNEC, unless someone should write the appropriate drivers...
If so, they could be obtained for free (but the shipping - sorry,
I am not craesus) or, if not, will be trashed.
There are 10 SMC and 10 3COM ones : that could make 20 happy ST's
owners :-)

J.-Luc

P.S.: the adress above is meant to fool spammers. For contacting
me, just use the one below, but please set a non-proportional
font in your newsreader ;-)

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

2911. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 17:31:32 UTC
From: Ctirad Fertr <phanatic@SPAM>
Message-ID: <aoms7o$2v4v$1@news.vol.cz>
Source record: 31570

```
> > STE ? ;) Well, now seriously. The ultimate TOS machine is definitely
> > Aranym (http://aranym.atari.org).
>
> machine = emulator
```

```
No. A platform is a machine + OS. So the better would be to say: The
ultimate TOS machine is a PC with Aranym.
```

```
> If just running some app on a machine turns it into an ST,
> well it's an emulator.
```

Aranym doesn't turn any machine into an ST (or Falcon, or whatever), it simply turns your PC into a best TOS machine ever made.

```
Ctirad
```

2912. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 18:00:10 UTC
From: Sam Smith <sam@potionp.co.uk>
Message-ID: <3daefae4$1_1@mk-nntp-2.news.uk.tiscali.com>
Source record: 31571

Thanks for the reply! That's a very well informed answer!

Sam

"carey christenson" <firest@williams-net.com> wrote in message
news:1034791788-742404AEicMi@williams-net.com...
> Sam,
> That is the question of the DECADE!!! I am sure
> that MILAN is still making computers. I recently
> heard from a friend of mind that a shop by the name of
> MABN is taking over making MILAN 060's!! One could
> say that the Falcon with the CT60 maybe the fastest
> Atari which is what I hope to have as soon as R. Czuba
> is completed with the CT60. But then agian the XTOS
> computer could also be in contention for the same
> title as most powerful Atari compatible computer on
> the planet. Hope this answers some of your questions
> if not visit my Atari WEB site FAQ that I will post
> here very soon. There are many helpful links to what
> is new in the Atari scene!!! Including a very
> powerful 32 meg GC for the CT60 that will be available
> shortly after the release of the CT60.
>
> Thanks,
> Carey Christenson
>
> III
> III "The High Flying Atari Falcon 030
> /I\ Soon to be CT60
> / I \
>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> Coming CT60 with a 68060 running at 72 mhz.
> Eclipse with 4 meg ATI Graphic Card
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.3 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 8x4x20x Smart and Friendly CD-Burner
> 56K CNET modem
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
> 5.1 Surround Sound System
>

> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 210 meg Quantum Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades
> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor
>

2913. Atari Laser Printer

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 19:01:05 UTC
From: progster@iname.com
Message-ID: <171020021501056353%progster@iname.com>
Source record: 31572
Cross-posted to: dc.forsale.misc,comp.sys.atari.st

For Sale:

Yup, an ancient Atari laser printer. It's been unused for a long time, but was working perfectly when last unplugged. If you have any interest, and can pick it up in the Washington, DC metro area, please email or call. 301-345-1548

2914. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 19:07:44 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3daf0931$0$1427$6d5eecc5@news.eurekanet.com>
Source record: 31573

lp <gfa@basic.net> wrote in message news:B9D43604.A094%gfa@basic.net...
> in article aombon$2mlh$1@news.vol.cz, Ctirad Fertr at phanatic@SPAM
> FREEvolny.cz wrote on 10/17/02 8:46 AM:
>
> >> What is (or rather was) the 'Ultimate' Atari ST?
> > >
> > > I don't know what was the ultimate Atari ST, perhaps MegaSTE, or it was
> > > ultimate
> > > STE ? ;) Well, now seriously. The ultimate TOS machine is definitely
> > > Aranym (http://aranym.atari.org).
>
> machine = emulator
> If just running some app on a machine turns it into an ST,
> well it's an emulator.
>
> ---
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

By that reasoning, Milans, Hades etc are just emulators. And not that good
of ones either
since running an old ST game from what I've heard is a pain.

If you want to argue, if it doesn't have the Atari branded Fuji on it, then
it's not an Atari. I can see that arguement. But once you start talking
about hardware that Atari didn't make, then I think any hardware that can be
made to specifically and solely run Atari software would qualify
as a clone. That's the stated goal of Aranym. A goal from my impression
that they are quickly approaching. And since they aren't making full 060's
anymore, the question of a clone that doesn't have to emulate some part of
the system if pretty much gone.

Dan
aka baldrick

2915. Re: STING: how to test if online?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 19:14:12 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3daf0aba$0$1434$6d5eecc5@news.eurekanet.com>
Source record: 31574

Dimitri Junker <news@Dimitri-Junker.de> wrote in message
news:16102002145318i2C00245M3XC19EBDCA@onlinehome.de...
>>Is that what you wanted to know?
>
>
>No. I'am adapting an Email-Programm to STING. In the setup the User can
>choose if the programm should automaticly call the Dialer and connect to
the
>internet or not. If he shooses not to connect automaticly, the programm
>needs to tell the user to connect manually. But of couse I don't wan't to
>tell the user 'please go online' if he already is. So what I want is
>somthing like that:
>
>if(connect_automaticly)
>call_dialer
>else
>{
>while(Sting_is_offline())
>message("please go online");
>}
>
>what I still need is the function Sting_is_offline or Sting_is_online
>
>Dimitri

The short answer has already be sent. You can't with STing. Peter felt
very strongly that having
a routine knowing whether your machine was connected to a network was
inappropriate. He didn't care that most major OS's seem to be able to
handle this fact. He also ignored STiK
compatibility when he did the implementation and returned 1 instead
f -1. -1 states I don't know, where 1 states I am. Maybe he changed it
later, but he and I had big fights about this one
years ago.

About the only thing you can do is attempt to connect to some hard coded IP
address with STiNG and see if it works.

Dan
aka baldrick

2916. Highwire online

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 19:33:30 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0210172128500.72-100000@easymint>
Source record: 31576

This day I was browsing the net accidently(!) using Highwire ONLINE. I didn't even know it was already possible to use it online ! It's not quite ready yet completely for serious online use, but it was a nice surprise for me anyway :-)

Martin Tarenskeen

2917. Re: STING: how to test if online?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 20:33:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3daf2ca216b3330@tripnet.se>
Source record: 31577

On Thu 17-10-2002 15:14 (-0400) Dan A wrote:

>
>Dimitri Junker <news@Dimitri-Junker.de> wrote in message
>news:16102002145318i2C00245M3XC19EBDCA@onlinehome.de...

>>No. I'am adapting an Email-Programm to STING. In the setup the User can
>>choose if the programm should automaticly call the Dialer and connect to

>>what I still need is the function Sting_is_offline or Sting_is_online

>The short answer has already be sent. You can't with STing. Peter felt
>very strongly that having
>a routine knowing whether your machine was connected to a network was
>inappropriate. He didn't care that most major OS's seem to be able to
>handle this fact. He also ignored STiK

I don't think _any_ OS / ip stack with multiport and routing capability
can determine its online status. If I unplug the main tp cable from my
NAT box my Windows computer still has its 192.168 ip addres from my local
DHCP server and very much thinks it's online...

If the default route is active with an ip addres the computer is online.
This is how my Windows computer works and CAB with STinG shows the same
behaviour.

If I deactivate the default route port and opens a html page in CAB it
loads fast ignoring online links. Typically spam html mail I like to
check without the posters knowledge.

With the port active and this computer _online_ on my LAN but without
further connection to the outside world (main tp cable not connected to
my NAT box) CAB has to timeout for each picture and takes forever to load.

So, Peter was perfectly correct when he did not try to implement any
"online status detection", simply because it can't be done.

The final answer to the question "is my pop3 client online?" is simply to
check if there is a connection to the server by using Ping.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2918. Re: TeX to SLM

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 21:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200210172300.a41571@su2.maus.de>
Source record: 31510

Hi Jim,

JD>Does anyone have a working copy of DVISLM, or a working setup that
JD>will print to an SLM804?
you may use the Lindner driver...

Und TTschï¿½
ps

2919. Re: Highwire online

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 21:18:34 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <8-WcncfmRNRatTKgXTWcpw@News.GigaNews.Com>
Source record: 31579

Martin Tarenskeen wrote:

> This day I was browsing the net accidently(!) using Highwire ONLINE. I
> didn't even know it was already possible to use it online ! It's not quite
> ready yet completely for serious online use, but it was a nice surprise
> for me anyway :-)
>
> Martin Tarenskeen

Martin,

Though I haven't been following the highwire list, the online functionality simply isn't done quite properly yet last time I checked. Probably someone accidentally left the initial online functionality turned on in the build. Oops ;-) I could be wrong and it could be completed though I am not sure. I think that there's an internal prioritization system for image rendering and downloading that needs to be finished. As with anything related to highwire, the developers do not want to release anything that isn't good ;-)

Mark
http://atari-source.com

2920. Re: Ethernet cards

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 21:44:06 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aonav8$o7ff7$1@ID-40235.news.dfncis.de>
Source record: 31580

"Jean-Luc CECCOLI" <chongdochongdo@ichongdo.com> wrote in message
news:WS3.86c62362.a4684662.chongdochongdo@ichongdo.com...
> Hello everyone,
>
> I could get a bunch of SMC 83C790 based ethernet cards, as well as
> 3COM 3C509 ones. Unfortunately, they are not compatible with the
> EtherNEC, unless someone should write the appropriate drivers...
> If so, they could be obtained for free (but the shipping - sorry,
> I am not craesus) or, if not, will be trashed.
> There are 10 SMC and 10 3COM ones : that could make 20 happy ST's
> owners :-)
>

I doubt if they would work even if you wrote a driver. The problem with the
EtherNEC is that it does not conform to AT/ISA bus timing, and only the
Realtek cards are quick enough to work. In theory other NE2000 clones may
work but I have never found one that does. Some will read the MAC address
but most don't even get that far...

> J.-Luc
>
> P.S.: the adress above is meant to fool spammers. For contacting
> me, just use the one below, but please set a non-proportional
> font in your newsreader ;-)
>
> --
> From est une adresses anti-spam. Pour me r pondre, lire mon
> adresse en zigzagant dans la bo te ci-dessous.
> -=oOo=-
> "From" is an anti-spam adress. If you wish to contact me, read
> my adress zigzaging in the box below.
>
> +----------------------------+
> |J - . c @ a . |
> | e n L c C c o i w n d o f |
> | a u e l a o r|
> +----------------------------+

2921. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 22:49:56 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1034870254-056386AEicMi@williams-net.com>
Source record: 31578

Mathias,
Milan may or may not still be making computers.
But, I raise the question to you if they are not
making computers how could they still be in
business??? I heard from a friend of mine in HOLLAND
where the MABN is located at, that they will be making
MABN MILAN 060's for anyone who wants one. They are
totally suitable for the TOS platform. They are
basically the MILAN 060. What kind of INDUSTRIAL
purpose could MABN be making these for??? These are
made for the average person into the Atari platform.
Matter of fact he was in contact with someone from the
MABN and they said that they were working on obtaining
the rights to put TOS on this MABN MILAN 060 from
MILAN themselves. As far as the XTOS that is total
BS. ACP or XTOS what ever you want to call it is
totally about hardware. Besides that I just heard
earlier this week that FREDI Aschwanden is BACK. So
it will hopefully become a reality in the next year or
so.

Thanks,

Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive

14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

2922. Re: ATARI WEB-Site FAQ!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-17 23:50:59 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1034934901.44354.2@demeter.uk.clara.net>
Source record: 31592

Hi carey

| Here is a ***NEWLY*** updated list of everything
| that I have and some of what people have given me in
| my e-mail.

That could be useful, thanks, I've stored that for future use

| Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
| Coming CT60 with a 68060 running at 72 mhz.
| Eclipse with 4 meg ATI Graphic Card
| 84 meg Conner Hard Drive
| 40 GB IDE Maxtor 7200 RPM Hard Drive
| 4.3 GB SCSI Seagate 7200 RPM Hard Drive
| 24 X Cyberdrive CD-Rom
| 8x4x20x Smart and Friendly CD-Burner
| 56K CNET modem
| 19 inch Samsung 955DF VGA monitor
| Epson Stylus color 880 Printer
| 5.1 Surround Sound System
|
| Atari 1040STf with 2.5 megs of RAM
| 80 meg IBM Hard Drive
| 210 meg Quantum Hard Drive
| 14.4 US Robotics Modem
| SC1224 color monitor
|
| Atari 130XE with 128K of RAM
| 20 meg Atari Hard Drive
| 120 meg Quantum Hard Drive
| 2 5 1/4" 1050's with US Doubler upgrades
| Blackbox unit
| 2 Panasonic Dot Matrix Printers
| Color Monitor

I do seriously think this sig is a bit unreasonable thought.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.404 / Virus Database: 228 - Release Date: 16/10/2002

2923. FS: VideoKey, Keyboards, Mice, Joysticks

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 00:42:27 UTC
From: "George G." <screw.you.spammer.b9pjnc001@sneakemail.com>
Message-ID: <Xns92AAD2ACB92B8b9pjnc001sneakemailc@66.150.105.45>
Source record: 31581

I have for sale:

Practical Solutions VideoKey $15
http://www.atarimagazines.com/startv3n5/videokey.html

Mega ST Keyboard (no Cable) $10

520ST Keyboard only, P/N #C070240-011 $5

1040ST Keyboard only, P/N #C070304-011 $5

520ST External Power Supply, P/N #C070091-3 $5

STM1 Mouse, 4 units, 1 working, $5 for all

QuickShot QS-128N large controller joystick, autofire.
Best joystick I ever had for the ST. 2 @ $5 each.
http://www.1turner1.freeserve.co.uk/sensi/joysticks.htm

Sunbeam TAC-2 & Quickshot Wizmaster Joysticks, $5 for all.

If you want the lot make me an offer.

All items last known to be working unless otherwise noted. You pay actual postage from central Canada. All prices in US dollars. Please contact me by email if interested. Remove the obvious additions to my address to reply.

Thanks.

George.

2924. ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 01:22:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0210171814590.1035-100000@shell1.aracnet.com>
Source record: 31582
Cross-posted to: comp.sys.atari.st,or.forsale,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari Dealer. Offering Sales, Support & Service of Atari HardWare, SoftWare, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers plus the 64 Bit Atari Jaguar Game System. I am a Reseller of Used & New Atari Collections! Much of which were the Treasures of Former Atarians, Locked away in Dungeons, now given New Lives, offered to be sold as New found Treasure, back in Circulation in the Atari MarketPlace. Hidden and Forgotten, Now set free from the secret hiding places. Atari Heaven where former Atarians had left them to Die. Saving Wondrous Collections from being irretrievably Lost! As well as Saving entire inventories from defunct Atari Dealers, much of it +NEW in the BOX/BAG! After Languishing in Forgotten Warehouses, long abandoned by retired Atari Dealers!

I love saving my customers money! I mainly use Postal Delivery! I save money for my customers when using Postal 2-3 Day Priority Mail & Global Priority Mail. I use Packaging supplied by the Post Office for free and Pass on the savings. I sell Atari, I'm not in the Business of Profiting from Marking up on the cost of Shipping! And just like the Postal Service I avoid making promises I cant keep. The Post Office sends Packages by 2-3 Day Priority Mail. They don't promise 2-3 Days but they have a Good record of Following through! Once I receive payment, your order usually goes out the same Day! This is not a Promise, but like the Post Office I have a Good record of following through! Ask my Customers! I also have Libraries of Reference Books for the Classic Atari 8 Bit and the Atari ST Computers! I have ways of saving Money on Postage by Sending it Book Rate. I also have some tricks for saving on Postage when Mailing outside the United States! I Ship Atari anywhere the Law allows! If you dont come to me, I cant save you any Money!So check my HotLinks below, E-Mail me at atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Download Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Area Web Page!
http://www.aracnet.com/~atari/newinbox.htm Atari +NEW in BOX!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Customer References!
http://www.aracnet.com/~atari/antispam.htm Updated!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2925. Wanted: Atari Mega ST4! Pay upto $100! Buy or Trade! USA only!

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 01:27:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0210171823050.1035-100000@shell1.aracnet.com>
Source record: 31583
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale

For faster service, Please direct all replies through E-Mail instead of NewsGroups directed to Ben at: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me, see my E-Mail/Web/Phone info in my Signature at the Bottom! Otherwise, call Ben anytime at (503)256-9974!!

Wanted: Mega ST4. Willing to pay up to $100 U.S. Read on if interested!

I'm willing to pay upto $100 for the right Mega ST4! Please direct replies via E-Mail to atari@aracnet.com or call Ben anytime: (503)256-9974. I need to keep this Deal Within the U.S. Use Link below if Interested or E-Mail me!

http://www.aracnet.com/~atari/megast4.htm Wanted: MegaST4! Details!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2926. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 02:40:54 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0210180435270.107-100000@hadesbox>
Source record: 31584

On Thu, 17 Oct 2002, Ctirad Fertr wrote:

> > > STE ? ;) Well, now seriously. The ultimate TOS machine is definitely
> > > Aranym (http://aranym.atari.org).
> >
> > machine = emulator
>
> No. A platform is a machine + OS. So the better would be to say: The
> ultimate TOS machine is a PC with Aranym.

Machine + Native OS! Machines that emulate a CPU, is noting but an
emulator. Whatsmore, machines that needs an OS to run a second OS, is not
a TOS clone, but a OS machine. That is, if the emulator needs Windows to
run, the machine is a Windows PC. If the machine needs Linux, or Mac OS X
to run the emulator, none of these are TOS Clones!

>
> > If just running some app on a machine turns it into an ST,
> > well it's an emulator.
>
> Aranym doesnï¿½t turn any machine into an ST (or Falcon, or whatever), it
> simply turns your PC into a best TOS machine ever made.

It simply emulates a TOS machine, yes.

>
> Ctirad
>
>
>
>

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

2927. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 02:45:36 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0210180441560.107-100000@hadesbox>
Source record: 31585

On Thu, 17 Oct 2002, Dan A wrote:

>
> lp <gfa@basic.net> wrote in message news:B9D43604.A094%gfa@basic.net...
> > in article aombon$2mlh$1@news.vol.cz, Ctirad Fertr at phanatic@SPAM
> > FREEvolny.cz wrote on 10/17/02 8:46 AM:
> >
> > >> What is (or rather was) the 'Ultimate' Atari ST?
> > >
> > > I donï¿½t know what was the ultimate Atari ST, perhaps MegaSTE, or it was
> > > ultimate
> > > STE ? ;) Well, now seriously. The ultimate TOS machine is definitely
> > > Aranym (http://aranym.atari.org).
> >
> > machine = emulator
> > If just running some app on a machine turns it into an ST,
> > well it's an emulator.
> >
> > --
> > Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
> >
> >
>
> By that reasoning, Milans, Hades etc are just emulators. And not that good
> of ones either
> since running an old ST game from what I've heard is a pain.

Oh god. I'm gonna say this only once; A TOS Clone is hardware BUILT TO
RUN TOS!!!

>
> If you want to argue, if it doesn't have the Atari branded Fuji on it, then
> it's not an Atari. I can see that arguement. But once you start talking
> about hardware that Atari didn't make, then I think any hardware that can be
> made to specifically and solely run Atari software would qualify
> as a clone. That's the stated goal of Aranym. A goal from my impression
> that they are quickly approaching. And since they aren't making full 060's
> anymore, the question of a clone that doesn't have to emulate some part of
> the system if pretty much gone.

Hardware Atari didn't built. Okie, another definition; The only
difference between Atari-built TOS machines and other-firms-built TOS
machines is the company names. The important thing is the intention,
HARDWARE BUILT FOR/TO RUN TOS!!

Clear now?

>
> Dan
> aka baldrick
>
>
>
>

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

2928. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 02:55:04 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0210171855.4ee59d99@posting.google.com>
Source record: 31586

A victim of a market full of modern hardware and operating systems at
lower prices.

"Sam Smith" <sam@potionp.co.uk> wrote in message
news:<3dade029$1_1@mk-nntp-2.news.uk.tiscali.com>...
> Just a quick question - What happened to the Milan? What is (or rather was)
> the 'Ultimate' Atari ST?
>
> ---
> Sam

2929. address error when running game 'Fantastic World'

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 06:00:09 UTC
From: dragonadventure@hotmail.com
Message-ID: <67ebc6b4.0210172200.43bfa95f@posting.google.com>
Source record: 31587

I downloaded a PD/Shareware game called "Fantastic World" which is a Zelda type game and I tried it on my STE. Only it will give me two address errors at the same time (no bombs) when i try to run it. I think the STE had 1.62 built into rom. Seems I tried everything including making an AUTO folder but nothing seems to work.

I tried it on an emulator with TOS 1.00 and it worked fine. Anything patches/fixes I need for a newbie ST user t get this game working?

2930. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 07:56:02 UTC
From: rand@cd.chalmers.se
Message-ID: <aooeqimjf1@nyheter.chalmers.se>
Source record: 31588

In article <Pine.MNT.4.31.0210180441560.107-100000@hadesbox>,
<ozk@atari-RULES.org> wrote:
>On Thu, 17 Oct 2002, Dan A wrote:
>> lp <gfa@basic.net> wrote in message news:B9D43604.A094%gfa@basic.net...
>> > in article aombon$2mlh$1@news.vol.cz, Ctirad Fertr at phanatic@SPAM
>> > FREEvolny.cz wrote on 10/17/02 8:46 AM:
>> >
>> > >> What is (or rather was) the 'Ultimate' Atari ST?
...
>> > > STE ? ;) Well, now seriously. The ultimate TOS machine is definitely
>> > > Aranym (http://aranym.atari.org).
...
> Oh god. I'm gonna say this only once; A TOS Clone is hardware BUILT TO
>RUN TOS!!!

A TOS clone is a clone of TOS. For example EmuTOS. ;-)

Like the original 68k Atari computers, the Milan/Hades are TOS machines,
as in machines that can run TOS (not quite the same as for the real
Atari machines, but it provides most of the same functionality).
I'm not sure I'd call them Atari clones, since they don't have a whole
lot in common with the Atari machines besides the type of CPU and the
ability to run TOS programs.

ARAnyM is a virtual machine that can run TOS.

>machines is the company names. The important thing is the intention,
>HARDWARE BUILT FOR/TO RUN TOS!!

By that definition there are no Linux machines, since no hardware I
know of has been built for the specific purpose of running Linux.

A more reasonable definition of a '<whatever> machine' is a machine
running <whatever>.
How it runs <whatever> is really only of academic (and religious,
I guess) interest.

> Clear now?

I guess not. ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2931. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 08:03:07 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0210180003.2fe7bad@posting.google.com>
Source record: 31589

Carey,

> ACP or XTOS what ever you want to call it is
> totally about hardware. Besides that I just heard
> earlier this week that FREDI Aschwanden is BACK. So
> it will hopefully become a reality in the next year or
> so.

No, you are talking BS. At least I have been to the two developer
meetings so you are probably not as informed as I am :-)
You wrote that xtos is about hardware. That is not true, just look at
xtos.de. ACP is of course about hardware but *now* (well, actually
over a year) totally unrelated to xtos. None of the people involved in
the ACP are part of xtos.

Matthias

2932. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 08:16:35 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0210180016.d7894b5@posting.google.com>
Source record: 31590

> Milan may or may not still be making computers.
> But, I raise the question to you if they are not
> making computers how could they still be in
> business???

Milan (the company) only provides very little support for the existing
user base. That doesn't mean that the ones who developed the hardware
stopped making hardware. There has not been any great updates to the
milan website since about two years.
They also own the rights to develop and distribute modified versions
of TOS. But thats's not really business anymore.

> What kind of INDUSTRIAL
> purpose could MABN be making these for??? These are
> made for the average person into the Atari platform.

Well, my info is from Milan and they say that the mabn milans are
optimized for industrial purposes. look at the readme file of the last
tos update and you'll see that new os calls have been added to take
advantage of the new components (more serial ports etc.).

>
> Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
> Coming CT60 with a 68060 running at 72 mhz.
> Eclipse with 4 meg ATI Graphic Card
> 84 meg Conner Hard Drive
> 40 GB IDE Maxtor 7200 RPM Hard Drive
> 4.3 GB SCSI Seagate 7200 RPM Hard Drive
> 24 X Cyberdrive CD-Rom
> 8x4x20x Smart and Friendly CD-Burner
> 56K CNET modem
> 19 inch Samsung 955DF VGA monitor
> Epson Stylus color 880 Printer
> 5.1 Surround Sound System
>
> Atari 1040STf with 2.5 megs of RAM
> 80 meg IBM Hard Drive
> 210 meg Quantum Hard Drive
> 14.4 US Robotics Modem
> SC1224 color monitor
>
> Atari 130XE with 128K of RAM
> 20 meg Atari Hard Drive
> 120 meg Quantum Hard Drive
> 2 5 1/4" 1050's with US Doubler upgrades

> Blackbox unit
> 2 Panasonic Dot Matrix Printers
> Color Monitor

a much too long signature ;)

2933. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 08:47:02 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.30.0210181028130.1097-100000@feanor.schunter.etc.tu-bs.de>
Source record: 31591

Hi!

MNB> Sorry, Aranym is not the ultimate TOS machine as you claims it's
MNB> just an (good) emulator.

Full ACK!

MNB> Please don't get me wrong. I do appreciate what the Aramyn team
MNB> is doing.

ACK again!

MNB> I just want to put some thing in the right context.

Right.

It has become some kind of religious question wether you consider ARAnyM a clone or an emulator. The ARAnyM team calls it clone. I don't see it that way.

To me a CLONE of a certain kind of machine is a HARDWARE dedicated to run the same system as the original machine.

See Apple computers: There have been Apple-CLONES (UMAX machines are the only I know about) and those machines were built to run MacOS plus applications.

Medusa, Hades, Milan, Eagle - these machines belong tho the category Atari-CLONEs.

An EMULATOR is a SOFTWARE dedicated to run the same system as the orininal machine on top of a different system with different hardware, not dedicated to the emulated system.

ARAnyM belongs to this last category. It is an Atari-EMULATOR, on the way to become the best one ever. It is developed with the goal to make a standard-PC boot up directly into an Atari-System. Thus it is even more than an EMULATOR.

Call it VIRTUAL MACHINE or VIRTUAL ATARI (as it has been done already) to point this out and I guess that almost everybody will agree. But accept that the pure "software" way as you take it cannot be accepted as a HARDWARE-CLONE.

Regards,

Alexander

2934. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 09:54:59 UTC
From: Ctirad Fertr <phanatic@SPAM>
Message-ID: <aoomah$tc2$1@news.vol.cz>
Source record: 31593

> Oh god. I'm gonna say this only once; A TOS Clone is hardware BUILT TO
> RUN TOS!!!

Wrong. There are two steps in process of making a new TOS machine (original Atari or clone):

1. Designing of a new hardware. From the hardware point of view, that new machine can be very similar to previous model (as STE vs ST), but also completely different (Milan vs Falcon).

2. Rewrite TOS for the new machine. The Falcon needs different TOS than ST, ST needs different TOS than TT, Milan needs different TOS than Hades, etc..
It is a TOS, what making a TOS machine, not a hardware. Even on a real AtariST/TT/Falcon you can replace your Atari videochip by an ISA/PCI card, your atari mouse and keyboard by an PC mouse/keyboard, your Atari monitor by a SVGA and so on (floppy HDD and standard ports were allways the "PC ones"). This is called upgrade.
Ask anyone how should look the perfect TOS clone. People wants AGP, PCI, USB, FireWire, ATA disks, ps/2 for moder optical mouses with wheel etc, etc.
In fact, everyboy want a PC hardware with TOS OS and applications. That's exactly what Aranym is.

Aranym philosophy is:

1. take a widely available hardware
2. rewrite TOS (EmuTOS/Mint..) for it

> Hardware Atari didn't built. Okie, another definition; The only
> difference between Atari-built TOS machines and other-firms-built TOS
> machines is the company names.

No, it isn't ! The hardware is completely different, the TOS is different.
They must be different, otherwise it would be only a exact copy of a original Atari machine, not a new TOS clone.

> The important thing is the intention,
> HARDWARE BUILT FOR/TO RUN TOS!!

Actually the PC hardware was never built for Linux, xBSD, Solaris, Qnx, BeOS, Hurd... Do you really mean these OSes are not real ?

Ctirad

2935. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 10:03:46 UTC
From: Ctirad Fertr <phanatic@SPAM>
Message-ID: <aoomai$tc2$2@news.vol.cz>
Source record: 31594

> Machine + Native OS! Machines that emulate a CPU, is noting but an
> emulator.

Then any PPC MAC is just an emulator, any accelerator card with PPC or
Coldfire is just an emulator, any PPC/Colfire TOS clone is emulator as well.

> Whatsmore, machines that needs an OS to run a second OS, is not
> a TOS clone, but a OS machine. That is, if the emulator needs Windows to
> run, the machine is a Windows PC.

Yes, the Aranym needs underlying linux *core* to run. This core is used only as a set of drivers between PC hardware and Aranym itself. If you don't like it, then sit down and write drivers for most existing PC hardware (motherboard/chipset, video, sound, mouse, network..) directly into Aranym or simply link all needed HOST OS stuff into Aranym binary. All is possible when someone write it. However, there wouldn't be any difference in functionality, except psychological aspect.

Ctirad

2936. Re: Archiving Atari ST Disks to CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 11:04:00 UTC
From: <>
Message-ID: <1035190292-88440AEicMi@ntlworld.com>
Source record: 31531

From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Date: Thu, 17 Oct 2002 12:09:51 GMT

>>Falcon stuff). I'm planning to make use of Anodyne's CDISO too.
>
>You will not be sorry. It is a great program. The does require a blank
>partition to write the file conversion before it starts to write to the CD.

You need enough space to write the ISO file to, the partition doesn't need
to be empty.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2937. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 11:34:08 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0210181318540.106-100000@hadesbox>
Source record: 31595

On 18 Oct 2002, Johan Klockars wrote:

> In article <Pine.MNT.4.31.0210180441560.107-100000@hadesbox>,
> <ozk@atari-RULES.org> wrote:
> >On Thu, 17 Oct 2002, Dan A wrote:
> >> lp <gfa@basic.net> wrote in message news:B9D43604.A094%gfa@basic.net...
> >> > in article aombon$2mlh$1@news.vol.cz, Ctirad Fertr at phanatic@SPAM
> >> > FREEvolny.cz wrote on 10/17/02 8:46 AM:
> >> >
> >> >> What is (or rather was) the 'Ultimate' Atari ST?
> ...
> >> > > STE ? ;) Well, now seriously. The ultimate TOS machine is definitely
> >> > > Aranym (http://aranym.atari.org).
> ...
> > Oh god. I'm gonna say this only once; A TOS Clone is hardware BUILT TO
> >RUN TOS!!!
>
> A TOS clone is a clone of TOS. For example EmuTOS. ;-)

Looks like one can twist and turn things to the extreme ;-) An Atari/TOS clone is a combo of hardware and software built for the one purpose of being new hardware running TOS.

>
> Like the original 68k Atari computers, the Milan/Hades are TOS machines,
> as in machines that can run TOS (not quite the same as for the real
> Atari machines, but it provides most of the same functionality).
> I'm not sure I'd call them Atari clones, since they don't have a whole
> lot in common with the Atari machines besides the type of CPU and the
> ability to run TOS programs.

You do realise that by that definition, you wont call the Falcon a clone (if it wasn't Atari's own), because hardware wise its very far away from the ST? I'm not saying the hardware have to be similar across different Atari/TOS clones, I'm saying that the hardware must have been made for the sole purpose of running/being an Atari/TOS replacement.

>
> ARAnyM is a virtual machine that can run TOS.
>
> >machines is the company names. The important thing is the intention,
> >HARDWARE BUILT FOR/TO RUN TOS!!
>
> By that definition there are no Linux machines, since no hardware I
> know of has been built for the specific purpose of running Linux.

Yes, you are right. You cant go into the store and buy a Linux machine.
But you can infact get Linux machines. I might be on thin ice here, but I
have heard (only heard, dont know) that there are machines built to run
Linux. We're not talking i386 machines here. Most PCs ppl buy in shops
these days are MSDOS/Windows machines. They were made to run Windows!

>
> A more reasonable definition of a '<whatever> machine' is a machine
> running <whatever>.
> _How_ it runs <whatever> is really only of academic (and religious,
> I guess) interest.

No, there is a big difference between a machine running Windows, calling
it a Windows PC, and a machine running Windows, emulating TOS. That
machine is still a Windows PC! This has nothing to do with religion, it is
plain facts.

>
> > Clear now?
>
> I guess not. ;-)

Thought so...

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

2938. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 11:45:43 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0210181339190.106-100000@hadesbox>
Source record: 31496

On Fri, 18 Oct 2002, Ctirad Fertr wrote:

> > Oh god. I'm gonna say this only once; A TOS Clone is hardware BUILT TO
> > RUN TOS!!!
>
> Wrong. There are two steps in process of making a new TOS machine (original
> Atari or clone):
>
> 1. Designing of a new hardware. From the hardware point of view, that new
> machine can be very similar to previous model (as STE vs ST), but also
> completely different (Milan vs Falcon).
>
> 2. Rewrite TOS for the new machine. The Falcon needs different TOS than ST,
> ST needs different TOS than TT, Milan needs different TOS than Hades, etc..
> It is a TOS, what making a TOS machine, not a hardware. Even on a real
> AtariST/TT/Falcon you can replace your Atari videochip by an ISA/PCI card,
> your atari mouse and keyboard by an PC mouse/keyboard, your Atari monitor by
> a SVGA and so on (floppy HDD and standard ports were allways the ï¿½PC onesï¿½).
> This is called upgrade.
> Ask anyone how should look the perfect TOS clone. People wants AGP, PCI,
> USB, FireWire, ATA disks, ps/2 for moder optical mouses with wheel etc, etc.
> In fact, everyboy want a PC hardware with TOS OS and applications. Thatï¿½s
> exactly what Aranym is.
>
> Aranym philosophy is:
>
> 1. take a widely available hardware
> 2. rewrite TOS (EmuTOS/Mint..) for it
>
> > Hardware Atari didn't built. Okie, another definition; The only
> > difference between Atari-built TOS machines and other-firms-built TOS
> > machines is the company names.
>
> No, it isnï¿½t ! The hardware is completely different, the TOS is different.
> They must be different, otherwise it would be only a exact copy of a
> original Atari machine, not a new TOS clone.
>
> > The important thing is the intention,
> > HARDWARE BUILT FOR/TO RUN TOS!!
>
> Actually the PC hardware was never built for Linux, xBSD, Solaris, Qnx,
> BeOS, Hurd... Do you really mean these OSes are not real ?

Where did I say that Hardware had to NOT be different? That is not the
issue. The issue is the intention the maker of the hardware have, not how

advanced, or different from other Atari/TOS machines/clones the hardware is. You are right, new hardware needs support from TOS. This is the very essense in what I'm trying to get across, TOS is modified to run NATIVELY on the new hardware that is MEANT to run TOS.

As I stated in another posting, most PC's you buy in normal computer shops these days are Windows PC's. Even if it run Linux, its still PC built with Windows in mind. You see, even if a TT or Hades or Milan or Falcon can run Linux and FreeBSD (or any other OS), they're still Atari TOS and Atari/TOS Clones!

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

2939. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 12:41:42 UTC
From: rand@cd.chalmers.se
Message-ID: <aoovi6$p24$1@nyheter.chalmers.se>
Source record: 31497

In article <Pine.MNT.4.31.0210181318540.106-100000@hadesbox>,
<ozk@atari-RULES.org> wrote:
>On 18 Oct 2002, Johan Klockars wrote:
>> <ozk@atari-RULES.org> wrote:
>> >On Thu, 17 Oct 2002, Dan A wrote:
>> >> lp <gfa@basic.net> wrote in message news:B9D43604.A094%gfa@basic.net...
>> >> > in article aombon$2mlh$1@news.vol.cz, Ctirad Fertr at phanatic@SPAM
>> >> > FREEvolny.cz wrote on 10/17/02 8:46 AM:
...
>> > Oh god. I'm gonna say this only once; A TOS Clone is hardware BUILT TO
>> >RUN TOS!!!
>>
>> A TOS clone is a clone of TOS. For example EmuTOS. ;-)
>
> Looks like one can twist and turn things to the extreme ;-) An Atari/TOS

;-)

>clone is a combo of hardware and software built for the one purpose of
>being new hardware running TOS.

That would not be my definition, but then again I hesitate to call
any of the TOS compatible machines clones.

Note, however, that I've never called ARAnyM an Atari clone (or TOS
clone for that matter). Nor has any other ARAnyM developer, as far
as I know.
If you look at the top ARAnyM web page it says:
"We would like you to think about ARAnyM as about yet another TOS clone..."
That is very different from claiming that it is one.

It's pretty obvious that ARAnyM itself is not an Atari clone, since
it is a software program. A PC running ARAnyM also does not stop
being an IBM PC clone. It does, however, according to my definition,
become a TOS machine, just as it would become a Linux machine if
I booted up Linux on it. For that matter, it can be a TOS and a Linux
(and Windows for example using VmWare) machine at the same time.

>> I'm not sure I'd call them Atari clones, since they don't have a whole
>> lot in common with the Atari machines besides the type of CPU and the
>> ability to run TOS programs.
>
> You do realise that by that definition, you wont call the Falcon a clone
>(if it wasn't Atari's own), because hardware wise its very far away from

Of course. The Falcon most definitely is not an ST clone, and since it
is a machine done by Atari, it is by definition not an Atari clone.
It, like the TT, is, however, a TOS machine, and one that was designed
to be relatively compatible with the ST on the hardware level.

>the ST? I'm not saying the hardware have to be similar across different
>Atari/TOS clones, I'm saying that the hardware must have been made for the
>sole purpose of running/being an Atari/TOS replacement.

Hardware is made for the purpose of running software. It doesn't care
what software. Even if the company that built it had some specific idea
about what software to run, why should I care?

>> >machines is the company names. The important thing is the intention,
>> >HARDWARE BUILT FOR/TO RUN TOS!!
>>
>> By that definition there are no Linux machines, since no hardware I
>> know of has been built for the specific purpose of running Linux.
>
> Yes, you are right. You cant go into the store and buy a Linux machine.

According to your definition.
According to my definition, a Linux machine is a machine that runs
Linux, and I can certainly do that on a PC bought in a store.

Of course, with that definition the machine is not a Linux or Windows
machine when it is turned off. Then it is just a heavy paperweight.
But the intended function of the machine may be to be a Linux, Windows,
TOS, games, Photoshop, web server, DVD player, etc machine, or any
combination thereof.

>Linux. We're not talking i386 machines here. Most PCs ppl buy in shops
>these days are MSDOS/Windows machines. They were made to run Windows!

They were made to be IBM PC clones.
That means they can run a very large number of OSes and software
written for such hardware.

>> A more reasonable definition of a '<whatever> machine' is a machine
>> running <whatever>.
>> _How_ it runs <whatever> is really only of academic (and religious,
>> I guess) interest.
>
> No, there is a big difference between a machine running Windows, calling
>it a Windows PC, and a machine running Windows, emulating TOS. That
>machine is still a Windows PC! This has nothing to do with religion, it is
>plain facts.

According to my definition, the machine would then be a TOS machine
as well.
Not a TOS or Atari clone, but I've never said that.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se

of Technology | .signatures |
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2940. Re: Okami article

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 13:37:29 UTC
From: gokmase@fakenet.se
Message-ID: <aop2qj$5od$1@green.tninet.se>
Source record: 31498

On 18 Oct 2002 13:02:16 , Hallvard Tangeraas wrote:
>Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:
>
>> Just wanted to tell everyone that my article on Okami is up at the MyAtari
>> site.
>
>A URL could come in handy for those who don't want to spend time
>searching around ;-)

http://www.myatari.net

regards,

Joakim

2941. Re: Okami article

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 15:21:24 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3db0a9e87bdeed1@europe-shareware.org>
Source record: 31509

Hello,

in article <1fk95zx.1id6r5vhf4ncmN%northstar2010@_del_ete_yahoo.no> (comp.sys.atari.st)
Hallvard Tangeraas wrote on Fri 18-10-2002 13:02 (GMT):

> Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:
>
> > Just wanted to tell everyone that my article on Okami is up at the MyAtari
> > site.

Well done :-)

> A URL could come in handy for those who don't want to spend time
> searching around ;-)

http://www.myatari.net/

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

2942. Atari ST Games for Sale

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 16:37:43 UTC
From: swmoretp@aol.com
Message-ID: <20021018123743.17509.00000373@mb-ma.aol.com>
Source record: 31499

We have many Atari ST games for sale on eBay with Buy It Now.
You can buy them from our eBay store at:
www.stores.ebay.com/id=79168
We ship anywhere and ship multiple wins together to save on shipping.
Spirit of Excalibur for Atari ST $14.99
Sub Battle by Epyx for the Atari ST - NEW $12.99
Starglider by Rainbird for Atari ST $11.99
King's Quest III, Sierra On-Line Atari ST $11.99
Carrier Command for the Atari ST - NEW $11.99
Waterloo by SSI for Atari ST - NEW $11.99
Battleship by Epyx for the Atari ST - NEW $11.99
Tracker by Rainbird for the Atari ST $9.99
The Pawn by Rainbird for the Atari ST $9.99
Final Assault by Epyx for the Atari ST - NEW $9.99
Renegade for Atari ST - NEW $9.99
Golden Path by Firebird for the Atari ST $8.99

2943. Connect a IDE-disk to a TT030?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 17:44:20 UTC
From: KlaasDC <klaasdc@linux.be>
Message-ID: <aophbfial1@news.worldonline.be>
Source record: 31500

Hello,
Does anyone know how i can connect an IDE device to my TT ?
I want to have more space for storing my files. I already tried an old
Iomega SCSI Jaz drive, but it messed up everything.

klaasdc@linux.be

2944. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 17:53:12 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3db058aa5146310@pandora.be>
Source record: 31501
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**programming**
ftp://chapelie.rma.ac.be/atari/programming/ttdigger-63.zip
(131.157 bytes) TT-Digger is a program designed for digging in existing
software, for instance: TOS-ROM. Input can be disassembled, displayed as
Hexadecimal or as ASCII text in any combination. Assembly (Standard Motorola)
makes it possible to change an existing program and to reassemble it.
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2945. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 18:41:37 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <aopkl1$8p$2@nets3.rz.RWTH-Aachen.DE>
Source record: 31502

In article <1034870254-056386AEicMi@williams-net.com>,
carey christenson <firest@williams-net.com> wrote:
>business??? I heard from a friend of mine in HOLLAND
>where the MABN is located at, that they will be making
>MABN MILAN 060's for anyone who wants one. They are
>totally suitable for the TOS platform. They are
>basically the MILAN 060. What kind of INDUSTRIAL
>purpose could MABN be making these for??? These are

The current Milan 060 that is in production (not by MABN) is a custom design
with RS485-capable serial ports, and some additional custom hardware. TOS
does run on these, but the machines are not sold separately.

AFAIK, MABN is thinking about a new production run of either the "old" Milan
060 board (rev. 2.0) or some modification of that design.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

2946. ATARI STOS/MAGE GAME DEVELOPMENT SOFTWARE for sale.

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 18:44:11 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <%DYr9.27151$PS1.3537654@kent.svc.tds.net>
Source record: 31503

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2062822352&rd=1

2947. Re: STING: how to test if online?

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 20:47:54 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3db07225$0$1450$6d5eecc5@news.eurekanet.com>
Source record: 31504

Kenneth Medin <kennethm@tripnet.se> wrote in message
news:3daf2ca216b3330@tripnet.se...
> On Thu 17-10-2002 15:14 (-0400) Dan A wrote:
>
> >
> >Dimitri Junker <news@Dimitri-Junker.de> wrote in message
> >news:161020021453l8i2C00245M3XC19EBDCA@onlinehome.de...
>
> >>No. I'am adapting an Email-Programm to STING. In the setup the User can
> >>choose if the programm should automaticly call the Dialer and connect to
>
> >>what I still need is the function Sting_is_offline or Sting_is_online
>
> >The short answer has already be sent. You can't with STing. Peter felt
> >very strongly that having
> >a routine knowing whether your machine was connected to a network was
> >inappropriate. He didn't care that most major OS's seem to be able to
> >handle this fact. He also ignored STiK
>
> I don't think _any_ OS / ip stack with multiport and routing capability
> can determine its online status. If I unplug the main tp cable from my
> NAT box my Windows computer still has its 192.168 ip addres from my local
> DHCP server and very much thinks it's online...
>

Well first I think it's important to note that Microsofts implementation of
TCP/IP,
while a major portion of the user trafic on the net, should not be
considered the
ultimate implemenation of the protocols.

However when you configured your Windows boxes internet connection, you
should have been asked how you would connect to the internet. I think there
are 3
options, I only remember 2 right now and that's good enough for this
argument.
1. Connect through a modem and 2. Connect through a LAN. (ie ethernet).
If you setup connect through a modem, Windows does indeed know it's online
status,
and can be configured to automatically connect or prompt you when you
attempt to
go online. My Mac also seems to have this wonderous ability to know that if
it is connecting
to the internet it needs an active route.

> If the default route is active with an ip addres the computer is online.
> This is how my Windows computer works and CAB with STinG shows the same
> behaviour.
>

Through a LAN this is correct. It will function this way. However it's a
failure of the setup
that your router is not returning the proper error codes on the network,
when the packet
gets to the gateway and the gateway see's that the interface is down (ie the
hardware should
be reporting the problem of no link from the missing cable).

> If I deactivate the default route port and opens a html page in CAB it
> loads fast ignoring online links. Typically spam html mail I like to
> check without the posters knowledge.
>
> With the port active and this computer _online_ on my LAN but without
> further connection to the outside world (main tp cable not connected to
> my NAT box) CAB has to timeout for each picture and takes forever to load.
>

Again the system should be able to be configured to alert you when it is
inactive.
We are discussing at this point small routers for a house or small business,
most of
which will only have 1 route to the internet. If that route is down, it
doesn't matter
to have the packets bouncing around your LAN looking for an alternate path.

> So, Peter was perfectly correct when he did not try to implement any
> "online status detection", simply because it can't be done.
>

Again I don't agree with you at all. As I said I fought with Peter about
this quite a bit. Martin, David
and I were working on STiK2 and trying to keep compatibility with STiNG's
API. In the end it broke
down for several years before Ronald took over maintance. (Who by the way I
will say is a really nice guy).

Here are a few arguments about the problem.

1. If the routine (carrier_detect) was a dummy routine it should return 0
for unknown and not report that it
is online. The reasoning for this design was that some modems would not
tell if they were online
and there needed to be a back up method to let an application know that it
may not be online.
This allows a programmer to avoid extra testing when not necessary and also
allows the application
to give a more accurate report of the situation when a problem occurs.

2. It completely ignores a major part of the user base. While there are a number of people that
ran/run serial/midi LAN's with multiple ataris, the average person was still concerned about getting
one machine up onto the internet to get their mail etc. These users with 1 machine and 1 modem can
tell their online status as easily as a windows or mac user with 1 machine and 1 modem. It's no great trick,
the source code for the Atari exists and was easily available.

3. The problematic implementation and handling of network errors was a real pain in the A$$ to work with
under STiNG. If an interface has a physical problem, like no conection to it. It should be alerting the system
with appropriate error codes going to applicable clients. It shouldn't just sit there happily eating the packets
without any notification. While the client sits there happily thinking 'I'm online and the network is fine'.

> The final answer to the question "is my pop3 client online?" is simply to
> check if there is a connection to the server by using Ping.

I think this is the biggest argument showing the fallacy of stating that it can't be done. If people didn't see
their friends Windows or Mac prompting whether they should go online, it wouldn't be a question at all.
If you are connecting through a LAN, then it can be hard to tell if you are connected to an outside source,
but in reality that is all carrier_detect was really doing. You can look at the code in STiK if you want.
The Carrier_detect() routine is just a fast way of saying we have an active link with the outside world.

The 3 values in laymans terms break down to this.

1. We have an active outside (of this machine) link with no problems reporting. (It is physically working with no
errors on the hardware).

0. Unknown. We were offline, but we were told to connect. We weren't told to disconnect, but I can't tell if the hardware is working or not.

-1 We have no active ouside (of this machine) links.

I could go on farther with this, but I think I've made this message too long already.

Dan Ackerman
aka baldrick

2948. Re: my ftp site

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 21:41:57 UTC
From: steve666@clara.co.uk
Message-ID: <1fk9toy.l2k66yw5fs74N%steve666@clara.co.uk>
Source record: 31505

> it's new and it's still in a state of 'work in progress' but for now you
> can use it and check it out for old ST/e/Falcon/TT software and some
> Macintosh software too.
>
> an upload/download ratio has been set up - so if u see anything then
> upload a file first and download till your hearts content :)
> Please upload to the "user uploads" folder, thanks (atari/mac, movies,
> pictures, mp3's, anything !)
>
> Enjoy!
>
> ftp://ccccccccc
>
> Steve
> steve666@clara.co.uk

new urls now.....

Steve
- - -
ftp://massiveftp.dyndns.org
http://massiveftp.dyndns.org

2949. DRAGON's LAIR and other ST games for sale

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 22:13:03 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <PH%r9.27182$PS1.3559240@kent.svc.tds.net>
Source record: 31506

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1390925977#DESC

Please see the other auctions by this seller for more neat CLASSIC ATARI
games

2950. Re: Okami article

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 22:20:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aoq1f6seu1@thorium.cix.co.uk>
Source record: 31507

In message <3dae5388ab0c28@attbi.com>, edbaizjr@attbi.com said:

>Just wanted to tell everyone that my article on Okami is up at the MyAtari
>site. Okami is the best newsreader for the Atari line of computers, but it is
>very hard to setup. I wrote this article in the hopes it would make it easier
>for everyone to use it. Once things are setup, Okami is very easy to use.
>Enjoy....

Thanks Ed! I did!! Very useful!!!

I'll print it out for filing, in case I ever try it.

Regards, /Peter/

2951. Coldfire V5

Newsgroup: comp.sys.atari.st
Date: 2002-10-18 22:27:24 UTC
From: Jean-Marc <Jean-Marc.Stocklausen.NOSPAM@wanadoo.fr>
Message-ID: <3db08cde$0$5124$626a54ce@news.free.fr>
Source record: 31508

Hello,

http://www.motorola.com/mediacenter/news/detail/0,1958,1895_1555_23,00.html

A+

2952. Re: Connect a IDE-disk to a TT030?

Newsgroup: comp.sys.atari.st
Date: 2002-10-19 06:33:39 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <aoqu75$ondqv$1@ID-27442.news.dfncis.de>
Source record: 31511

KlaasDC wrote:

> Does anyone know how i can connect an IDE device to my TT ?
> I want to have more space for storing my files. I already tried an old
> Iomega SCSI Jaz drive, but it messed up everything.

There is no way to connect IDE drives to the TT. Any SCSI drive will
work, however, because the TT has a standard 8 bit SCSI bus. JAZ drives
are used by quite a lot of TT owners, there are no known issues with them.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

2953. Re: My STe won't boot what to check first.

Newsgroup: comp.sys.atari.st
Date: 2002-10-19 08:51:41 UTC
From: Josephus <dogbird@earthlink.net>
Message-ID: <3DB13996.A0EF07C6@earthlink.net>
Source record: 31512

Atarikid wrote:
>
> Hi,
> I recently got an 1040 STe from a friend but it will not boot.
>
> The Power Supply works. I noticed the simms were loose but reseated
> those.
>
> What to check next. Should I try pushing down on the socketed chips. ?
>
> There is only a few most are soldered.
>
> I've never had an STe before just a 520 ST.
>
> Do I need a diagnostic cartridge. ?
>
> What chip does video. ?
>
> Thanks for the time.
>
> Bud Walker

Something not mentioned is broken traces. You will need at least a VTOM or a
scope.
I had 2 ataris die from broken traces in the mother board. Weird stuff at
best.

josephus

2954. Re: ATARI WEB-Site FAQ!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-19 13:45:25 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <aornj3$r5f$1@newsreaderm1.core.theplanet.net>
Source record: 31513

Oi!

http://:phf.atari.org and http://dbug.atari.org

:)

2955. AtTos 6 and Revival 18 coming

Newsgroup: comp.sys.atari.st
Date: 2002-10-19 14:54:48 UTC
From: tmi7@free.fr
Message-ID: <3db17238$0$1386$626a54ce@news.free.fr>
Source record: 31514

hello

Atari Fanzine (AtTos) this http://rayxamber.free.fr

Il manque encore ï¿½ l'appel pas mal d'entre vous pour le seul et unique
Fanzine sur nos machines, en sortie rï¿½guliï¿½re, cela va de soi.Surtout que
chacun de nous participe ï¿½ l'ï¿½lï¿½boration des articles, n'ï¿½sitez pas pour
le No7 ! 2.7 euro for the mag . Cool :)

video game alternative all
Revival 18 is coming, with a special DVD nuon
the DVD video game and this accessories.

tmi

* TMI sur ATARI /|\ TT030 20Mo * Sting 1.26 *
* MAGIC 4 * CAB 2.8 * ATARIRC * ATARICQ * NEWSIE*
* o o * chat :irc1.fr.ircnet.net * /join #tmi *
* v * envoi avec NEWSIE sur TT 32 Mgz *
* __/ ;-) * E-mail : tmi7@free.fr *

2956. CLASSIC ATARI GAMES FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-10-19 16:55:40 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <g8gs9.27284$PS1.3721806@kent.svc.tds.net>
Source record: 31515

Hi there.

We have put our classic ATARI boxed games on ebay all with NO RESERVE!

Just search on "CLASSIC ATARI ST" and there they are!

Thanks!

Donald and Cheryl

2957. ATARI ST LDW POWER SPREADSHEET ON EBAY NR!

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 04:00:50 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <STps9.27383$PS1.3819158@kent.svc.tds.net>
Source record: 31516

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1773420960

2958. ATARI FALCON 030 "GRAVON" ON EBAY BOXED NR!

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 04:33:04 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <4mqs9.27384$PS1.3810307@kent.svc.tds.net>
Source record: 31517

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1391301749

2959. ATARI ST "WORDUP" BOXED NR! ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 05:14:04 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <wYqs9.27388$PS1.3827939@kent.svc.tds.net>
Source record: 31518

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1773426629

2960. ATARI FALCON 030 SCREEN EXPANDER NR! ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 05:30:32 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <Ybrs9.27393$PS1.3827758@kent.svc.tds.net>
Source record: 31519

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1773427752

2961. New on TAMW: CODEHEAD MIDI Software !

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 09:42:47 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0210200142.1f5a06b6@posting.google.com>
Source record: 31520

Hi All

NEW ON TAMW:

The CODEHEAD MIDI Software is now released:

http://tamw.atari-users.net/codehead.htm

This includes GenPatch, MidiSpy and MIDI Max.

Thanks for all those involved with the release!

ALSO: General Midi (GM) compatible instrument definition
file for the Atari Mozart's Dice program. Created by
Martin Tarenskeen.

http://tamw.atari-users.net/mozart.htm

ENJOY!

Tim
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

2962. Logic Audio Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 16:15:08 UTC
From: Mark Earwood <mark.earwood@btinternet.com>
Message-ID: <aoukqckqm1@venus.btinternet.com>
Source record: 31521

Hi All I have a German copy of (Notator)Logic Audio Falcon. The
software is English, but the docs are in German.
Does any German speaking owner have an English manual and ver
2.0 supplement that they would be willing to swap with me?
Alternatively, does anyone know where I might be able to
obtain the english manuals?

Mark.

2963. ATARI ST "SUPERBASE" NO RESERVE! EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 18:35:31 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <THCs9.27458$PS1.3927169@kent.svc.tds.net>
Source record: 31522

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1773529458

2964. ATARI 680X0 "TRUE PAINT" NO RESERVE! BOXED! EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 18:46:31 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <bSCs9.27465$PS1.3913743@kent.svc.tds.net>
Source record: 31523

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1773532118

2965. How to recover data from a defective HD ?

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 21:53:00 UTC
From: blutrunst@yahoo.de
Message-ID: <7d24ed2c.0210201353.731ffa8a@posting.google.com>
Source record: 31524

My hard disk , that means at least one partition of my 10-year old 48MB Seagate drive is defective.While copying , there was a read write error , computer crashed and the FAT of this partition has been destroyed.

Undelete utilities woni¿½t work , I think sectors of the FAT are bad.

Most of the data was plain ASCII text , so it must be somewhere on the HD , even if some of the sectors are defective it must be possible to recover some of the data.

What I need now is some kind of disk monitor.I have several ones , that only support floppy disks and with this ones it was always possible to recover data from a floppy disk.

But they doni¿½t work with hard disks.

Or a program which allows me to save certain sectors to one file.

There were about 200 ASCII files , each maybe 1Kb , not much , maybe 200Kb of a 12Mb Partition.

BR

2966. Site crashing Cab v2.7c

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 22:58:55 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3db3352d$0$253$4c56ba96@master.news.zetnet.net>
Source record: 31525

Hi all!

I'm having a problem getting into a particular site, using Cab 2.7c with Dan Ackerman's OVL v1.4401 (via StinG v1.26). I keep getting a Basic Error report which then crashes Cab completely. I have MagiC v6.01 on my Falcon, it only affects Cab and MagiC keeps on going. I have tried shutting down and restarting to no avail.

The site is one I have used many times fine with Cab. It is the Dreambook Management login page (Dreambook is a Guestbook site, which I use with my website).

Can someone have a look with their setup, especially if you use a similar setup to mine?

This is the URL I'm trying:
http://manage.dreambook.com/index.cgi?Nscmd=Nlogout

Cheers for now!

James


```
-------------------------------------------------------
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derryck |
-------------------------------------------------------
```

2967. New on TAMW: TAKE NOTE

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 23:08:24 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0210201508.c874866@posting.google.com>
Source record: 31526

Hi All

Guess I am on a roll

http://tamw.atari-users.net/takenote.htm

Take Note is an educational Ear training program which can also be
used as an alternate Mouse controller (for those of you who think of
such things...myself included!)

Check it out! Thanks got to Alexander Maas for pointing the program
out to me.

Tim Conrardy
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

2968. Re: ATARI ST "SUPERBASE" NO RESERVE! EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 23:33:21 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1035220360.33323.0@doris.uk.clara.net>
Source record: 31541

Hi "Donald and Cheryl"

Would you mind shoving your ebay spam where it hurts most.

Post a friggin list and get it over with!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.404 / Virus Database: 228 - Release Date: 16/10/2002

2969. Re: How to recover data from a defective HD ?

Newsgroup: comp.sys.atari.st
Date: 2002-10-20 23:57:09 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aovfsllmb1@thorium.cix.co.uk>
Source record: 31527

In message <7d24ed2c.0210201353.731ffa8a@posting.google.com>, blutrunst@yahoo.de said:

>My hard disk , that means at least one partition of my 10-year old
>48MB Seagate drive is defective.While copying , there was a read write
>error , computer crashed and the FAT of this partition has been
>destroyed.
>
>Undelete utilities won't work , I think sectors of the FAT are bad.
>
>Most of the data was plain ASCII text , so it must be somewhere on the
>HD , even if some of the sectors are defective it must be possible to
>recover some of the data.
>
>What I need now is some kind of disk monitor.I have several ones ,
>that only support floppy disks and with this ones it was always
>possible to recover data from a floppy disk.
>
>But they don't work with hard disks.

KnifeST should be able to do that. If the files are only 1kB, they won't e fragmented. Knife has a 'build' feature - preferably on a floppy in your case. Don't know where you can get it - it was commercial rom HiSoft but has featured on a cover disk. It's no good with large partitions, but should be OK with your 48 Meg one. But it can take quite some time, as you have to decide whether the next cluster belongs to what you already have when the files are over a cluster long.

Regards, /Peter/

2970. "DEFENDER II" ATARI ST STE AND TT NO RESERVE!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 02:36:39 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <XKJs9.27521$PS1.3996813@kent.svc.tds.net>
Source record: 31528

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1391577503

2971. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 03:55:30 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0210201955.249f010f@posting.google.com>
Source record: 31529

```
"Dan A" <artdept@coinboards.com> wrote in message
news:<3daf0931$0$1427$6d5eecc5@news.eurekanet.com>...
> lp <gfa@basic.net> wrote in message news:B9D43604.A094%gfa@basic.net...
> > in article aombon$2mlh$1@news.vol.cz, Ctirad Fertr at phanatic@SPAM
> > FREEvolny.cz wrote on 10/17/02 8:46 AM:
> >
> > >> What is (or rather was) the 'Ultimate' Atari ST?
> > >
> > > I donï¿½t know what was the ultimate Atari ST, perhaps MegaSTE, or it was
> > > ultimate
> > > STE ? ;) Well, now seriously. The ultimate TOS machine is definitely
> > > Aranym (http://aranym.atari.org).
> >
> > machine = emulator
> > If just running some app on a machine turns it into an ST,
> > well it's an emulator.
> >
> > ------------------------------------------------------------
> > Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
> >
> >
>
> By that reasoning, Milans, Hades etc are just emulators. And not that good
> of ones either
> since running an old ST game from what I've heard is a pain.
>
> If you want to argue, if it doesn't have the Atari branded Fuji on it, then
> it's not an Atari. I can see that arguement. But once you start talking
> about hardware that Atari didn't make, then I think any hardware that can be
> made to specifically and solely run Atari software would qualify
> as a clone. That's the stated goal of Aranym. A goal from my impression
> that they are quickly approaching. And since they aren't making full 060's
> anymore, the question of a clone that doesn't have to emulate some part of
> the system if pretty much gone.
>
> Dan
> aka baldrick

I did not mention arguing nor fuji's.
I simply stated a FACT. Nothing more.
Some people have real problems with facts.
Aranym is no different than stonx, gemulator or steem, they all
have some uderlying OS that is not Atari at all.
You do not have a Hades, do you assume it has some underlying
```

foreign file system? It don't, it's 100% tosfs through and though.
So it is not an emulator. Games? The typical peecee user would use
a game to rate a system. :-P

2972. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 04:07:08 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0210202007.7c232585@posting.google.com>
Source record: 31530

rand@cd.chalmers.se (Johan Klockars) wrote in message
news:<aoovi6$p24$1@nyheter.chalmers.se>...

> Note, however, that I've never called ARAnyM an Atari clone (or TOS
> clone for that matter). Nor has any other ARAnyM developer, as far
> as I know.
> If you look at the top ARAnyM web page it says:
> "We would like you to think about ARAnyM as about yet another TOS clone..."
> That is very different from claiming that it is one.

Well one of the aranym team members tried to join my Atari Clone
mailing list. So at least one of them "thinks" it's a clone.
It's a closed mailing-list and the subscription was rejected.

2973. Stand alone Atari OS for PC (Was:What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 07:56:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <007732f8@fmlynet.org>
Source record: 31545

FamilyNet Newsgate

Is Aranym a OS in itself? You see, I believe that if you truly wanted to claim TOS clone status you could simply have it as a PC running TOS as the PRIMARY operating system. In my eyes it would be an Atari OS machine at that point.

Just because the motherboard doesn't say Atari or the processor not a Motorola type doesn't mean it wouldn't be an Atari dedicated machine. If this were the case that would take out the C-Lab, Hades, Milan, etc (those with the Atari fuji on the mother board).

All and all, if we wanted to have a project, why not make a stand alone Atari OS for the Intel/AMD computers?

Doctor Clu

>From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
> on Thu 17-10-2002 14:46 Ctirad Fertr wrote:
>>> What is (or rather was) the 'Ultimate' Atari ST?
>>
>> I don+t know what was the ultimate Atari ST, perhaps MegaSTE, or it was
>> ultimate
>> STE ? ;) Well, now seriously. The ultimate TOS machine is definitely
>> Aranym (http://aranym.atari.org).
> Sorry, Aranym is not the ultimate TOS machine as you claims it's
> just an (good) emulator.
> Please don't get me wrong. I do appreciate what the Aramyn team is
> doing. In the near future I'll buy me a pc and there is no doubt about
> it that I'll install Aramyn. I just want to put some thing in the right
> context.
> CU
> Martin
> --
> ******** Greetings from Okami Newsreader *********
> ** On the seventh day He created Atari **
> ** But He uses a freeMiNT powered Hades 060 now **
> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2974. The Ultimate Cartridge

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 08:03:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <007732f9@fmlynet.org>
Source record: 31446

FamilyNet Newsgate

Saw an add for a cartridge that would break the source code of any ST program. I was thinking if so, this would be helpful in porting ST games to the Atari Jaguar.

But I dygress, can anyone tell me about this? Does anyone have one to sell?

Thanks,

Doctor Clu
1040 STE (4 Meg) w/ Spectre GCR

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2975. Re: Site crashing Cab v2.7c

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 11:50:34 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3db3f8442789f61@europe-shareware.org>
Source record: 31532
Body handling: HTML body converted to readable text

Hello,

in article <3db3352d$0$253$4c56ba96@master.news.zetnet.net> (comp.sys.atari.st)
James Haslam wrote on Sun 20-10-2002 22:58 (GMT):

> This is the URL I'm trying:
> http://manage.dreambook.com/index.cgi?Nscmd=Nlogout

Same problem here (Cab 2.8).
Looking with IE on the PC, I can see that the first tag is
missing on this page.

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

2976. Re: address error when running game 'Fantastic World'

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 14:36:15 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3db3bba016ae0d5@attbi.com>
Source record: 31533

>I downloaded a PD/Shareware game called "Fantastic World" which is a
>Zelda type game and I tried it on my STE. Only it will give me two
>address errors at the same time (no bombs) when i try to run it. I
>think the STE had 1.62 built into rom. Seems I tried everything
>including making an AUTO folder but nothing seems to work.
>
>I tried it on an emulator with TOS 1.00 and it worked fine. Anything
>patches/fixes I need for a newbie ST user t get this game working?

I have a STe also and when this happens what sometimes works is to load a
floppy that has a TOS 1.0 image file on it.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2977. Re: Archiving Atari ST Disks to CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 14:36:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3db3bba016ae0d6@attbi.com>
Source record: 31534

>From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
>Date: Thu, 17 Oct 2002 12:09:51 GMT
>
>>>Falcon stuff). I'm planning to make use of Anodyne's CDISO too.
>>
>>You will not be sorry. It is a great program. The does require a blank
>>partition to write the file conversion before it starts to write to the CD.
>
>You need enough space to write the ISO file to, the partition doesn't need
>to be empty.
>
>Cheers
>Derryck

Correct. For large ISO files I use a 1 GIG Jaz cart. Or if you do not have the space, just copy your file tp a CD in sections and it will give you the same results.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2978. Re: FS: VideoKey, Keyboards, Mice, Joysticks

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 14:36:17 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3db3bba016ae0d7@attbi.com>
Source record: 31535

>I have for sale:
>
>Practical Solutions VideoKey $15
>http://www.atarimagazines.com/startv3n5/videokey.html

>If you want the lot make me an offer.
>
>All items last known to be working unless otherwise noted. You pay actual
>postage from central Canada. All prices in US dollars. Please contact me by
>email if interested. Remove the obvious additions to my address to reply.
>
>Thanks.
>
>George.

I will take the Video Key George. Is a personal check ok? Email me a reply.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2979. Re: Okami article

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 14:36:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3db3bba016ae0d8@attbi.com>
Source record: 31536

>Hello,
>
> in article <1fk95zx.1id6r5vhf4ncmN%northstar2010@_del_ete_yahoo.no> (comp.sys.atari.st)
> Hallvard Tangeraas wrote on Fri 18-10-2002 13:02 (GMT):
>
>> Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:
>>
>> > Just wanted to tell everyone that my article on Okami is up at the MyAtari
>> > site.
>
>Well done :-)

Thanks.... I wanted to make it easy for new and potential users to setup
Okami. That is the hardest part about the program, setting it up. Once this is
done, using the program is a snap.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2980. Re: Okami article

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 14:36:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3db3bba016ae0d9@attbi.com>
Source record: 31537

>In message <3dae5388ab0c28@attbi.com>, edbaizjr@attbi.com said:
>
>>Just wanted to tell everyone that my article on Okami is up at the MyAtari
>>site. Okami is the best newsreader for the Atari line of computers, but it is
>>very hard to setup. I wrote this article in the hopes it would make it easier
>>for everyone to use it. Once things are setup, Okami is very easy to use.
>>Enjoy....
>
>Thanks Ed! I did!! Very useful!!!
>
>I'll print it out for filing, in case I ever try it.
>
>Regards, /Peter/

I am glad it was of some use to you. I hope others will use like you did.

2981. Re: Site crashing Cab v2.7c

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 14:36:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3db3bba016ae0da@attbi.com>
Source record: 31538

>Hi all!
>
>I'm having a problem getting into a particular site, using Cab 2.7c with
>Dan Ackerman's OVL v1.4401 (via StinG v1.26). I keep getting a Basic Error
>report which then crashes Cab completely. I have MagiC v6.01 on my Falcon,
>it only affects Cab and MagiC keeps on going. I have tried shutting down
>and restarting to no avail.
>
>The site is one I have used many times fine with Cab. It is the Dreambook
>Management login page (Dreambook is a Guestbook site, which I use with my
>website).
>
>Can someone have a look with their setup, especially if you use a similar
>setup to mine?
>
>This is the URL I'm trying:
>http://manage.dreambook.com/index.cgi?Nscmd=Nlogout

Yes, I tried to access it also and Cab 2.8 crashed. However when I used the Cab.ovl file for MagicNet, Cab did not crash, but told me that the file cannot be found. This usually means the site has updated their HTML source code to a point where Cab cannot interpet it. Cab either needs to upgraded or else Dan needs to release another OVL file. Of course when Highwire comes out, it will probably load the above site with no problems.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2982. Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 15:17:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00775e96@fmlynet.org>
Source record: 31447

FamilyNet Newsgate

> Hardware Atari didn't built. Okie, another definition; The only
> difference between Atari-built TOS machines and other-firms-built TOS
> machines is the company names. The important thing is the intention,
> HARDWARE BUILT FOR/TO RUN TOS!!
> Clear now?

About the only thing clear to me is the fact that we have a bunch of people here unwilling to open their minds or accept other possibilities.

To matter the fact, if I didn't know better, I would say that our users here are afraid to accept an AMD running TOS over a Hades. What's the difference? Neither have the Atari name stamped on them. The AMD would actually run a dedicated TOS/GEM OS (if one were to be made). The major difference is that one cost $500 (AMD) verses $2000? (Hades)

What's the matter gents? Afraid to share your toys?

Who is to say what a platform is built for. Granted, Atari made their machines and put an "Atari OS" on them. Oh wait.. I forgot, they took elements of DOS and some of the lineage of GEM.. so we don't exactly have a true original OS here.
Add to this that an Atari can run Linux (68030 class and higher), and have I heard Unix?

Well, AMD and Intel computers run GEM, DOS, Linux and Unix. Getting kinda gray here.

AMD... is it built for Linux or Windows? Or Unix? Or GEM? Who determines what a piece of hardware is used for? The user.

If I wanted to put Mac OS on it, sure I could. I could make it an Amiga, I could make it a TOS Box. It all depends on me.

Gentlemen, I'm getting tired of this exclusive way of thinking. It is either an Atari made computer, or some overpriced antiquaited piece of nearly homemade hardware, or it's not at all.

How about this?

Vintage= A computer made by Atari. Here it would be an 520 ST to a Falcon.
Special Market = Those companies that decided to build a computer specifically for the Atari market. Clab, Milan, Hades, ect.

TosBox - Any computer that makes running ST programs possible.

Now while an AMD can never be a vintage computer, to simply cast it off as "not good enough" because it was "made for something else" is a crock! You want an open market? You want to show how good the Atari OS is? Be more accepting of other possibilities.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2983. *** THIS WEEKEND: VINTAGE COMPUTER FESTIVAL 5.0 ***

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 15:36:37 UTC
From: Sellam Ismail <sellam@siconic.com>
Message-ID: <9aVs9.41922$md1.7083@sccrnsc03>
Source record: 31539
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,comp.sys.dec,comp.sys.tandy,comp.sys.ti

Vintage Computer Festival 5.0
Saturday, October 26 - Sunday, October 27
Moffett Conference & Training Center
Moffett Federal Airfield
Mountain View, California
http://www.vintage.org/2002/main/

The Vintage Computer Festival is an international event that
celebrates the history of computing.

The mission of the Vintage Computer Festival is to promote the
preservation of "obsolete" computers by offering people a chance to
experience the technologies, people and stories that embody thexi
remarkable tale of the computer revolution.

Through our event and the Vintage Technology Cooperative Resource
Center--our publicly accessible archive of computer hardware, software
and literature--we promote interest in researching and documenting the
history of the computer. Above all, we promote the fun of playing
with old computers.

The Vintage Computer Festival is back with VCF 5.0 this weekend!
Enjoy talks on computer history and see dozens of old computers that
you've probably never seen before or never knew existed! Take the
Nerd Trivia Challenge. Show your stuff at the Retro-Code competition.
Take a tour of the Computer History Museum, or an excursion to the
DigiBarn.

Doors open at 9:30am. Talks begin at 10:00am and end at 2:00pm each
day. The Exhibit and Marketplace opens at 2:00pm and ends at 6:00pm
each day.

Admission is $10 per person per day for full access to Speakers, the
Exhibition and the Marketplace, or $4 per person per day for
Exhibition and Marketplace access only. Kids 17 and under are
admitted free of charge, and parking is free.

SPEAKERS

Year after year, the VCF produces an interesting and ecclectic line-
up of talks geared towards the computer history buff and the old
computer collector. The speaker schedule including abstracts and
speaker biographies can be found here:

http://www.vintage.org/2002/main/speakers.php

EXHIBIT

As always, the exhibit area will be full of dozens of old computers ranging from the late 1960s to the mid 1990s. See prototypes, first machines (i.e. serial #1), early GUIs, old iron, etc.

MARKETPLACE

The VCF Marketplace is the best place to buy, sell or trade those tired old computers yearning to be turned on again. It's the easiest way to unload that garage full of old computers. Sell them on consignment and let us do the work for you! Information on selling at the VCF Marketplace can be found here:

http://www.vintage.org/2002/main/vendor.php

TOURS & EXCURSIONS

We've got lots of tours lined up to the Computer History Museum, the DigiBarn, and the California Air & Space Center. Tour information including times can be found here:

http://www.vintage.org/2002/main/tours.php

CONTESTS

Think you know your computer history? Then take the Nerd Trivia Challenge!

http://www.vintage.org/2002/main/ntc.php

Think you can you write a full-blown video game in under 2 hours? Strut your stuff at the Retro-Code Programming Challenge!

http://www.vintage.org/2002/main/retrocode.php

DIRECTIONS

VCF 5.0 is being held at the Moffett Training & Conference Center (MTCC) at Moffett Federal Airfield in Mountain View, California.

Directions to Moffett Field and to the MTCC can be found here:

http://www.vintage.org/2002/main/directions.php

Be sure to bring along a valid picture ID (i.e. state driver's license or ID or a passport) to show to the security guards at the main gate.

LODGING

For out of town guests, hotel information can be found here:

http://www.vintage.org/2002/main/lodging.php

SPONSORS

VCF 5.0 is sponsored by the Computer History Museum and the Alameda County Computer Resource Center.

Computer History Museum
http://www.computerhistory.org

Alameda County Computer Resource Center
http://www.accrc.org

Vintage Computer Festival 5.0
Saturday, October 26 - Sunday, October 27
Moffett Conference & Training Center
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Mountain View, California
http://www.vintage.org/2002/main/

2984. Atari TT German to English

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 16:12:05 UTC
From: friend <cumberbatch@btopenworld.com>
Message-ID: <ap190l$l64$1@knossos.btinternet.com>
Source record: 31540

Can anybody help me, I have just bought an Atari TT and a Mega STE but they
are German models so I think TOS/GEM will be in German and the keyboard wont
be QWERTY does anybody know how to go about converting to English
thank you

2985. TT German to English help

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 17:53:03 UTC
From: Jon Cumberbatch <cumberbatch@btopenworld.com>
Message-ID: <ap1etu$e8i$1@venus.btinternet.com>
Source record: 31542
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,maus.computer.atari.hardware

Can anybody help me, I have just bought an Atari TT and a Mega STE but they
are German models so I think TOS/GEM will be in German and the keyboard wont
be QWERTY does anybody know how to go about converting to English
thank you

2986. guitar processing software for Falcon?????

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 20:06:05 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <dUadOxHt4Ft9Ew2c@atari.org.uk>
Source record: 31543

Hi all

Just curious as I've got the Falcon up and running and wanted a break from archiving floppies onto optical disks, is there any software for the falcon that can turn it into a audio processor for a guitar?

It would be nice to be able to plug the guitar and have the falcon process the audio in real time, then straight backout to an amp. I reckon it would kick some serious butt over dedicated (expensive) processing units:)

Which now has sprung a thought, wether i could do something via my Lynex sampler and guitar!!

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2987. Re: How to recover data from a defective HD ?

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 20:41:14 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.c0d16575.aa4e56c2.chongdochongdo@ichongdo.com>
Source record: 31544

Hello,

Dans le message <7d24ed2c.0210201353.731ffa8a@posting.google.com>
Blutrunst a ï¿½crit:
>My hard disk , that means at least one partition of my 10-year old
>48MB Seagate drive is defective.While copying , there was a read write
>error , computer crashed and the FAT of this partition has been
>destroyed.

>Undelete utilities wonï¿½t work , I think sectors of the FAT are bad.

>Most of the data was plain ASCII text , so it must be somewhere on the
>HD , even if some of the sectors are defective it must be possible to
>recover some of the data.

>What I need now is some kind of disk monitor.I have several ones ,
>that only support floppy disks and with this ones it was always
>possible to recover data from a floppy disk.
Er... Mutil can do that : it can copy sectors from/to a partition.
Unfortunately, it won't work on a ST*e*, TT or Falcon, but will on
a ST or ST*f*.

>But they donï¿½t work with hard disks.

>Or a program which allows me to save certain sectors to one file.

>There were about 200 ASCII files , each maybe 1Kb , not much , maybe
>200Kb of a 12Mb Partition.
If data isn't fragmented, you'll be able to recover most of it.

Good luck,
J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

2988. Re: STING: how to test if online?

Newsgroup: comp.sys.atari.st
Date: 2002-10-21 21:34:52 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3db495f4$0$255$4c56ba96@master.news.zetnet.net>
Source record: 31448

```
| >No. I'am adapting an Email-Programm to STING. In the setup the User
can
| >choose if the programm should automaticly call the Dialer and connect
to
| the
| >internet or not. If he shooses not to connect automaticly, the
programm
| >needs to tell the user to connect manually. But of couse I don't
wan't to
| >tell the user 'please go online' if he already is. So what I want is
| >somthing like that:
| >
| >if(connect_automaticly)
| >call_dialer
| >else
| >{
| >while(Sting_is_offline())
| >message("please go online");
| >}
| >
| >what I still need is the function Sting_is_offline or Sting_is_online
| >
| >Dimitri
|
| The short answer has already be sent. You can't with STing. Peter
felt
| very strongly that having
| a routine knowing whether your machine was connected to a network was
| inappropriate. He didn't care that most major OS's seem to be able to
| handle this fact.

Windows can't - or at least, can't always.

JI Logan
```

2989. ATARI FALCON "PNIBALL DREAMS" ON EBAY NR!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 00:32:27 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <v01t9.29571$PS1.4171306@kent.svc.tds.net>
Source record: 31449

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1391809043

2990. Re: guitar processing software for Falcon??

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 01:11:50 UTC
From: swampfax@atlantic.net
Message-ID: <qB1t9.37$a81.29798@news1.atlantic.net>
Source record: 31451

On 21 Oct 2002 21:06:05 , Steve Stupple wrote:
>Hi all
>
>Just curious as I've got the Falcon up and running and wanted a break
>from archiving floppies onto optical disks, is there any software for
>the falcon that can turn it into a audio processor for a guitar?
>
>It would be nice to be able to plug the guitar and have the falcon
>process the audio in real time, then straight backout to an amp. I
>reckon it would kick some serious butt over dedicated (expensive)
>processing units:)
>
>Which now has sprung a thought, wether i could do something via my Lynex
>sampler and guitar!!
>
>--
> Cheers! For Now
> Steve <>< * * *

Hi Steve,
If I understand your question correctly, any audio can be sent to the
Falcon stereo audio inputs and be prcessed by Cubase, etc., direct to the
hard drive while the Falcon outputs are monitored. Programs including
Aniplay will play a number of different audio file extensions through the
Falcon audio outputs to any amp! No extra hardware needed!

John G.

2991. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 01:15:55 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10210212010250.22109-100000@www.coazter.com>
Source record: 31450

On Sun, 21 Oct 2002, Greg Goodwin wrote:

> FamilyNet Newsgate
>
> > Hardware Atari didn't built. Okie, another definition; The only
> > difference between Atari-built TOS machines and other-firms-built TOS
> > machines is the company names. The important thing is the intention,
> > HARDWARE BUILT FOR/TO RUN TOS!!
> > Clear now?
>
> About the only thing clear to me is the fact that we have a bunch of people
> here unwilling to open their minds or accept other possibilities.
>
> To matter the fact, if I didn't know better, I would say that our users
> here are afraid to accept an AMD running TOS over a Hades. What's the
> difference? Neither have the Atari name stamped on them. The AMD would
> actually run a dedicated TOS/GEM OS (if one were to be made). The major
> difference is that one cost $500 (AMD) verses $2000? (Hades)

As long as this hardware host needs another operating system to run
TOS/GEM apps, It can't be considered a TOSBOX as you wish to call it.

The day you can boot the PC straight into TOS, (alright, I'll take a PC
TSR to remap hardware if needed,). that'll be the day.

some autoexec (load some hardware interface for aranym)
load aranym.
Bam!, TOSBOX. (no problem here).
That would be great.

I understood that the original idea about Aranym was exactly that, am I
wrong? Or is Aranym just an advanced "Basilisk" tailored for TOS?

2992. ATARI FALCON "EVOLUTION DINO DUDES" ON EBAY!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 02:42:53 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <NW2t9.29590$PS1.4194493@kent.svc.tds.net>
Source record: 31452

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1391848423

2993. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 04:32:12 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1035261132@news.frii.com>
Source record: 31453

Lonny,

> Well one of the aranym team members tried to join my Atari Clone
> mailing list. So at least one of them "thinks" it's a clone.
> It's a closed mailing-list and the subscription was rejected.

Unless one of the team members actually told you they thought Aranym is a clone, you're conclusion is invalid. The individual may actually also be interested in clones, or just wants to make sure Aranym will run on them.

Either way, the squabbling over what is and isn't a clone is really pointless. It gains no one anything.

One of the messages commented about original OS's or something like that. Well, don't forget that DOS has CP/M roots, and Apple stole the mouse/GUI idea from Xerox.

What difference does it make which processor it runs on. Af far as I care, if the OS and software runs "natively" on any processor without having to have a separate OS installed (or pieces of it) it's a clone solely because Atari Corp didn't physically make the hardware. And something like an Autoexec file doesn't count as an OS underpinning. After all, we have the Auto folder that does essentially the same things for us that the autoexec.bat file does for the MS DOS/Windows OS's. Remember FOLDERXXX.PRG to solve the 40 folder bug? And other programs run via the Auto folder that get run via autoexec.bat on MS machines?

If everyone would have put as much effort in trying to get someone to buy an Atari system as they have in this and other (essentially) meaningless discussions here, maybe the computer would have survived.

Just my 2 cents.

Ken

2994. New on TAMW: The Grid Sequencer !

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 05:59:04 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0210212159.19b4ce60@posting.google.com>
Source record: 31454

NEW on TAMW: (Tims Atari MIDI World)

The GRID SEQUENCER

By Matucana
Released as Freeware October 2002
Based on a dream of Tim Conrardy

I had a dream..October 2002

I walked into a room of what appeared to be a pawn shop. Many mechanical and strange devises were strawn about on tables and shelves. I heard an interesting sound and looked up and saw to my eyes what looked like an "old" ARP 2600 synthisizer. It was a large rectagular box with many knobs and even small speakers on each side.It had a "gold" appearance and shimmered in the pawnshop lights.What was interesting about this "box" is that it had a large grid in the middle of it. The grid had many small pins inserted into it.Getting closer to the instrument, I pushed a button. Sounds started coming out of the speakers. Analog Bass Sounds. I tweaked the filter controls.Squeaks and squaks came out of the speakers.Then I took a pin from the grid and inserted it into another hole of the grid. The sound changed. The notes coming out were different. Then I realized that the grid was actually creating the notes. I could insert a pin in another location and that would change the notes coming out. I looked up and heard the sounds coming out of the speakers.I could almost feel the notes. Then ...I woke up!

Feeling inspired, I posted to the Atari-MIDI programmers forum and told them about the dream and felt that the grid concept might be a good idea for a different type of sequencer and narrated some possabilities. To my wonder, Matucana (also know as Hellmuth on the list) replied and actually created a program based on my dream! The result is The Grid Sequencer. Instead of pins, you use the mouse to "insert" the pins into the grid. Whats more, it is an interactive instrument with many possabilites then I could dream of (literally) You could say..this was a dream come true!

Check out my newly created page with screen shots, more info as well as the download! There is also a link to Matucana's Web Site where you can check out his other programs and his CD's.

http://tamw.atari-users.net/grid.htm

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

2995. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 08:24:40 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0210220959220.145-100000@hadesbox>
Source record: 31455

On Sun, 21 Oct 2002, Greg Goodwin wrote:

> FamilyNet Newsgate
>
> > Hardware Atari didn't built. Okie, another definition; The only
> > difference between Atari-built TOS machines and other-firms-built TOS
> > machines is the company names. The important thing is the intention,
> > HARDWARE BUILT FOR/TO RUN TOS!!
> > Clear now?
>
> About the only thing clear to me is the fact that we have a bunch of people
> here unwilling to open their minds or accept other possibilities.

Who said that? I sure didn't say that! I welcome the development aranym
might bring to our platform, as long as they stay compatible with with it.
What I have said, is that no matter how good an emulator becomes, the
mahcine running it is not an Atari/TOS clone.

>
> To matter the fact, if I didn't know better, I would say that our users
> here are afraid to accept an AMD running TOS over a Hades. What's the
> difference? Neither have the Atari name stamped on them. The AMD would
> actually run a dedicated TOS/GEM OS (if one were to be made). The major
> difference is that one cost $500 (AMD) verses $2000? (Hades)

Sometimes you have to pay to get the real thing, ya know ;-)

>
> What's the matter gents? Afraid to share your toys?

NO! I'm not afraid of such things. Btw, what gave this impression?
Because I (and others) refuse to call a PC, Mac or whatever emulating
Atari/TOS an Atari/TOS clone?

>
> Who is to say what a platform is built for. Granted, Atari made their
> machines and put an "Atari OS" on them. Oh wait.. I forgot, they took elements
> of DOS and some of the lineage of GEM.. so we don't exactly have a true
> original OS here.
> Add to this that an Atari can run Linux (68030 class and higher), and have
> I heard Unix?

The makers is to say what a platform is built for. As I have tried to get
across several times now, hardware is not relevant. Who built the hardware
is not relevant. What is relevant is the fact that the hardware was built
with TOS, to be an Atari/TOS compatible, to run TOS as its native OS.
That, and ONLY that, qualifies any given machine as being an Atari/TOS

clone.

>
> Well, AMD and Intel computers run GEM, DOS, Linux and Unix. Getting kinda
> gray here.

Yes, kinda gray area. Which system do they run as their Native OS?
Impossible to tell, I guess.

>
> AMD... is it built for Linux or Windows? Or Unix? Or GEM? Who determines
> what a piece of hardware is used for? The user.

AMD, the chips I know of, are Intel i386 CLONES! Geddit? Furthermore,
the vendors building machines based on these CPU's have Windows in mind
when creating the machine. How do you think a i386 based computer would
sell if it was not able to run Windows? Ergo, its a Windows machine!

>
> If I wanted to put Mac OS on it, sure I could. I could make it an Amiga, I
> could make it a TOS Box. It all depends on me.

If you could put Mac OS on it, it would be a windows machine running Mac
OS. If you could run AmigaOS on it, it would be a Windows machine running
AmigaOS. If you run Linux, on which you run Aranym to make it TOS
compatible, its STILL a goddamned Windows PC, not a clone!

>
> Gentlemen, I'm getting tired of this exclusive way of thinking. It is
> either an Atari made computer, or some overpriced antiquaited piece of nearly
> homemade hardware, or it's not at all.
>
> How about this?

Fine, just dont put it into a category it doesnt belong.

>
> Vintage= A computer made by Atari. Here it would be an 520 ST to a
> Falcon.
> Special Market = Those companies that decided to build a computer
> specifically for the Atari market. Clab, Milan, Hades, ect.
>
> TosBox - Any computer that makes running ST programs possible.

Make that 'TosEmu', and we agree.

>
> Now while an AMD can never be a vintage computer, to simply cast it off as
> "not good enough" because it was "made for something else" is a crock! You
> want an open market? You want to show how good the Atari OS is? Be more
> accepting of other possibilities.

Noone has cast it off as not being good enough. Altho I have to admit not
liking the idea of emulation, and I keep dreaming about new, dedicated

hardware to run our OS, I understand the value of the aranym project. Just dont call a machine an Atari/TOS clone when its not!

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

2996. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 08:44:50 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0210220044.6221ebf3@posting.google.com>
Source record: 31456

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:<00775e96@fmlynet.org>...
> FamilyNet Newsgate
>
> > Hardware Atari didn't built. Okie, another definition; The only
> > difference between Atari-built TOS machines and other-firms-built TOS
> > machines is the company names. The important thing is the intention,
> > HARDWARE BUILT FOR/TO RUN TOS!!
> > Clear now?
>
> About the only thing clear to me is the fact that we have a bunch of people
> here unwilling to open their minds or accept other possibilities.

Specifically certain people who refuse to associate the word emulator
with aranym. No one initially said it was a crock. If you sling mud,
it often comes back, reread the thread.

> To matter the fact, if I didn't know better, I would say that our users
> here are afraid to accept an AMD running TOS over a Hades. What's the
> difference? Neither have the Atari name stamped on them. The AMD would
> actually run a dedicated TOS/GEM OS (if one were to be made). The major
> difference is that one cost $500 (AMD) verses $2000? (Hades)

Your numbers are way off, but doesn't matter. The AMD is not hardware
designed for TOS as you new subject line states.

> What's the matter gents? Afraid to share your toys?

Afraid to spend money on a real toy?
Alot of people are just to cheap, take the easy route and beat down
what they cannot afford to justify their actions.

> Who is to say what a platform is built for. Granted, Atari made their
> machines and put an "Atari OS" on them. Oh wait.. I forgot, they took elements
> of DOS and some of the lineage of GEM.. so we don't exactly have a true
> original OS here.
> Add to this that an Atari can run Linux (68030 class and higher), and have
> I heard Unix?
>
> Well, AMD and Intel computers run GEM, DOS, Linux and Unix. Getting kinda
> gray here.
>
> AMD... is it built for Linux or Windows? Or Unix? Or GEM? Who determines
> what a piece of hardware is used for? The user.
>
> If I wanted to put Mac OS on it, sure I could. I could make it an Amiga, I

> could make it a TOS Box. It all depends on me.
>
> Gentlemen, I'm getting tired of this exclusive way of thinking. It is
> either an Atari made computer, or some overpriced antiquaited piece of nearly
> homemade hardware, or it's not at all.

I' m tired of it too. Posts such as yours. You wish it to be one big
grey area that makes it easier for you.

> How about this?
>
> Vintage= A computer made by Atari. Here it would be an 520 ST to a
> Falcon.
> Special Market = Those companies that decided to build a computer
> specifically for the Atari market. Clab, Milan, Hades, ect.
>
> TosBox - Any computer that makes running ST programs possible.

How about this:
Vintage= blah...
Special= actual clone blah...
Emulator= Yeah the dreaded word EMULATOR! Say it, it will not kill
you.

> Now while an AMD can never be a vintage computer, to simply cast it off as
> "not good enough" because it was "made for something else" is a crock! You
> want an open market? You want to show how good the Atari OS is? Be more
> accepting of other possibilities.

I never said it was a crock, if an emulator (aka fake atari on a host
system) is what you are after, fine. Whatever, but I will not accept
it as a platform
or as a clone. Apparently some people are so desperate for something
their judgement gets warped. I feel sorry for some of you.

2997. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 08:51:43 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0210220051.48bc5e60@posting.google.com>
Source record: 31457

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:<00775e96@fmlynet.org>...

[snip]

btw, if you are tired of it then why start a new thread?
Just let it go... do you really think you can get someone to change
their way of thinking? I very much doubt it.

2998. Re: Hardware designed for TOS (Was: Wha

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 10:27:53 UTC
From: gokmase@fakenet.se
Message-ID: <ap3975$np6$1@green.tninet.se>
Source record: 31458

On 21 Oct 2002 20:15:55 , Frederic Fouche wrote:

>I understood that the original idea about Aranym was exactly that, am I
>wrong? Or is Aranym just an advanced "Basilisk" tailored for TOS?

IIRC Aranym is depending on a linux kernel and its hardware
drivers.

Regards,

Joakim

2999. Re: Site crashing Cab v2.7c

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 10:47:06 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0210221242430.66-100000@easymint>
Source record: 31461

On 20 Oct 2002, James Haslam wrote:

>
> This is the URL I'm trying:
> http://manage.dreambook.com/index.cgi?Nscmd=Nlogout
>

I have tried with CAB 2.8 and CAB.OVL 1.8604 with SSL support for MiNTnet.
I also tried with lynx_ssl for MiNTnet. Both seemed to work fine. I'm
seeing a connection being made to a https://... type of URL. I think https
means that SSL support is needed to connect ?

Martin Tarenskeen

3000. Re: guitar processing software for Falcon??

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 10:49:58 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <9yU1nGBW1St9Ewg8@atari.org.uk>
Source record: 31460

In article <qB1t9.37$a81.29798@news1.atlantic.net>, John Garone
<swampfax@atlantic.net> writes
>Hi Steve,
> If I understand your question correctly, any audio can be sent to the
>Falcon stereo audio inputs and be prcessed by Cubase, etc., direct to the
>hard drive while the Falcon outputs are monitored. Programs including
>Aniplay will play a number of different audio file extensions through the
>Falcon audio outputs to any amp! No extra hardware needed!
>
>John G

So all I really need is some good audio processing effects software:))

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3001. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 10:50:08 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnarab7p.79b.atari@core.preferuje.luzik.pl>
Source record: 31459

> NO! I'm not afraid of such things. Btw, what gave this impression?
> Because I (and others) refuse to call a PC, Mac or whatever emulating
> Atari/TOS an Atari/TOS clone?

What is PC?

Take modern CPU that is said to be compatibile wit i386. It does not run i386 command... starange? No, it interprates i386 commands and translates it into their native codes, then run it. It is most visible in Transmeta CPUs, I think that they have been asked to crate m68k compatibile layer to their CPUs but they are not interested.

What does it mean? Truth lies in the middle. Even i386 CPUs emulate some things (take 8080 compatibility - it is all emulated), so Aranym is just an aditional EMULATION LAYER that creates a TOS compatibile PLATFORM.

It is both a PLATFORM, an EMULATOR and a CLONE.

Why clone? Take Milan, rip out TOS and what do you have? A m68k based machine that can run anything with no relation to Atari hardware at all... the TOS ROM makes it Atari clone.

I see the same wars on Amiga scene. They have UAE and Amithlon (emulators) and on the other hand Pegasos and very-soon-coming-out AmigaONE (hardware). Emulators are m68k compatibile (there is no Amiga PPC emulator avialible yet), and hardware platform is PPC ompatibile. It creates much bigger problems than we have even with one CPU type.

There will be alwas an argue between emulators and real-hardware fans. Personally, I prefer original hardware, but if it is not avialible for me for some reason, emulator is ok too.

So let say it loud: Aranym is an EMULATOR, PLATFORM and a CLONE. All together. There is no need to waste time for arguing.

Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3002. Re: ATARI FALCON "EVOLUTION DINO DUDES" ON EBAY!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 10:53:27 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0210221250370.66-100000@easymint>
Source record: 31462

On Tue, 22 Oct 2002, Donald and Cheryl wrote:

I'm beginning to wonder who these/this Donald and Cheryl are/is.
All those "UPPERCASE ATARI ON EBAY ADVERTISEMENTS !!!!" are beginning to
irritate me.

Martin Tarenskeen

3003. FS: Atari Falcon w/ Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 11:44:26 UTC
From: ckg <123@456.com>
Message-ID: <o7earu4u16vash58sa2ce095khuktidd4k@4ax.com>
Source record: 31463

Atari Falcon: 4mb/80mb hd

Original software

Beetle mouse replacement mouse

VGA adaptor

Cubase Audio Falcon

A couple of games and a few other pieces of misc. software.

$250 plus S&H

respond to ckg at softhome.net

3004. Re: Stand alone Atari OS for PC (Was:What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 13:13:57 UTC
From: Ctirad Fertr <phanatic@SPAM>
Message-ID: <ap3jt6$kf1$1@news.vol.cz>
Source record: 31465

```
> All and all, if we wanted to have a project, why not make a stand
alone
> Atari OS for the Intel/AMD computers?
```

That&#65533;s exactly the goal of Aranym !

```
Ctirad
```

3005. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 14:42:42 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3db5626a$0$17655$6d5eecc5@news.eurekanet.com>
Source record: 31466

Lonny Pursell <atarilp@hotmail.com> wrote in message
news:45bf3e0.0210220044.6221ebf3@posting.google.com...
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:<00775e96@fmlynet.org>...
> > FamilyNet Newsgate
> >
<big snip>
> > Now while an AMD can never be a vintage computer, to simply cast it
off as
> > "not good enough" because it was "made for something else" is a crock!
You
> > want an open market? You want to show how good the Atari OS is? Be
more
> > accepting of other possibilities.
>
> I never said it was a crock, if an emulator (aka fake atari on a host
> system) is what you are after, fine. Whatever, but I will not accept
> it as a platform
> or as a clone. Apparently some people are so desperate for something
> their judgement gets warped. I feel sorry for some of you.

This is one of the most flame ridden things I've seen from you in awhile lp.

People want a fast atari desktop.

Last I looked...

They were making no more Hades

Last I looked...

No one had received a CT60

Last I looked...

ACP was not shipping a board

I could go on.

I'll go back to what I said originally.

Full 060's are a thing of the past and what ones exist are over priced for
their performance.
Any future 'Atari' compatible hardware, is going to have to emulate they
system at some point.

There are major differences between a product like Aranym and a product like
Steem. I feel a bit

sorry myself for someone that has such a need to claim they own the fastest atari possible, that they
are unwilling to see the differences. Maybe if you shut your iMac off for a few days and went back to
using your Hades, you would be wishing for a bit more speed as well.

Dan
aka baldrick

3006. Need TRANSFILE st/SHARP Pocket

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 15:58:12 UTC
From: JVernet <jeromevernet@hotmail.com>
Message-ID: <ap3scd$kk8$1@s1.read.news.oleane.net>
Source record: 31467

Hi,

I don't know if I can ask, but I need Transfile ST. This prog let connect ST
and Sharp Pocket Computer thru printer interface. I Have an v 3.0d, but it
does not work very well.
I cannot find anything (reseller).

If someone could help me, thanks.

J. Vernet

3007. DR Ts music software FS cheap

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 16:29:15 UTC
From: tempus fugit <tocatta.no.spam@ciaccess.com>
Message-ID: <1035293375.79796@arakis.wincom.net>
Source record: 31464

I've got a couple of versions of DR.T's Copyist music notation software for ST, with manuals and some extras for $5 + shipping.

Let me know if your interested.

--
crupert@ciaccess.com

3008. Re: Site crashing Cab v2.7c

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 18:05:40 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1035393649.25686.0@iapetus.uk.clara.net>
Source record: 31403

Hi James

I get a page that asks for a password etc. Using IE6 sp1

| I'm having a problem getting into a particular site, using Cab 2.7c with
| Dan Ackerman's OVL v1.4401 (via StinG v1.26). I keep getting a Basic Error
| report which then crashes Cab completely. I have MagiC v6.01 on my Falcon,
| it only affects Cab and MagiC keeps on going. I have tried shutting down
| and restarting to no avail.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.404 / Virus Database: 228 - Release Date: 15/10/2002

3009. Using seperate outs on a line audio FAD with CAF

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 18:57:07 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0210221057.3ce7338f@posting.google.com>
Source record: 31468

How does one set a track in CAF 2.06 to play on any of the other
independant outs of the Line Audio FAD? Thanks for any advice!
Wayne Martz

3010. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 19:17:18 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0210221117.7c3e2ee9@posting.google.com>
Source record: 31469

Ken Springer <wordworks@greeleynet.com> wrote in message
news:<1103_1035261132@news.frii.com>...
> Lonny,
>
> > Well one of the aranym team members tried to join my Atari Clone
> > mailing list. So at least one of them "thinks" it's a clone.
> > It's a closed mailing-list and the subscription was rejected.

Well I deleted all the private e-mails about the subscription. There
was no point in keeping them. However I will tell you that I received
a rather defensive e-mail about the subscription, how I was close
minded, how I'm trying to hurt the platform, before I even got the
actual subscription notification. Personally I think they were out of
line, he knew he would not be welcome on such a list yet applied
anyway. And this person listed their PC equipment and claimed it a
clone. Which I will repeat for the ump-teenth time is not a genuine
clone. It is in fact a PC with yet another emulator.

> Unless one of the team members actually told you they thought Aranym is a clone, you're
> conclusion is invalid. The individual may actually also be interested in clones, or just
> wants to make sure Aranym will run on them.

Then they need to go find one and buy it. The mailing list is not for
pre-newbies asking alot of questions. The entire reason for the
mailing
list is to get a group of people together who already have clones. To
avoid the crap that goes on here and stuff like... "where can I find a
milan type posts".

> Either way, the squabbling over what is and isn't a clone is really pointless. It gains
> no one anything.

I for one think you all are the ones squabbling, I mentioned the word
emulator and every one goes off. It's actually funny to some degree.
However I won't be silent, don't like my views then please add me to
your kill file. Aranym is functionally the same as magicmac as far as
I am concerned, the only difference it is allows one to use mint. The
bottom line is there is still an underlying OS the is completely not
related to the Atari.

> One of the messages commented about original OS's or something like that. Well, don't
> forget that DOS has CP/M roots, and Apple stole the mouse/GUI idea from Xerox.
>
> What difference does it make which processor it runs on. Af far as I care, if the OS and
> software runs "natively" on any processor without having to have a separate OS installed
> (or pieces of it) it's a clone solely because Atari Corp didn't physically make the

> hardware. And something like an Autoexec file doesn't count as an OS underpinning. After
> all, we have the Auto folder that does essentially the same things for us that the
> autoexec.bat file does for the MS DOS/Windows OS's. Remember FOLDERXXX.PRG to solve the
> 40 folder bug? And other programs run via the Auto folder that get run via autoexec.bat
on
> MS machines?

You can keep yapping about the past, it's also pointless.
Milan, hades, DOS, GEM, whatever has nothing to do with my original
comment that aranym is an emulator. Wake up people.
Is it so hard to just agree that it is an emulator?

> If everyone would have put as much effort in trying to get someone to buy an Atari system
> as they have in this and other (essentially) meaningless discussions here, maybe the
> computer would have survived.
>
> Just my 2 cents.

Not so well spent.

3011. Bagdad - Fernsteuerung im Netzwerk

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 19:22:22 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3db5a586$0$138$e4fe514c@dreader5.news.xs4all.nl>
Source record: 31470
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,maus.computer.atari.talk

http://www.stcarchiv.de/stc1990/07_bagdad.php3

Hi,

Is there someone who has a copy of this software for me?

TXG/MNX

3012. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 19:49:21 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0210221149.4aa6e97@posting.google.com>
Source record: 31471

"Dan A" <artdept@coinboards.com> wrote in message
news:<3db5626a$0$17655$6d5eecc5@news.eurekanet.com>...
> Lonny Pursell <atarilp@hotmail.com> wrote in message
> news:45bf3e0.0210220044.6221ebf3@posting.google.com...
> > "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:<00775e96@fmlynet.org>...
> > > FamilyNet Newsgate
> > >
> <big snip>
> > > Now while an AMD can never be a vintage computer, to simply cast it
> off as
> > > "not good enough" because it was "made for something else" is a crock!
> You
> > > want an open market? You want to show how good the Atari OS is? Be
> more
> > > accepting of other possibilities.
> >
> > I never said it was a crock, if an emulator (aka fake atari on a host
> > system) is what you are after, fine. Whatever, but I will not accept
> > it as a platform
> > or as a clone. Apparently some people are so desperate for something
> > their judgement gets warped. I feel sorry for some of you.
>
> This is one of the most flame ridden things I've seen from you in awhile lp.

As is your post and the previous one from you in another thread...

> People want a fast atari desktop.
>
> Last I looked...
>
> They were making no more Hades

And that has what to do with my orignal post?

> Last I looked...
>
> No one had received a CT60

That's my faults?

> Last I looked...
>
> ACP was not shipping a board

And it my never, so what? What has it to do with my orignal post?

> I could go on.

Please don't, your looking very ignorant from my perspective as it
is...

> I'll go back to what I said originally.
>
> Full 060's are a thing of the past and what ones exist are over priced for
> their performance.
> Any future 'Atari' compatible hardware, is going to have to emulate they
> system at some point.

Yeah, duh! Did my original post claim otherwise? No.

> There are major differences between a product like Aranym and a product like
> Steem.

That I agree with. However it is still an emulator.

> I feel a bit
> sorry myself for someone that has such a need to claim they own the fastest
> atari possible, that they
> are unwilling to see the differences.

Where did I say that? I did not.
I see the difference. I think it's sad that you have chosen to attack
me when I've not said one bad thing about aranym, please re-read all
my posts and you will find that all I said was that it is in FACT an
emulator.

> Maybe if you shut your iMac off for a
> few days and went back to
> using your Hades, you would be wishing for a bit more speed as well.

That's a low blow, quite frankly uncalled for. So now you attack
someone who actually put forth the effort to support Medusa. You are
pathetic. Could you please go back to my original TINY post and just
re-read it and see that all I said was that aranym is an emulator?

Either agree that aranym is an emulator in it's current form and let
it go at that, or redirect further offensive posts at someone who
actually said something negative about aranym.

3013. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 19:54:09 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <ap4ad2$2oh$1@ns.felk.cvut.cz>
Source record: 31472

On Sun, 20 Oct 2002 20:55:30 +0000, Lonny Pursell wrote:
> I simply stated a FACT. Nothing more.
> Aranym is no different than stonx, gemulator or steem, they all
> have some uderlying OS that is not Atari at all.
> You do not have a Hades, do you assume it has some underlying
> foreign file system? It don't, it's 100% tosfs through and though.
> So it is not an emulator.

Dear Lonny!

I am so glad you defined what's an emulator (has underlying foreign file system) and what's not (100% tosfs through and though).

Thanks to that I am entitled to declare that aranym is not an emulator! :-) Yes, you read me well. My aranym here reads/writes my original Atari Falcon harddrive directly with no foreign file system involved.

Thanks again and see you soon in aranym-user mailing list (note that we don't kill subscribing users - the list is open to anyone!)

Petr

P.S. Surprisingly my aranym host machine has nothing to do with Intel and Windows we both hate. It's a pure K7 XP+/Debian Linux machine, actually it used to be as aranym has turned it into a TOS machine.

3014. *PING* anyone & everyone who has atari stuff for sale or trade

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 20:44:38 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210221244.4f96f59d@posting.google.com>
Source record: 31473

http://groups.yahoo.com/group/atariswapnshop

Check it out and email me at the email address in the header.

3015. Re: Atari TT German to English

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 21:18:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200210222318.a45742@su2.maus.de>
Source record: 31408

F>Can anybody help me, I have just bought an Atari TT and a Mega STE but
F>they are German models so I think TOS/GEM will be in German and the
F>keyboard wont be QWERTY does anybody know how to go about converting to
F>English
You could replace the TOS eproms with english ones. Or, you could
install some soft that allows you manipulations of keyboard settings.

But both "solutions" will show the disadvantage that the characters
shown on the keyboard won't match the characters you type.

I think the best is to replace both the keyboard _and_ the eproms.

Und TTschï¿½
ps

3016. upgrading - what machine to buy

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 21:19:32 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <ap4fd5$4eh$1@ns.felk.cvut.cz>
Source record: 31474

Hi all,

if you're looking for an upgrade of your aging ST/TT/Falcon and are considering aranym as your next TOS machine then please read on.

While aranym runs on wide variety of hardware you would probably go for well known 'Power without the Price' and that's currently a cheap but powerful PC hardware. For maximal speed you will want to enable the aranym's JIT (just-in-time) compiler for CPU. The important information is that you should stay away from Pentium 4 host CPU in such case. While Pentium I-III generally work well the Pentium 4 is incompatible with them and with the JIT compiler.

You'll do best if you simply follow the old Atari users' rule "Intel Outside!" and buy a machine with an AMD CPU (Duron, or better Athlon). For same or lower price you'll get more power and no problems with JIT. The rest of hardware setup is not very important - if you want lotsa memory in your TOS machine then buy lotsa memory for the host machine and similarly for harddrive, CD, sound etc. You can also re-use your floppy, harddrive, CD-ROM, monitor and everything else from your old machine if you're building the new machine from pieces.

And the last note: if buying a new PC get one without Windows - you don't want to pay for a windows licence when you don't need it, right? Wintel Outside still rulez.

Petr

3017. Re: The Ultimate Cartridge

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 21:20:43 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1035393658.25686.8@iapetus.uk.clara.net>
Source record: 31404

Hi Greg

| Saw an add for a cartridge that would break the source code of any ST
| program. I was thinking if so, this would be helpful in porting ST games to
| the Atari Jaguar.
|
| But I dygress, can anyone tell me about this? Does anyone have one to
| sell?

I'd have thought that TT-Digger would do that, its a powerful software application.

http://digger.atari.org/

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

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Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.404 / Virus Database: 228 - Release Date: 15/10/2002

3018. Re: TT German to English help

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 21:22:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1035393659.25686.9@iapetus.uk.clara.net>
Source record: 31405
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,maus.computer.atari.hardware

Hi Jon

Bypass TOS altogether by using Magic, you get Multitasking as a bonus. It will also speed up that TT.

| Can anybody help me, I have just bought an Atari TT and a Mega STE but they
| are German models so I think TOS/GEM will be in German and the keyboard wont
| be QWERTY does anybody know how to go about converting to English
| thank you

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.404 / Virus Database: 228 - Release Date: 15/10/2002

3019. Re: The Ultimate Cartridge

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 21:31:50 UTC
From: nick@1632systems.co.uk
Message-ID: <ap4g66$dm7$1@thorium.cix.co.uk>
Source record: 31475

Wouldn't be the Rombo would it.... I have one, just not put it in the
webshop

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3020. Re: guitar processing software for Falc

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 21:41:32 UTC
From: swampfax@atlantic.net
Message-ID: <gCjt9.51$a81.45821@news1.atlantic.net>
Source record: 31476

On 22 Oct 2002 11:49:58 , Steve Stupple wrote:
>In article <qB1t9.37$a81.29798@news1.atlantic.net>, John Garone
><swampfax@atlantic.net> writes
>>Hi Steve,
>> If I understand your question correctly, any audio can be sent to the
>>Falcon stereo audio inputs and be prcessed by Cubase, etc., direct to the
>>hard drive while the Falcon outputs are monitored. Programs including
>>Aniplay will play a number of different audio file extensions through the
>>Falcon audio outputs to any amp! No extra hardware needed!
>>
>>John G
>
>So all I really need is some good audio processing effects software:))
>
>--
> Cheers! For Now
> Steve <>< * * *

yup! I use the full version of Cubase but I believe Cubase Lite is free.
Maby someone will post the URL.

John G.

3021. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 22:08:08 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3db5edc09fc3811@europe-shareware.org>
Source record: 31479

Hello,

in article <3db5626a$0$17655$6d5eecc5@news.eurekanet.com> (comp.sys.atari.st)
Dan A wrote on Tue 22-10-2002 10:42 (-0400):

> No one had received a CT60

Not yet, that's right, but I'm confident.

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

3022. Re: upgrading - what machine to buy

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 22:15:08 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3db5edc09fc3812@europe-shareware.org>
Source record: 31480

Hello,

in article <ap4fd5$4eh$1@ns.felk.cvut.cz> (comp.sys.atari.st)
Petr Stehlik wrote on Tue 22-10-2002 23:19 (+0200):

> aranym's JIT (just-in-time) compiler for CPU. The important information is
> that you should stay away from Pentium 4 host CPU in such case. While
> Pentium I-III generally work well the Pentium 4 is incompatible with them
> and with the JIT compiler.
>
> You'll do best if you simply follow the old Atari users' rule "Intel
> Outside!" and buy a machine with an AMD CPU (Duron, or better Athlon). For
> same or lower price you'll get more power and no problems with JIT. The

Maybe it's for the same reason that Amithlon is dedicated to Athlon CPU.

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

3023. Re: TT German to English help

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 22:19:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0210221419.2a31bf4@posting.google.com>
Source record: 31477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,maus.computer.atari.hardware

"Jon Cumberbatch" <cumberbatch@btopenworld.com> wrote in message
news:<ap1etu$e8i$1@venus.btinternet.com>...
> Can anybody help me, I have just bought an Atari TT and a Mega STE but they
> are German models so I think TOS/GEM will be in German and the keyboard wont
> be QWERTY does anybody know how to go about converting to English
> thank you

There are a couple of pieces of software for the ST that remap the
keyboard (the silk screening on the keys will still be wrong, of
course!). Try ger2eng.prg and keyb_sys.lzh, both of which should be
in your email by the time you read this.

Galen

3024. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 22:29:14 UTC
From: dlormand@aztec.asu.edu
Message-ID: <ap4jfqnco1@news.asu.edu>
Source record: 31478

>The day you can boot the PC straight into TOS, (alright, I'll take a PC
>TSR to remap hardware if needed,). that'll be the day.
>
>some autoexec (load some hardware interface for aranym)
>load aranym.
>Bam!, TOSBOX. (no problem here).
>That would be great.
>
>I understood that the original idea about Aranym was exactly that, am I
>wrong? Or is Aranym just an advanced "Basilisk" tailored for TOS?

The way I understand it, that's exactly the goal. Aranym running on top of Linux is merely an interim step. Aranym running on top of Linux is an emulator. Aranym running natively on Intel silicon is more than an emulator.

I think this discussion of what technically constitutes a "clone" is silly, and misses the point. The important point is that an Atari OS (whether or not the Atari OS was ever "pure" to begin with, or whether or not a bona-fide Atari TOS version (M68K binary) is involved) is operating the underlying hardware on its own, without the assistance of some other OS. Secondarily, having applications running natively on the hardware is an important goal, although running existing applications (M68K binaries) via an emulator (in exactly the same way M68K Mac binaries are run on PowerMacs) is an acceptable interim step.

I don't like emulators. I see their value, but I don't regard them as an acceptable option for a primary-use OS. An OS is supposed to operate the hardware, directly.

I don't really like the Intel peecee architecture. Part of the charm of Atari is that it is DIFFERENT from the ubiquitous peecee. I intend to get a Coldfire when they appear. But in the meantime, and realistically for most people, an Intel-based platform running an Atari-derived OS is acceptable, and still preferable to emulators.

Now, if my understanding of Aranym is wrong, or if the Aranym developers have tacitly opted to drop the long-range goal of running natively in favour of the easier status-quo of running on top of Linux, then Aranym is an emulator, period. And I'm still waiting to run an Atari-derived OS on my cheap peecee.

(which is NOT a Windows box. Never had Windows. Never will.)
--

3025. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-22 23:34:54 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1035329694@news.frii.com>
Source record: 31481

On 22 Oct 2002 12:17:18 -0700, atarilp@hotmail.com (Lonny Pursell) wrote:
> Ken Springer <wordworks@greeleynet.com> wrote in message news:<1103_1035261132
@news.frii.com>...
> > Lonny,
> >
> > > Well one of the aranym team members tried to join my Atari Clone
> > > mailing list. So at least one of them "thinks" it's a clone.
> > > It's a closed mailing-list and the subscription was rejected.
>
> Well I deleted all the private e-mails about the subscription. There
> was no point in keeping them. However I will tell you that I received
> a rather defensive e-mail about the subscription, how I was close
> minded, how I'm trying to hurt the platform, before I even got the
> actual subscription notification. Personally I think they were out of
> line, he knew he would not be welcome on such a list yet applied
> anyway. And this person listed their PC equipment and claimed it a
> clone. Which I will repeat for the ump-teenth time is not a genuine
> clone. It is in fact a PC with yet another emulator.

If this person knew he/she wouldn't be welcome and applied anyway, sounds like that person was trying to prove something to someone, or justify some point of view.

See below about emulator/clone thoughts I have.

>
> > Unless one of the team members actually told you they thought Aranym is a clone,
you're
> > conclusion is invalid. The individual may actually also be interested in clones, or
just
> > wants to make sure Aranym will run on them.
>
> Then they need to go find one and buy it. The mailing list is not for
> pre-newbies asking alot of questions. The entire reason for the
> mailing
> list is to get a group of people together who already have clones. To
> avoid the crap that goes on here and stuff like... "where can I find a
> milan type posts".

That reminds me, I take it from your posts you found a Hades? A long time ago Ed Baiz wanted to know if was interested in selling mine to you. FWIW, mine is still sitting here less than five feet from me. Don't use it much, monitor is a pain. Needs repair, just been too lazy to really concentrate on getting that done.

>
> > Either way, the squabbling over what is and isn't a clone is really pointless. It
gains

> > no one anything.
>
> I for one think you all are the ones squabbling, I mentioned the word
> emulator and every one goes off. It's actually funny to some degree.
> However I won't be silent, don't like my views then please add me to
> your kill file. Aranym is functionally the same as magicmac as far as
> I am concerned, the only difference it is allows one to use mint. The
> bottom line is there is still an underlying OS the is completely not
> related to the Atari.

::chuckling:: Hey, I can't be squabbling, that was my first post for that thread!!! LOL

>
> > One of the messages commented about original OS's or something like that. Well, don't
> > forget that DOS has CP/M roots, and Apple stole the mouse/GUI idea from Xerox.
> >
> > What difference does it make which processor it runs on. Af far as I care, if the OS and
> > software runs "natively" on any processor without having to have a separate OS installed
> > (or pieces of it) it's a clone solely because Atari Corp didn't physically make the
> > hardware. And something like an Autoexec file doesn't count as an OS underpinning. After
> > all, we have the Auto folder that does essentially the same things for us that the
> > autoexec.bat file does for the MS DOS/Windows OS's. Remember FOLDERXXX.PRG to solve the
> > 40 folder bug? And other programs run via the Auto folder that get run via autoexec.bat on
> > MS machines?
>
> You can keep yapping about the past, it's also pointless.
> Milan, hades, DOS, GEM, whatever has nothing to do with my original
> comment that aranym is an emulator. Wake up people.
> Is it so hard to just agree that it is an emulator?

I hadn't been following much of anything lately regarding clones, emulators, etc. But I went and took a look at ARAnyM's site, and I agree with you, it's an emulator. Some part of Linux is required underneath ARAnyM for it to run.

That said, I think it boils down to just two conditions. Take the processor of your choice, motherboard of your choice, whatever is there that's hardware of your choice, if Aranym has to have Linux or part of some other OS installed before it runs, then it's an emulator. But, if ARAnyM did not need any part of any other OS to run on that very same set of hardware, then it's a clone.

Heh!!! It just occurred to me Lonny. There's probably at least one person out there who would insist that unless it was on a Motorola chip (68000) series, it would not even be a clone. And from there, you could say that a PPC based Mac isn't even a clone of the original 68000 based Macs. <G> Boy, could we really get an argument going there!

>
> > If everyone would have put as much effort in trying to get someone to buy an Atari system
> > as they have in this and other (essentially) meaningless discussions here, maybe the
> > computer would have survived.
> >
> > Just my 2 cents.
>
> Not so well spent.

Oh, I don't know about that. At least there's finally some spark and more messages in this newsgroup.

3026. Re: guitar processing software for Falc

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 00:00:34 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <pfpbru4ghvo2krtjc4o2eg641o1arvr8nd@4ax.com>
Source record: 31482

Hello,

On Tue, 22 Oct 2002 21:41:32 GMT, swampfax@atlantic.net (John Garone)
wrote:

> yup! I use the full version of Cubase but I believe Cubase Lite is free.
>Maby someone will post the URL.

You can find Cubase Lite at
http://music-atari.org/music/cubase/download.htm
but it don't work on Falcon ...

Best regards,
Paul CAILLET.

3027. Re: Hardware designed for TOS (Was: Wha

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 03:55:12 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10210222254500.23658-100000@www.coazter.com>
Source record: 31483

On Tue, 22 Oct 2002, GokMasE wrote:

> On 21 Oct 2002 20:15:55 , Frederic Fouche wrote:
>
> >I understood that the original idea about Aranym was exactly that, am I
> >wrong? Or is Aranym just an advanced "Basilisk" tailored for TOS?
>
> IIRC Aranym is depending on a linux kernel and its hardware
> drivers.

what happened to the windows version then?

3028. Used STBook for sale

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 04:49:20 UTC
From: droogfen@hotmail.com
Message-ID: <0210222149261@news.telus.net>
Source record: 31484

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1773851739

3029. Re: ATARI FALCON "EVOLUTION DINO DUDES" ON EBAY!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 05:23:48 UTC
From: nick@1632systems.co.uk
Message-ID: <ap5br4rgc1@thorium.cix.co.uk>
Source record: 31485

Would never have thought of describing this as rare... I have a couple of
hundred if anyone is interested... can make more as needed!!!!

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3030. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 06:08:46 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0210230805470.106-100000@hadesbox>
Source record: 31486

On Tue, 22 Oct 2002, Adam Klobukowski wrote:

> > NO! I'm not afraid of such things. Btw, what gave this impression?
> > Because I (and others) refuse to call a PC, Mac or whatever emulating
> > Atari/TOS an Atari/TOS clone?
>
> What is PC?
>
> Take modern CPU that is said to be compatibile wit i386. It does not run
> i386 command... starange? No, it interprates i386 commands and translates it
> into their native codes, then run it. It is most visible in Transmeta CPUs,
> I think that they have been asked to crate m68k compatibile layer to their
> CPUs but they are not interested.

For gods sake, how hardware work is NOT IMPORTANT!!! How many times do I
have to say that. I'm gonna stop posting to this thread after this
posting, ppl hear what they wanna hear, do all they can to justify
emulation. Oh my god....

>
> What does it mean? Truth lies in the middle. Even i386 CPUs emulate some
> things (take 8080 compatibility - it is all emulated), so Aranym is just an
> aditional EMULATION LAYER that creates a TOS compatibile PLATFORM.

Yes, and logical chips in Milan emulate MPF. But that is not the
motherf****ng point! The point is that this hardware was put together to
run TOS. Confusing, eh?

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

3031. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 07:53:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <007827b0@fmlynet.org>
Source record: 31495

FamilyNet Newsgate

> From: atarilp@hotmail.com (Lonny Pursell)
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:<00775e96@fmlynet.org>...
> [snip]
> btw, if you are tired of it then why start a new thread?
> Just let it go... do you really think you can get someone to change
> their way of thinking? I very much doubt it.

Lonny,

My apologies if you believed that my message was entirely and solely intended for you. Your name was included on the message for the sole purpose of continuity, flowing from one idea to another.

I realize that you have a one track mind, and for such over taxing of your brain I once again apologize. Go back to your over priced computer and your exclusive way of thinking, and know that your Hades will be and for always safe in your pocket of the world, in your city, and in that little place you call home.

You are also allowed to exclude people from your mailing lists based on your one track mindedness and exclusive thought. Heaven forbid we should share our toys or listen to the ideas of others.

Be well (pats Lonny on the head)... now run along and play....

More next message...

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3032. Atari OS for the Intel/AMD Hardware [A Programming Challenge]

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 07:54:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <007827b1@fmlynet.org>
Source record: 31494

FamilyNet Newsgate

Listening to good lot of people here, both those of the vintage crowd, and those of the non-vintage crowd, and hey, even Lonny, it would appear that the definition of a "clone" in a computer that runs an Atari OS SOLELY. This is understandable, and quite frankly, I would love to run an Atari OS solely on a AMD 1.2 ghz computer. Would be interesting. Maybe even effective.

While we have MagicMac and MagicPC, it is true, we always have to worry about the host OS giving out under the simulation. And the same goes for emulators.

With this thought in mind, I would love to encourage the programming community to make a stand alone operating system, making the Atari OS environment possible on the Intel/AMD platform. And an eventual goal would be to make modules that would translate for blitter and motorola processors to allow for older programs to work.

With this, the Atari OS can go from a computer owned by a few to a OS that will be another choice (though a choice behind the technology curve granted) along side Windows, Linux, Unix, Dos, GEM, etc.

I know I don't have the know how to do this, but would love to hear any comments on this.

Be well everyone,

Doctor Clu
Atari user from Dallas, TX-USA

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3033. Re: Hardware designed for TOS (Was: Wha

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 10:05:03 UTC
From: gokmase@fakenet.se
Message-ID: <ap5s8aggs1@green.tninet.se>
Source record: 31487

On 22 Oct 2002 22:55:12 , Frederic Fouche wrote:

>> >I understood that the original idea about Aranym was exactly that, am I
>> >wrong? Or is Aranym just an advanced "Basilisk" tailored for TOS?
>>
>> IIRC Aranym is depending on a linux kernel and its hardware
>> drivers.
>
>
>what happened to the windows version then?

Unless I am mistaken it needs cygwin to work.

/Joakim

3034. STinG:BADHANDLE

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 11:12:50 UTC
From: Dimitri Junker <news@Dimitri-Junker.de>
Message-ID: <231020021213320i2C00245X58D90086F7@onlinehome.de>
Source record: 31488

Hallo
Leider kann ich mein eigenes Programm immer noch nicht selber testen, da sich STING weigert bei mir zu funktionieren. Zwei ß-Tester haben mir folgendes Problem gemeldet. Beim Laden der Gruppenlister per NNTP Befel LIST tritt ein Abbruch auf.
Es passiert folgendes, ich hole einen Block nach dem anderen vom Server und schreibe ihn gleich auf Platte. Jeden Block hole ich so:
Zuerst warte ich bis etwas da ist, max aber 3min:

```
while(labs((lenPrt=CNbyte_count(SocketHandle))+1)==1 && time(NULL)<to);
```

Das seltsame Konstrukt am Anfang dient dazu -2 (E_NODATA? und 0 gleich zu behandeln. In to steht die Abbruchzeit.
Dann lade ich den Block per:

```
CNget_block(SocketHandle,recBuf->ptr+len,(int)lenPrt);
```

auf die Art werden mal 30kB mal 100kB übertragen, grundsätzlich funktioniert es aber. Doch dann gibt CNbyte_count plötzlich Fehler -9 also:

```
#define E_BADHANDLE -9 /* Bad connection handle used. */
```

zurück. So wie ich es verstehe müßte sich also SocketHandle verändert haben, z.B. durch einen Speicherfehler, dies ist aber ausgeschlossen, da laut LOG-File sich der Wert nicht verändert hat. Wie kann es also sonst zu dieser Fehlermeldung kommen?

Dimitri

3035. Re: guitar processing software for Falc

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 11:40:44 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <7e2drus66ui5vvk67ni4u3hnuifo37hhq2@4ax.com>
Source record: 31489

Just so I get this right John, you can plug a guitar into the falcon,
and using cubase to moniter, play the guitar with effects, live, or do
you mean record the input into cubase, and apply effects that way.

Thanks.... Rob

On Tue, 22 Oct 2002 21:41:32 GMT, swampfax@atlantic.net (John Garone)
wrote:

>On 22 Oct 2002 11:49:58 , Steve Stupple wrote:
>>In article <qB1t9.37$a81.29798@news1.atlantic.net>, John Garone
>><swampfax@atlantic.net> writes
>>>Hi Steve,
>>> If I understand your question correctly, any audio can be sent to the
>>>Falcon stereo audio inputs and be prcessed by Cubase, etc., direct to the
>>>hard drive while the Falcon outputs are monitored. Programs including
>>>Aniplay will play a number of different audio file extensions through the
>>>Falcon audio outputs to any amp! No extra hardware needed!
>>>
>>>John G
>>
>>So all I really need is some good audio processing effects software:))
>>
>>--
>> Cheers! For Now
>> Steve <>< * * *
>
> yup! I use the full version of Cubase but I believe Cubase Lite is free.
>Maby someone will post the URL.
>
>John G.
>

3036. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 12:16:21 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ap63ulomr1@nets3.rz.RWTH-Aachen.DE>
Source record: 31491

In article <Pine.MNT.4.31.0210230805470.106-100000@hadesbox>,
<ozk@atari-RULES.org> wrote:
>
> Yes, and logical chips in Milan emulate MPF. But that is not the

This does not matter at all, but the MFP is not emulated on the Milan -
there is a real MFP chip on the board. The PSG is partly emulated.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

3037. [PROG] Need testers for video related programs.

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 12:23:16 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <kb46pa.6v.ln@127.0.0.1>
Source record: 31490
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 2 simple programs using system functions to access the video hardware. One uses the VDI, the other uses the XBIOS: http://membres.lycos.fr/pmandin/download/video1.zip (98Kb).

I would like people to test them, specially if you have non standard video hardware (VDI, clones, external video board, Blowup, ScreenBlaster, etc...).

If you want to do a report, please give a maximum of infos about your machine: (ROM, VDI, hardware extensions, cookies present, etc...).

I need documentation for this:
- MVDI (Milan VDI with XBIOS extensions). I have a simple doc, but there is no info about how to detect if it is present or not.
- NOVA (Nova VDI with XBIOS extensions). I do not have any doc, if you have it, send it to me.
- Blowup, ScreenBlaster, others screen enhancers: Send me docs.

The goal is to add support for these extensions in SDL.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3038. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 12:40:29 UTC
From: rand@cd.chalmers.se
Message-ID: <ap65bt$22q$1@nyheter.chalmers.se>
Source record: 31492

In article <ap4jfqnco1@news.asu.edu>,
DAVID L. ORMAND <dlormand@aztec.asu.edu> wrote:
>
>>The day you can boot the PC straight into TOS, (alright, I'll take a PC
>>TSR to remap hardware if needed,). that'll be the day.

There is work being done on a bootable CD that will allow you to do
just that with ARAnyM. The 'TSR' in question will be a Linux kernel.

>>I understood that the original idea about Aranym was exactly that, am I
>>wrong? Or is Aranym just an advanced "Basilisk" tailored for TOS?

Well, the CPU emulator and JIT compiler are mostly the same as in
in BasiliskII (and UAE and Amithlon for that matter).

>The way I understand it, that's exactly the goal. Aranym running on top of
>Linux is merely an interim step. Aranym running on top of Linux is an

Not really.

Writing a new set of actual hardware drivers would simply be insane.
Besides the obvious problem that not everyone has the exact same
hardware, there is not even documentation available for everything.
Not to mention hardware dependence, development time, performance etc.

Why would it matter that a driver is called via a standardized
interface (Linux, or whatever) rather than via something similar that
we have written ourselves?

>emulator. Aranym running natively on Intel silicon is more than an emulator.

ARAnyM is running natively on AMD/Intel silicon, and on Sun silicon,
and on MIPS silicon, and on PPC silicon...

No one is arguing that ARAnyM does not emulate 68k instructions (it does
not, however, emulate any actually existing 68k CPU, even though it is
mostly an '040). It obviously does that (well, not all the time if you
use the JIT compiler).

It even emulates some Atari hardware, though not really any actual
Atari machine. Mainly to be able to boot TOS 4.04.
All of that could be thrown out, however, if we provided a few more
NatFeats (Native code features accessed via normally illegal
instructions. This is how the accelerated graphics, sound, etc already
works.) and modified EmuTOS appropriately.
So, ARAnyM+EmuTOS could be TOS compatible without emulating a single
piece of Atari hardware. Obviously this does not work for software
that goes straight to the metal, but that problem is not specific

to a virtual machine.

>and misses the point. The important point is that an Atari OS (whether or not
>the Atari OS was ever "pure" to begin with, or whether or not a bona-fide

Comparing GEMDOS with MSDOS int21 is kind of interesting. They mostly
even have the same function numbers for equivalent functionality! ;-)

You might consider TOS an MSDOS clone (or perhaps they are both
really CP/M clones).

Of course, you can easily argue that neither MSDOS nor TOS is an
operating system to begin with. Program loader and function library
covers their functionality pretty well.

>Atari TOS version (M68K binary) is involved) is operating the underlying
>hardware on its own, without the assistance of some other OS. Secondarily,

No modern operating system is handling any significant amount of
hardware on its own. That is left to device drivers.
For some operating systems, those device drivers are (or at least can
be) user mode processes. The device drivers might be implemented in
interpreted BASIC if the developer thought that was a good idea for
some reason.

>having applications running natively on the hardware is an important goal,

Among the ARAnyM developers, I've been pretty much alone in arguing
for native code support in applications, actually.

>acceptable option for a primary-use OS. An OS is supposed to operate the
>hardware, directly.

How would you notice?
A bootable Linux/ARAnyM CD could be configured so that you would have
no way whatsoever to find out there was a Linux, or even a non-m68k
CPU, somewhere inside the computer running your Atari programs.

>most people, an Intel-based platform running an Atari-derived OS is acceptable,
>and still preferable to emulators.

I really doubt most people value TOS itself above their applications.
If someone does, he should be just as happy with MSDOS (and PC-GEM if
he's into GEM applications) unless he's an assembly programmer.

>Now, if my understanding of Aranym is wrong, or if the Aranym developers have
>tacitly opted to drop the long-range goal of running natively in favour of the

ARAnyM itself will always run natively (well, unless you run it under
an emulator ;-). It does not contain any operating system that could
run natively or otherwise (although it could be bundled with EmuTOS,
but see below).

There has never, to my knowledge, been any plans to run native code
applications under ARAnyM.

(The PC-GEM folks have been talking about adding m68k support, though,
so you might be interested in checking that out.)

>easier status-quo of running on top of Linux, then Aranym is an emulator,

An emulator of what? ;-)

>period. And I'm still waiting to run an Atari-derived OS on my cheap peecee.

Since TOS really does not do much worth mentioning, it is pointless
to compile it for x86 if your applications are m68k code. The slowdown
from running it under emulation is miniscule, assuming a few native
code device drivers (mainly graphics).
TOS itself, being mainly a function library, has no concept of device
drivers, of course...

Anyway, it sounds like you might be happy with PC-GEM.
The hardware support is of course lacking, for reasons as above.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3039. Neodesk

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 13:14:46 UTC
From: Jon <jonm@pclv.com>
Message-ID: <ahxt9.61328$o.328128@news1.west.cox.net>
Source record: 31493

Anyone out there have Neodesk and would like to part with it?

3040. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 13:49:34 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3DB6A8EE.4050803@wanadoo.be>
Source record: 31396

Hallvard Tangeraas a ï¿œcrit:

>I've just got myself a new Mac (PowerMac 9600 with a G3 processor
>upgrade), to replace my good old Quadra 840av (68040 processor).
>
Very good choice my friend !

>I've been using MagiCMac on the Quadra, but since it's an old version
>(2.2.1. I think) it doesn't work on anything higher than MacOS 7.x, so
>I've had two operating systems installed on the Mac: 8.1 and 7.6.1.
>
>Now, with the new PowerMac I'm having trouble installing 7.6.1. for some
>reason -each time I try, the installation program crashes, so perhaps it
>won't work. Someone told me that I'd probably need a minimum of MacOS 8
>on a G3 equipped Mac, so if that's the case (I'm currently using MacOS
>9.1. on it)
>
This guy was right .... you need something much stronger to drive
your G3 ......
But why the hell would you like to continue to use 7.6 ??????????????
(MagiCMac of course ..... but it seems stupid ...... read after please)

> I'll have to upgrade MagiCMac which I was hoping to avoid (I
>don't use it that much and really don't want to spend much more money on
>it)... but in case I do have to upgrade, does anyone know how much it'll
>cost to upgrade from my current version to something that works with
>MacOS 9.x?
>
If you already own a previous version not so much I think ...... just
look at the ASH page:
http://www.ash-software.de/atari/

But you must know it's also possible to run OSX on your machine with a
minimum of hassle installing XPostFacto which will allow your "old"
computer to run the new system ...... Only you must have a compatible
graphic card like an ATI Radeon or older 128 one.
It already exist an OS X version of MagiCMac ......
BUT don't expect to run any musical application using MIDI interface
.... a pity but that's all you won't be able to use.
MagiCMac is great at using Calamus and everythingelse ....
If you need more information let's talk I'm using a 8600 which is the
same computer than yours excepting I only have 3 PCI slots and I have
Audio + Video Inputs and Outputs that the 9600 don't.

Jo

For XPostFacto 2.2.4:
http://www.versiontracker.com/moreinfo.fcgi?id=11168&db=mac

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3041. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 14:00:56 UTC
From: Ctirad Fertr <phanatic@SPAM>
Message-ID: <ap6a25$2ncn$1@news.vol.cz>
Source record: 31397

> Yes, and logical chips in Milan emulate MPF. But that is not the
> motherf****ng point! The point is that this hardware was put together to
> run TOS.

Very well said. Anyone can buy a PC components and put them together to
have an Aranym box. One can also to found a company which will sell PC
machines with
preinstalled Aranym OS.

Or do you want to say that Milan is more than an bunch of PC technology and
some standard PLD devices with specially written TOS on the top ?

Ctirad

3042. Re: Atari OS for the Intel/AMD Hardware [A Programming Challenge]

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 14:07:41 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <ap6afenul1@ns.felk.cvut.cz>
Source record: 31398

On Wed, 23 Oct 2002 07:54:44 +0000, Greg Goodwin wrote:

> I would love to run an Atari OS solely on a AMD 1.2 ghz computer. Would
> be interesting. Maybe even effective.

if you don't mind that no applications would be available then simply port the EmuTOS (it's mostly C code now, so a recompile might work for most parts) and you're done. Oh, well - missing hardware drivers. You might spend some time by writing drivers for your hardware - just like Linus did in 1992 (?) for this PC 386 with IDE drive and VGA card. Or you may realize that using someone's else work is a cool idea and use the linux kernel thingy to drive the underlying hardware for you. It would save you about 10-20 years of development time.

> While we have MagicMac and MagicPC, it is true, we always have to
> worry
> about the host OS giving out under the simulation.

Perhaps selecting a good and stable host OS would stop you from worrying?

> With this thought in mind, I would love to encourage the
> programming
> community to make a stand alone operating system, making the Atari OS
> environment possible on the Intel/AMD platform. And an eventual goal
> would be to make modules that would translate for blitter and motorola
> processors to allow for older programs to work.
>
> With this, the Atari OS can go from a computer owned by a few to a
> OS that
> will be another choice (though a choice behind the technology curve
> granted) along side Windows, Linux, Unix, Dos, GEM, etc.
>
> I know I don't have the know how to do this, but would love to hear
> any
> comments on this.

I think you have basically listed the goals of one camp in the Aranym project. As Johan mentions in another message of this thread, running native applications under Aranym has been/is considered. Some people are not ready for the switch yet, some were since the beginning.

It depends - without JIT the CPU emulation might have been slower a bit but now, with JIT, there's no longer a problem with the speed so it's a question if native applications are really required. Maybe when the user base of aranym is large enough they'll start asking for native apps. Let's see what future will bring. We didn't close any doors, everything is open

for future (even the source code :)

Petr

3043. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 16:04:53 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fkioo7.ena8l11h1fmqN%NOSPAMS@wanadoo.fr>
Source record: 31400

Jo Vandeweghe <dipching@wanadoo.be> wrote:

Hi Jo,

> > I'll have to upgrade MagiCMac which I was hoping to avoid (I
> >don't use it that much and really don't want to spend much more money on
> >it)... but in case I do have to upgrade, does anyone know how much it'll
> >cost to upgrade from my current version to something that works with
> >MacOS 9.x?
> >
> If you already own a previous version not so much I think ..... just
> look at the ASH page:
> http://www.ash-software.de/atari/
>
> But you must know it's also possible to run OSX on your machine with a
> minimum of hassle installing XPostFacto which will allow your "old"
> computer to run the new system ..... Only you must have a compatible
> graphic card like an ATI Radeon or older 128 one.
> It already exist an OS X version of MagiCMac .....

There are just a little problem this version is 7 or 10 times slower
than the version under MacOS 9.x, for example it's not enough for play
divx files. Under MacOS X now Aranym seems a better solution.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3044. Re: Hardware designed for TOS

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 16:04:54 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fkip3y.1g08w058ufo74N%NOSPAMS@wanadoo.fr>
Source record: 31399

Pascal Ricard <nospam@mydomain.thanx.invalid> wrote:

> Hello,
>
> in article <3db5626a$0$17655$6d5eecc5@news.eurekanet.com>
> (comp.sys.atari.st) Dan A wrote on Tue 22-10-2002 10:42 (-0400):
>
> > No one had received a CT60
>
> Not yet, that's right, but I'm confident.

Rodolphe search always to fix the bug with the arbitration (between the
060 and the motherboard).

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3045. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 16:22:23 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3DB6CCBF.6010509@wanadoo.be>
Source record: 31401

Didier MEQUIGNON a ï¿œcrit:

>There are just a little problem this version is 7 or 10 times slower
>than the version under MacOS 9.x, for example it's not enough for play
>divx files. Under MacOS X now Aranym seems a better solution.
>
>Regards,
>
>Didier.
>
>
>
The future will say if yes or no the MagiCMac OS X will take advantage
of this new OS .....
But I agree, as slow is Mac OS X MagiCMac for this os won't be fast :)

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3046. Re: Neodesk

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 16:27:47 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1035390467@news.frii.com>
Source record: 31402

On Wed, 23 Oct 2002 13:14:46 GMT, "Jon" <jonm@pclv.com> wrote:
> Anyone out there have Neodesk and would like to part with it?
>
>
You might check Gribnif's website, http://www4.pair.com/gribnif/, Dan may have original packages still for sale.

Ken

3047. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 18:59:04 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <ap6rhp$tc5$1@ns.felk.cvut.cz>
Source record: 31406

On Wed, 23 Oct 2002 16:24:56 +0000, Hallvard Tangeraas wrote:

> The download link from that page didn't work

what do you mean by "didn't work"?

Petr

3048. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 19:25:06 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fkixp1.nzse5rdbhmtaN%NOSPAMS@wanadoo.fr>
Source record: 31407

Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:

> Didier MEQUIGNON <NOSPAMS@wanadoo.fr> wrote:
>
> > Jo Vandeweghe <dipching@wanadoo.be> wrote:
>
> > > But you must know it's also possible to run OSX on your machine with a
> > > minimum of hassle installing XPostFacto which will allow your "old"
> > > computer to run the new system
>
> > There are just a little problem this version is 7 or 10 times slower
> > than the version under MacOS 9.x, for example it's not enough for play
> > divx files. Under MacOS X now Aranym seems a better solution.
>
> I haven't really looked into Aranym, but checked out the website
> (http://aranym.sourceforge.net/) and it all looks pretty interesting.
> I don't have MacOS X, but perhaps it'll work under MacOS 9.1?

Aranym need an Unix machine.

> The download link from that page didn't work -are there other locations
> for a Macintosh executable download?

Binary arrive

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3049. Clones/emulators etc.

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 20:04:08 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3db700b8$0$248$4c56ba96@master.news.zetnet.net>
Source record: 31409

Hi All,

There's been a lot of postings recently on emulators, clones etc. As I understand it there is no way to run any of the dongle protected programmes such as Cubase with an emulator.

The dongle port and built in MIDI interface is an important feature of the Atari. My Hades has a card which takes the dongles and Cubase runs a treat on it (not sure about Cubase Audio, but I think it is possible at a price).

To me no emulator can be considered an "Atari" unless it fulfils the basic functions of an Atari. Can it be done with Aranym ? Will it be possible on the Coldfire ? (I do hope so).

Cheers

Paul

3050. Misc ST HW + SW For Sale

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 20:18:53 UTC
From: fmh@netzero.net
Message-ID: <NuDt9.6291$m4.681780@newsfeed.slurp.net>
Source record: 31410

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmh@netzero.net for
more info.

Last updated 10-23-02

HARDWARE

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $25.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $5.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $10.00 each.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*

Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Annex by D. Pritchard. An DOOM Alien shootem up game.
Docs, disk $5.00

Bridge 4.0 by Artworx. A comphrehensive contract bridge-playing
program. Box, docs, disk $5.00

Captain Blood by InfoGrames. An involved space game of exploration.
Box, docs, disks. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Leather Goddesses of Phobos by Infocom. The famous text adventure
program. Comes complete with box, disk, docs, 3D Comic Book,
3D Glasses.... $15.00

Magical Math by Atari. The scholastic series math tutor program
starring Bentley Bear. Box, Docs, Disk $5.00

Mickey Mouse The Computer Game by Gremlin. Help Mickey rescue
Merlin's Magic Wand in the enchanted Disney Castle.
Box, docs, disk. $5.00

NightBreed by Ocean. A game based on a Clive Barker book/movie.
Box, docs, disks. $5.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $5.00

Planetarium by Atari. The scholastic series observitory in your
own house. One of the better if not best scholastic programs by
Atari. Comes with box, docs, and disk. $5.00

Quartet Gold by Red Rat Software. 4 games in this box, Pengy,
Cosmos, Screaming Wings, The Secret of Steel. Pengo
clone, Galaxian Clone, 1942 Clone, and a graphical adventure.

Box, docs, disks. $5.00

Renegade by Mastertronic. A Star Raiders type space shooter
type game. Manual and disk. $4.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Sinbad and the Throne of the Falcon by Cinemaware. Docs and disks $5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks. $5.00

Stir Crazy by InfoGrames. A 6 Games in 1 adventure featuring
BoBo the prisoner. Box, docs, disks. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Transartica by Silmarils. A Falcon030 game where you are
the captain of the a Train on the frozen planet. Docs, Disks. $15.00

Xevious by Mindscape. The famous arcade game. Box, Disk, Docs $5.00

MISC SOFTWARE

Copy II ST by Central Point Software. Make backups or copies
of most ST floppies even protected disks. Manual and disks $5.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual. $5.00

DC Shower by Double Click Software. Replaces the TOS "Show" button
when double clicking on a file from TOS. Many different types of files
can be manipulated like graphics, compressed files, and HEX.
Docs and disk $5.00

Degas by Batteries Included. The classic graphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto

http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $30.00

Easy Draw by Migraph. A professional drawing program for the ST.
Features include multiple drawing windows, specific drawing area zooing,
desktop icons and much more. For color and mono systems.
Box, docs, and disks. $5.00

Flash by Antic Software. Complete Gem based telecomunications program.
Has VT-100, CIS, Vidtex Graphics capabilities and more.
Box, docs, and disk. $3.00

Image CAT by Wiz Works. The complete graphics cataloging system
for all Atari computers. Print a catalog of image files that you
have on your Atari or view the images on your screen. Docs and disk $5.00
MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
This is a boxed Atari version and not the pack in with the Falcon.
Comes complete with binder, manual, and on 720K floppies $15.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Box and disk $3.00

Stalker 3 by Gribnif Software. A great GEM based telecomunications
package. The most complete telecomunications and terminal program
produced for the Atari. Can be run as a desktop accessory which then
allows background downloading and more. Box, docs, disk $5.00

Thunder by Batteries Included. Sophisticated writing tools including
spell checker, speed-typing word expander & corrector, and statistics
on your document like the number or words, lines and more.
Manual and disk $5.00

Time Link by Batteries Included. A time management software package.
Keep track of appointments and see them by the day, week, month,
or year. Manual and disk. $5.00

True Paint by Oregon Research. A true color paint package fro the
Atari computers. Supports many file formats IMG, Degas, Neochrome,
IFF/ILBM. Targa, TIFF, GIF, JPEG and more. Works on all Ataris with
1 Meg of RAM or more. Box, docs, disks. $10.00

Ultimate Virus Killer by Oregon Research. Protect your ST and repair
progarms that were infected. Manual and disk $5.00

Wordflair II by Goldleaf Publishing. A very powerfull word processor,
desktop publisher, and document processor. There's almost nothing that
you can not do with the program. Requires GDOS or NVDI.
Box, docs, and disks $10.00

WANTED

MagiC Mac Ver 6.XX
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,
OS/2, Mac, BeOS, NeXT, and Amiga. If interested please request a list.

3051. FS: Falcon hardware

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 20:29:16 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <ap70qsjel1@tyfon.itea.ntnu.no>
Source record: 31411

```
* Afterburner040 with 32Mb RAM. Still the fastest!
* Eclipse graphics card.
* Nova Falcon graphics card.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

3052. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 20:53:33 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0210232253150.122-100000@hadesbox>
Source record: 31412

On Wed, 23 Oct 2002, Ctirad Fertr wrote:

> > Yes, and logical chips in Milan emulate MPF. But that is not the
> > motherf****ng point! The point is that this hardware was put together to
> > run TOS.
>
> Very well said. Anyone can buy a PC components and put them together to
> have an Aranym box. One can also to found a company which will sell PC
> machines with
> preinstalled Aranym OS.
>
> Or do you want to say that Milan is more than an bunch of PC technology and
> some standard PLD devices with specially written TOS on the top ?
>

I give up. Have a nice day.

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

3053. Re: guitar processing software for Falc

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 21:48:10 UTC
From: swampfax@atlantic.net
Message-ID: <uOEt9.14$s5.19427@news1.atlantic.net>
Source record: 31413

On 23 Oct 2002 11:40:44 , Rob wrote:
>Just so I get this right John, you can plug a guitar into the falcon,
>and using cubase to moniter, play the guitar with effects, live, or do
>you mean record the input into cubase, and apply effects that way.
>
>Thanks.... Rob
>
>
>

Hi Rob,
The Falcon audio input would need to be fed by the audio out of an amp, mixing board or other source (such as standard outputs with 1 or .7 volt) that is fed by the guitar. As far as effects go, I never used Cubase for that so I'm not sure if it's effects work for audio, MIDI or both! Maby someone else can give that answer.

John G.

3054. winston

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 22:41:23 UTC
From: jota <jorge.vergara@chile.com>
Message-ID: <ap9su6$3hu$1@news1.nivel5.cl>
Source record: 31429

Hello!! I am of chile and need an emulator winston for windows 98 thanks

jorgevergaras@hotmail.com

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.406 / Virus Database: 229 - Release Date: 21/10/02

3055. Re: Clones/emulators etc.

Newsgroup: comp.sys.atari.st
Date: 2002-10-23 23:04:28 UTC
From: Ctirad Fertr <phanatic@SPAM>
Message-ID: <ap79tp$9mc$1@news.vol.cz>
Source record: 31414

```
> There's been a lot of postings recently on emulators, clones etc. As I
> understand it there is no way to run any of the dongle protected
> programmes such as Cubase with an emulator.
```

There are two possible ways how to use dongle keys on machines without ROM port.
First way is to use an ISA/PCI/VME ROM port adaptor. Second way is to simulate the dongle key (e.g. grab it into binary file if it's a kind of (E)(P)ROM and then map this file ROM port memory area).
And, of course, third possibility is to modify a program itself to be able to work without dongle key (read: use a cracked version).

```
> To me no emulator can be considered an "Atari" unless it fulfils the
> basic functions of an Atari.
```

```
Actually, any well written ST emulator can run all ST software as well as
the real ST machine, or even better, because you can to switch between
various setups/TOS ROMs/etc easily. That is, because the goal of emulator is
to emulate every aspect of the original *hardware*, even with the
unoficcial/undocumented "features" usually used by demomakers or game
makers.
```

However, Aranym philosophy is completely different. The goal is not to emulate original Atari hardware. It's about forwarding TOS OS calls directly to hardware drivers. In fact the goal is to write an portable TOS compatible OS with built-in 68k emulation for "old" Atari/TOS applications.
That's not all, though. It's also about adding a new features into this OS. Do you want multiple audio inputs/outputs with 24bit samples support ? Do you want multiple video output ? Do you want hardware OpenGL ? Do you want USB, FireWire, TV card, or even VST like plugin system ? Let's design an easy-to-use and efective API for these features and add them into Aranym OS.
Aranym is the first (and also the last!) chance for Atari/TOS users to have an modern opensource OS runnig on a most modern hardware. It allows anyone to add a new features directly into OS. It's open.

```
> Can it be done with Aranym ? Will it be
> possible on the Coldfire ? (I do hope so).
```

I doubt. These appliactions depends so much on original Atari hardware (real or emulated).
I have many experiences with CAF and Digitape2. They are excellent when run on a falcon, but nowdays I no more want to reboot into "clean" TOS. I also don't wan to partition 80GB harddrive onto many 500MB partitions in archaic FAT16 filesystem to make this software happy. I would rather to see something new, fresh and modern.

Ctirad

3056. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 00:48:07 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-B8C7F2.20480723102002@news21.bellnet.ca>
Source record: 31415

In article <1fkiqvv.1s3j3hu1b15hs0N%northstar2010@_del_ete_yahoo.no>,
northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas) wrote:

> I already know about XpostFacto though, and have downloaded it just in
> case. But for now I think MacOS 9.1 does what it's supposed to. I
> already have a much more efficient machine than the old Quadra 840av
> (which I still think is a good machine by the way!). I might upgrade to
> MacOS 9.2 though as a more experienced Mac user than me has recommended
> this, and it's apparently free.

you'll have to note that 9.2 won't run on your machine unless you do
some hacking or run it within OS X 's Classic layer - Apple purposely
engineered it so that it'll only run on Macs with a built-in G3 and up.
I tried installing 9.2 on the UMAX and had it completely crash the
machine so hard I spent hours slowly getting the drives to remount by
re-installing the drivers from 9.1 .

I'd suggest if you do want to run OS X get 10.2 (Jaguar) running on
your machine, I've been running it for about a week now and it's fast
and VERY stable. Use XPostfacto 2.2 for now, though, as there's a bug
that causes a kernal panic upon boot on later versions. BTW, Ryan
Rempel, the guy who does XPostFacto, is a real cool guy to have figured
out how to get past Apple's roadblocks to prevent OS X to boot on older
machines like your 9600 and my UMAX J700, I'm sure Steve Jobs probably
has him marked for death :) I met Ryan at Macworld NYC last July, he's
pretty knowledgable.

To get back on topic for the NG, though, it's interesting to see that
Apple finally got to play catchup to get an OS as good as MagiC 6 . Now
if only they could've figured out how to get it in 200MB of hard drive
space and 4MB of RAM like MagiC 6 did on my Ataris :)

I didn't know that someone's porting Aranym over to OS X - cool! I
want to check this out just to see if I can get Edith running under
Jaguar.....

3057. Re: ATARI FALCON "PNIBALL DREAMS" ON EBAY NR!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 04:36:48 UTC
From: nick@1632systems.co.uk
Message-ID: <ap7tf2bar1@thorium.cix.co.uk>
Source record: 31416

It should be Pinballl hmm

and again

Would never have thought of describing this as rare... I have a couple of
hundred if anyone is interested... can make more as needed!!!!

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3058. Re: ATARI FALCON 030 ISHAR & ISHAR TRILOGY!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 04:37:25 UTC
From: nick@1632systems.co.uk
Message-ID: <ap7tg6bau1@thorium.cix.co.uk>
Source record: 31417

Why is it just the stuff i have copyright in?

Would never have thought of describing this as rare... I have a couple of hundred if anyone is interested... can make more as needed!!!!

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3059. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 04:46:30 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3DB77B26.1080701@wanadoo.be>
Source record: 31418

Hallvard Tangeraas a ï¿½crit:

>I might upgrade to
>MacOS 9.2 though as a more experienced Mac user than me has recommended
>this, and it's apparently free.
>
Yes but don't do ..... You won't win anything and will have to use a
patch again for nothing .... it's rather designed to use together with
OS X ....

Jo

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3060. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 04:49:17 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3DB77BCD.5040307@wanadoo.be>
Source record: 31419

Daniel Dreibelbis a ï¿œcrit:

>Use XPostfacto 2.2 for now, though, as there's a bug
>that causes a kernal panic upon boot on later versions.
>
2.4 is out and nomore problem. That was the link I gave my friend !

Jo

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3061. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 06:28:26 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <ap83ua$19tk$1@ns.felk.cvut.cz>
Source record: 31420

On Wed, 23 Oct 2002 20:23:16 +0000, Hallvard Tangeraas wrote:

> Looks like the emulator is UNIX based. I was hoping for different
> executables for different platforms, in my case MacOS 9.
> And since I don't run UNIX/Linux etc. on it I probably won't be able to
> use it -is this correct, or am I missing something?

You're missing two things:

1) aranym is not unix based. Simple proof: it runs also on Microsoft
Windows.

2) You are actually going to run Unix, even if it's called Mac OS X.
Inside it's true Unix.

Petr

3062. New on TAMW: PULSAR ver 2!

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 07:15:42 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0210232315.39605329@posting.google.com>
Source record: 31421

Hi All

Looks like lots of releases this month.

Neil Wakeling and I have been beta testing a new version of PULSAR, so it is now in version 2. Lots of new features. Its amazing we are still coding for our platform!Neil has put in over 30-40 hours on this new version. Please visit my newly created page and help yourself to the new PULSAR: the Analog Sequencer Simulator!

http://tamw.atari-users.net/pulsar.htm

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

3063. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 10:28:04 UTC
From: <>
Message-ID: <1035534794-68492AEicMi@ntlworld.com>
Source record: 31443

From: Daniel Dreibelbis <dreibel@sympatico.ca>
Date: Wed, 23 Oct 2002 20:48:07 -0400

>> (which I still think is a good machine by the way!). I might upgrade to
>> MacOS 9.2 though as a more experienced Mac user than me has recommended
>> this, and it's apparently free.
>
> you'll have to note that 9.2 won't run on your machine unless you do
>some hacking or run it within OS X 's Classic layer - Apple purposely

Download the utility from http://www.macos9forever.com (I hope I've
remembered the URL correctly).

I used it to install OS9.2.2 on my Umax Pulsar.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3064. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 15:30:56 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3db810a9$0$17645$6d5eecc5@news.eurekanet.com>
Source record: 31422

Lonny Pursell <atarilp@hotmail.com> wrote in message
news:45bf3e0.0210221149.4aa6e97@posting.google.com...
> "Dan A" <artdept@coinboards.com> wrote in message
news:<3db5626a$0$17655$6d5eecc5@news.eurekanet.com>...
> > Lonny Pursell <atarilp@hotmail.com> wrote in message
> > news:45bf3e0.0210220044.6221ebf3@posting.google.com...
> > > "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> > news:<00775e96@fmlynet.org>...
> > > > FamilyNet Newsgate
> > > >
> > <big snip>
> > > > Now while an AMD can never be a vintage computer, to simply
cast it
> > off as
> > > > "not good enough" because it was "made for something else" is a
crock!
> > You
> > > > want an open market? You want to show how good the Atari OS is? Be
> > more
> > > > accepting of other possibilities.
> > >
> > > I never said it was a crock, if an emulator (aka fake atari on a host
> > > system) is what you are after, fine. Whatever, but I will not accept
> > > it as a platform
> > > or as a clone. Apparently some people are so desperate for something
> > > their judgement gets warped. I feel sorry for some of you.
> >
> > This is one of the most flame ridden things I've seen from you in awhile
lp.
>
> As is your post and the previous one from you in another thread...
>

If I was having a bad day and took more out of your message than I should
have. Please accept my apology.
I don't hate you. I like you and respect you, I've known you for years. I
don't agree with your reasoning though.
Several people don't agree with your reasoning. Your message stated people
that don't agree with your reasoning are desperate and warped.

You don't accept it as a platform. Fine. I really would have thought that
a PowerPC or Athalon MiNT box would have been right up your alley. If you
look at the developers and users that is what we are talking about,
they are MiNT users. Have been MiNT users and in many cases active MiNT
developers. It fits right in

with the MiNT philosophy being open source and adds in the new case of open
hardware.

>
> > People want a fast atari desktop.
> >
> > Last I looked...
> >
> > They were making no more Hades
>
> And that has what to do with my orignal post?
>
> > Last I looked...
> >
> > No one had received a CT60
>
> That's my faults?
>
> > Last I looked...
> >
> > ACP was not shipping a board
>
> And it my never, so what? What has it to do with my orignal post?
>

Your line was
' Afraid to spend money on a real toy?'

These lines were here to say basically we can't spend money on a real toy.

If you are lucky enough to find a Hades in North America, you are going to
be
spending alot of money for an old used machine. They may go cheaper in
europe, but alot of us are not excited about spending 1 or 2 paychecks (or
more) for
a used machine. And that's taking into account they are about as common to
be found
for sale as winning the lottery.

The CT060 people have spent money for and right now it's over 6 months
behind delivery date.
I'm not saying he won't ever ship them, but you can't call anyone on the
phone and have them
ship you one today either.

ACP. I hope it succedes. I'd like to have one. But it's going to take
time before they are
available. And in case you missed it in the past, there will be a number of
people arguing over whether
it will be an "atari' or not.

>
> > I could go on.
>
> Please don't, your looking very ignorant from my perspective as it
> is...
>
> > I'll go back to what I said originally.
> >
> > Full 060's are a thing of the past and what ones exist are over priced
for
> > their performance.
> > Any future 'Atari' compatible hardware, is going to have to emulate they
> > system at some point.
>
> Yeah, duh! Did my original post claim otherwise? No.
>

So are we to state that the last and best atari clone was the Hades and
nothing else can ever be classified as such? I don't know if that's your
opinion or not. I get that impression from reading the thread.

> > There are major differences between a product like Aranym and a product
like
> > Steem.
>
> That I agree with. However it is still an emulator.
>

I don't agree with you based on a couple of basic points.

1. It is not intended to emulate the whole system. If everyone including
the developers etc were to classify it
as an emulator. I would be firmly of the opinion that it's close to the
worst emulator ever if we are stating it's
an ST emulator.

2. NATFEATS - Native Features. A driver etc does not need to be written for
the 68k cpu and run under the emulated CPU. It can run compiled for the
native architecture, whatever that may be. There has been talk in
the past of recompiling MiNT and others for the native hardware, so that it
would not run through the emulated CPU at all.

> > I feel a bit
> > sorry myself for someone that has such a need to claim they own the
fastest
> > atari possible, that they
> > are unwilling to see the differences.
>
> Where did I say that? I did not.
> I see the difference. I think it's sad that you have chosen to attack
> me when I've not said one bad thing about aranym, please re-read all
> my posts and you will find that all I said was that it is in FACT an
> emulator.

>

You quite voiciferously state your opinion that it's only an emulator. You
also quite
strongly state people who don't agree with that basically need to have their
heads
examined. Yes I've reread all your posts in this thread.

> > Maybe if you shut your iMac off for a
> > few days and went back to
> > using your Hades, you would be wishing for a bit more speed as well.
>
> That's a low blow, quite frankly uncalled for. So now you attack
> someone who actually put forth the effort to support Medusa. You are
> pathetic. Could you please go back to my original TINY post and just
> re-read it and see that all I said was that aranym is an emulator?
>
> Either agree that aranym is an emulator in it's current form and let
> it go at that, or redirect further offensive posts at someone who
> actually said something negative about aranym.

As I said at the top, if I was having a bad day and if took more out of your
message than I should have, then
accept my apology.

We disagree on certain things. My definition of a clone is much more loose
than yours. Your definition of what
is an emulator is much more loose than mine.

I didn't say you were crazy, warped or desperate. I did and do take
exception to your portrayal of people that
don't agree with you are crazy, warped or desperate.

For the record. I do not use Aranym. I do not develop Aranym. I do
believe in what they are trying to do.
Take a look at the developer list. It contains some of the most respected
programmers of recent years for
our platform. I view your constant dismissal of them and their efforts (re
read your posts in this thread) as
a bit of an insult to them.

This isn't a slam on ACP either. I respect them as well. Both groups have
set quite lofty goals, one or both of
which I plan to enjoy in the future.

A respectfully disagreeing,

Dan A
aka baldrick

3065. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 17:32:18 UTC
From: vdjole@EUnet.yu
Message-ID: <ap9aqtdro1@news.eunet.yu>
Source record: 31423

On 22 Oct 2002 23:34:54 , Ken Springer wrote:

>I hadn't been following much of anything lately regarding clones, emulators,
>etc. But I went and took a look at ARAnyM's site, and I agree with you, it's
>an emulator. Some part of Linux is required underneath ARAnyM for it to run.
>
>That said, I think it boils down to just two conditions. Take the processor
>of your choice, motherboard of your choice, whatever is there that's hardware
>of your choice, if Aranym has to have Linux or part of some other OS
>installed before it runs, then it's an emulator. But, if ARAnyM did not need
>any part of any other OS to run on that very same set of hardware, then it's
>a clone.

Btw. it is not always clear-cut whether there is an "underlying OS" on a computer. Take, for example, Digital/Compaq Alphas. They can run OpenVMS, Unices/Linux and WindowsNT4. Yet when they are powered-up they first wake into a "console" environment. Software ("firmware") creating this environment is distributed separately from any main OS, is loaded into a non-volatile RAM and it is practically an OS by itself, even having a CLI which recognizes a number of commands, some of them being:

alloc boot bpt break cat check chmod clear
cmp continue crash deposit dynamic echo edit element
eval examine exer exit false free galaxy gct
grep halt hd help info init isacfg kill
lfu line login lpinit ls man memexer memtest
migrate more net nettest prcache ps rm run
sa semaphore set shell show sleep sound sp
start stop test tr true up uptime wc

Only upon issuing the command "boot" is the main system started (it can be set to autostart, too).

One can notice that some of the above commands are more-less file-related, e.g. ls, cat, man... which operate upon items not related to main OS or its FS, so one could even say that there is an underlying FS. Some functions are network related and an Alpha can contact other nodes on the ethernet even before it is booted. But, surely, one would not say that an Alpha running e.g. OpenVMS is emulating anything.

So, I do not see that the existence of a bare-bones subset of Linux (which a user would probably never see at all, anyway) should present any problem regarding the *quality* of operation of ARAnyM. If ARAnyM's *functionality*, when a person wishes to use it in whatever way a "real" Atari can be used, is not worse than that of a ST, Falcon or a TT, then what does it matter (sort of a Turing test)? Really, it is not important at all whether it is a clone, an

emulator, all of that or neither, and we are all spending much effort in a rather pointless arguing, sometimes verging on insults.

BBtw. as an example considering the quality of "emulation" (or whatever it is called), and as I was mentioning Digital anyway, there is a software product named "charon-vax" which enables one to create a fully-functional (including hardware interfaces) MicroVAX 3xxx environment on an Intel box and run, e.g. the latest version of OpenVMS at multiple speed relative to the "original" MicroVAX. AFAIK the owner of OpenVMS (HP, formerly Compaq, formerly Digital) recognizes charon-vax as one of the "legal" platforms for running VMS and will gladly issue a VMS license for it.

cu

3066. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 18:34:05 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.30.0210241951370.1078-100000@feanor.schunter.etc.tu-bs.de>
Source record: 31424

Hi, Djordje!

DV> Really, it is not important at all whether it is a clone, an
DV> emulator, all of that or neither, and we are all spending much
DV> effort in a rather pointless arguing, sometimes verging on
DV> insults.

You're speaking very truely. The discussion has "boiled over", with no result.

There are two opposing groups regarding the definition of "Atari Clone" and there seems to be no way to merge their ideas.

My first attempt to "manipulate" this discussion failed (no references to my posting), so here is the second (and last) one:

One group says ARAnyM is an Emulator, while the other calls it Clone.

To me it is more than an emulator as it aims at reducing the underlying linux-OS to the minimum, making the machine boot right into an Atari-OS (TOS/EmuTOS/MiNT...). But it still is pure software, running on "AnyMachine".

Let's draw the line between HARDWARE-Clone and SOFTWARE-Clone (or VIRTUAL machine, which sounds more descriptive to me).

Then it's clear that those machines that were formally called Atari Clones (Medusa, Hades, Milan, Eagle) belong to the HARDWARE-Clone section while ARAnyM is a SOFTWARE-Clone (or VIRTUAL machine), which stresses that it is far beyond the scope of ordinary emulators, a new class of system (and probably the future...).

Regards,

Alexander

3067. ACOPY

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 19:44:06 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <a4Yt9.961$ko1.161506@kent.svc.tds.net>
Source record: 31425

Hi there.

Does anyone have a copy of this program they can zip me. Mine seem to be dead.

Thanks!

Donald

3068. Re: guitar processing software for Falc

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 19:53:05 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <oejgru4548tq3bc4ldpq6tbaq0dcgjcc65@4ax.com>
Source record: 31427

Hi John

I misinterpreted your cubase answer then.
I'd be interested in using the falcon as an effects engine, if I
could.
I don't have a guitar (yet) but I do have a mixer to supply the
correct signal level, though I'd be more interested in sending my
synths through it if at all possible.
So, along the lines of the original question, could I use the falcon
as a live (as in, not record the final result) means of effects.
(when I say not record the result, I mean,I don't want to have to put
the input signal onto the falcon's drive, and then play with effects
on the recorded material)

THANKS Rob

On Wed, 23 Oct 2002 21:48:10 GMT, swampfax@atlantic.net (John Garone)
wrote:

>On 23 Oct 2002 11:40:44 , Rob wrote:
>>Just so I get this right John, you can plug a guitar into the falcon,
>>and using cubase to moniter, play the guitar with effects, live, or do
>>you mean record the input into cubase, and apply effects that way.
>>
>>Thanks.... Rob
>>
>>
>>
>
>Hi Rob,
> The Falcon audio input would need to be fed by the audio out of an
>amp, mixing board or other source (such as standard outputs with 1 or .7
>volt) that is fed by the guitar. As far as effects go, I never used
>Cubase for that so I'm not sure if it's effects work for audio, MIDI or
>both! Maby someone else can give that answer.
>
>John G.
>

3069. Re: Hardware designed for TOS (Was: Wha

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 19:54:23 UTC
From: gokmase@fakenet.se
Message-ID: <ap9j4l$7br$1@green.tninet.se>
Source record: 31426

I think the important points are, that while aranym will be a perfect upgrade path
for some people, it is not ideal to others. The discussion of the perfect defenition
of what is a clone and what is an emulator, is not very interesting at the end of the day.

Those that wish to use a hardware solution where the CPU and other components are closer
to the original 68k boards will not be too interested in aranym. Likewise, for a variety of
reasons the opposite may be the case to some.

The major problem is IMO the great lack of respect for people opinions though.
We don't have to force our opinions on each others. Even if someone wouldn't like
emulators,
they might be fine for others. And even if someone would only consider aranym, they don't
have to
discourage ppl interested in 68k machines. Perhaps something that some of the aranym
coders might think about a bit..?

About the mailinglist, I completely agree with Lonny that aranym is not fit for the
Atari Clone mailinglist he set up. Why? Well, it was initiated in an effort to bring
owners of dedicated hardware to share knowledge about them in particular.
Simple as that.

Regards,

Joakim

3070. Re: guitar processing software for Falc

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 19:59:56 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0210242149250.91-100000@easymint>
Source record: 31428

On Thu, 24 Oct 2002, Rob wrote:

> So, along the lines of the original question, could I use the falcon
> as a live (as in, not record the final result) means of effects.
> (when I say not record the result, I mean,I don't want to have to put
> the input signal onto the falcon's drive, and then play with effects
> on the recorded material)
>
>
> THANKS Rob
>

I know that the same DSP chip that is built into the Falcon was also used
in some stand alone
digital FX processing equipment. I don't know if someone ever developed
software for the Falcon to turn it into such a machine.

I think the full potential of the DSP chip hasn't been used as much as it
deserves by programmers. Cubase Audio was a good example. Aniplayer can
make good use of it. ACE MIDI is also a more recent good example of what
the DSP chip can do. A stand alone real time FX processor should be
possible, but hasn't been done yet as far as I know.

Martin Tarenskeen

3071. WTB: Graphics card for VME bus (STE)

Newsgroup: comp.sys.atari.st
Date: 2002-10-24 22:54:23 UTC
From: Paolo <p.defelice@engineer.com>
Message-ID: <zS_t9.73643$%M1.1871691@twister2.libero.it>
Source record: 31430

Some of the where available time ago: Crazy dots, matrix, nova for STe...
Anyone has a spare one? :-)

3072. Re: who is Donald?

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 00:50:33 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0210241650.44ce1763@posting.google.com>
Source record: 31431

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0210221250370.66-100000@easymint>...
> On Tue, 22 Oct 2002, Donald and Cheryl wrote:
>
> I'm beginning to wonder who these/this Donald and Cheryl are/is.
> All those "UPPERCASE ATARI ON EBAY ADVERTISEMENTS !!!!" are beginning to
> irritate me.
>
> Martin Tarenskeen

Hi Martin

I can answer that. He is Donald Skaggs and believe it or not a vital member of the Atari-MIDI community! He has been more then generous in supplying some RARE treats for download on TAMW, such as a 030 version of Tunesmith (he had the only one...it was made special for him by DR T software). He also helps out a lot on the Atari-MIDI forum when he can.He has also sent me several manuals and a Falcon Hard drive (when mine went out) for Free!. The manuals I needed to consult for creating tutorials for my web site. He is a BIG TIME Atari nut (as you can see from his Ebay postings: this is just his access stuff, and has lots more) Please forgive his numerous Ebay postings, but at least he is making these availbable for those Atarians who would like them.

Tim Conrardy
TAMW
http://tamw.atari-users.net

3073. Re: ACOPY

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 01:03:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1035574457.97164.1@iris.uk.clara.net>
Source record: 31356

Why its!!...

"Donald and Cheryl" <dandc@merr.com> wrote in message
news:a4Yt9.961$ko1.161506@kent.svc.tds.net...
| Hi there.
|
| Does anyone have a copy of this program they can zip me. Mine seem to be
| dead.

Check on eBay!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.408 / Virus Database: 230 - Release Date: 24/10/2002

3074. Re: guitar processing software for Falcon??

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 01:09:08 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <PC0u9.4822$bS5.3340@news.bellsouth.net>
Source record: 31432

> So all I really need is some good audio processing effects software:))

This is correct...
There are some applications out there that offer effects processing...
As for software dedicated to that soul purpose...I don't know of any.

Quite a few of the audio trackers have some dsp effects included.
Studio Son is one example of many hard disk trackers that do offer some fx processing capability. See my spill below on CueBase however...as the design and purpose of the software is similar in all such cases.

CueBase Audio Falcon, does have some built in effects that ALWAYS work REAL TIME when activated. The effects are processed last thing...and apply to the over all bus mix, which is set up with software mixer maps (the controls are set up like having an alesis or whatever hooked into a mixing console on the FX knob of each channel...) Don't expect anything super fancy however...these effects are quite good and fairly powerful...but...they are the basics, such as reverb, chorus, and eq. You can only use them one at a time. I.E. In the LIVE sense, you can NOT hook multiple effects parallel, or in a series from reverb to chorus, or have reverb in one channel, chorus in another, and an EQ on the whole master mix. You're limited to one effect, across the entire bus at a time. Again, all FX processing is done live just before the total mix gets converted to anologue and sent out the headphone/speaker port. The hard disk or ram tracks remain as dry as you recorded them. If you want to RECORD what you hear, FX and all...you have to set CAF to mix down a new track off the master bus.

In short...these FX are designed to be used in single passes in a multi track environment. I.E. One might first run EQ while bouncing off new vocal tracks. Then make another bounce to add some ambiant reverb to this ulra clean/dry vocal track. And so on...

The potential is definately there to make the falcon into a dedicated real time FX machine (with applications similar to a closet full of guitar petals or rack units). There might even be software out there that does just this, but if there is...I've yet to find it.

Here is a very valuable link to begin your search for free and shareware atari software ;)

http://users.pandora.be/tos4ever/atari/prg-ind3.htm

Happy hunting...and if you find anything really cool...drop us a line here on the groups and let us know :)

Brian

3075. Re: guitar processing software for Falc

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 02:14:42 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <mA1u9.4890$bS5.4021@news.bellsouth.net>
Source record: 31433

> Just so I get this right John, you can plug a guitar into the falcon,
> and using cubase to moniter, play the guitar with effects, live, or do
> you mean record the input into cubase, and apply effects that way.

You can do both...

All DSP effects in CAF are done live...and last thing (just before you hear it). In order to 'permenantly apply' these effects to something you have 'recorded' you must 'remix' to a new 'track' from whatever bus you've asked the DSP to process. In fact...a mistake alot of people make is quite the opposite...they wonder why an FX they've worked so hard to get just right is NOT being recorded in their tracks (Duu! I can hear the FX...so why is it recording DRY?!?).

First Think of CAF as seperate dedicated pieces of hardware like this.

One 8 or 16 channel 8 bus mixing console with two physical inputs and two physical outputs. In essence you have the guts of a 16 track, 8 bus digital mixer, but just one set of physical analogue jacks (in L/R and out L/R) that are assignable to anywhere on your virtual mixer. It is possible to add more physical analoge and or digital inputs to the Falcon with equipment such as JAM IN/OUT, or with an ADAT bridge...

One 8 or 16 track audio tape deck.

One MIDI sequencer.

One sync unit to tie the MIDI and Audio together.

And finally, one FX device.

When you activate the CAF FX, you choose either EQ, Reverb, or Chorus. You then set it as you like, and tell it which of the 8 output buses you want processed, and how much. This works very similar to the way the FX send knob on a real mixing console works. In general...unless you add extra A/D/A converters to your Falcon, CAF treats the built in Falcon's headphone/speaker jack as the 'master bus', which is usually the one studio engineers will use to monitor the total 'master mix' of all that is going on in the studio...this is where the 'final mixdown' will eventually come from (okay, even if you do a fully digital mix down...this is what the engineer's EARS will HEAR from a monitoring perspective). All of this mixer channel and bus activitity is somewhat configurable depending on your equipment and needs.

So to answer your question...
Yes...you can hook your guitar into CAF, play, and hear an FX processed sound without recording anything. DSP FX are always REAL TIME in CAF.

Just be aware that the FX options offered by CueBase Audio Falcon, and other audio trackers are NOT anything like having a box full of nifty guitar pedals to

play with and hook in any order you want to play LIVE through. You get the basics, and you can only use them one at a time as the very last step along the selected bus(es).

Hope this helps,
Brian

3076. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 02:45:06 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0210241845.53d25029@posting.google.com>
Source record: 31434

"Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid> wrote in message news:<3daefdd01e94690@pandora.be>...
> on Thu 17-10-2002 14:46 Ctirad Fertr wrote:
>
> >> What is (or rather was) the 'Ultimate' Atari ST?
> >
> >I donï¿½t know what was the ultimate Atari ST, perhaps MegaSTE, or it was
> >ultimate
> >STE ? ;) Well, now seriously. The ultimate TOS machine is definitely
> >Aranym (http://aranym.atari.org).
>
> Sorry, Aranym is not the ultimate TOS machine as you claims it's
> just an (good) emulator.
> Please don't get me wrong. I do appreciate what the Aramyn team is
> doing. In the near future I'll buy me a pc and there is no doubt about
> it that I'll install Aramyn. I just want to put some thing in the right
> context.

From what I've been reading, those holding out against calling Aramyn a clone do so on the basis of the background code being loaded from disk rather than chip. If the Aramyn team put the necessary low-level code on a chip on the motherboard so that the system would go to the TOS desktop with no hard drive installed, would it then be a clone?

Galen

3077. Re: guitar processing software for Falc

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 03:49:13 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0210241949.3912d0d4@posting.google.com>
Source record: 31435

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0210242149250.91-100000@easymint>...
> On Thu, 24 Oct 2002, Rob wrote:
>
> > So, along the lines of the original question, could I use the falcon
> > as a live (as in, not record the final result) means of effects.> > THANKS Rob
> >
>
> I know that the same DSP chip that is built into the Falcon was also used
> in some stand alone
> digital FX processing equipment. A stand alone real time FX processor should be
> possible, but hasn't been done yet as far as I know.
>
> Martin Tarenskeen

Hi Martin and Rob

Here is an unusual program you can try. Its a VOCODER for the Falcon!
It might work with Guitar!!!I have not tested it yet.

http://groups.yahoo.com/group/atari-midi-archives/files/APPS/VOXXDEMO.ZIP

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

3078. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 04:06:53 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0210242006.6e736d6a@posting.google.com>
Source record: 31436

Ken Springer <wordworks@greeleynet.com> wrote in message
news:<1103_1035329694@news.frii.com>...

> That reminds me, I take it from your posts you found a Hades? A long time ago Ed Baiz
> wanted to know if was interested in selling mine to you. FWIW, mine is still sitting here
> less than five feet from me. Don't use it much, monitor is a pain. Needs repair, just
> been too lazy to really concentrate on getting that done.

Yes, I've had a Hade060 for sometime now.
Fredi was kind enough to sell me one directly.
I assembled it myself.

3079. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 04:17:59 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0210242017.1b2edc88@posting.google.com>
Source record: 31437

"Petr Stehlik" <pstehlik@sophics.cz> wrote in message
news:<ap4ad2$2oh$1@ns.felk.cvut.cz>...
> On Sun, 20 Oct 2002 20:55:30 +0000, Lonny Pursell wrote:
> > I simply stated a FACT. Nothing more.
> > Aranym is no different than stonx, gemulator or steem, they all
> > have some uderlying OS that is not Atari at all.
> > You do not have a Hades, do you assume it has some underlying
> > foreign file system? It don't, it's 100% tosfs through and though.
> > So it is not an emulator.
>
> Dear Lonny!
>
> I am so glad you defined what's an emulator (has underlying foreign file
> system) and what's not (100% tosfs through and though).

But you missed the line about the underlying OS?
Anyway doesn't matter.

> Thanks to that I am entitled to declare that aranym is not an emulator!
> :-) Yes, you read me well. My aranym here reads/writes my original Atari Falcon
> harddrive directly with no foreign file system involved.

That's nice but it doesn't change anything from my point of view.

> Thanks again and see you soon in aranym-user mailing list (note that we
> don't kill subscribing users - the list is open to anyone!)

Don't hold your breath, it could be fatal.
Sinclap on the other hand would be a better canidate for your list, it
might very well be the first time he would ever see an Atari of _any_
kind. ;-)

> P.S. Surprisingly my aranym host machine has nothing to do with Intel and
> Windows we both hate. It's a pure K7 XP+/Debian Linux machine, actually it
> used to be as aranym has turned it into a TOS machine.

I don't have anything against it, I just do not view it as a clone or
a platform.
Simple as that. I might even test it, but I cannot as I would need a
MAC binary.

3080. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 04:45:36 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0210242045.30a9be3e@posting.google.com>
Source record: 31438

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:<007827b0@fmlynet.org>...
> FamilyNet Newsgate
>
> > From: atarilp@hotmail.com (Lonny Pursell)
> > "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> > news:<00775e96@fmlynet.org>...
> > [snip]
> > btw, if you are tired of it then why start a new thread?
> > Just let it go... do you really think you can get someone to change
> > their way of thinking? I very much doubt it.
>
> Lonny,
>
> My apologies if you believed that my message was entirely and solely
> intended for you. Your name was included on the message for the sole purpose
> of continuity, flowing from one idea to another.
>
> I realize that you have a one track mind, and for such over taxing of your
> brain I once again apologize. Go back to your over priced computer and your
> exclusive way of thinking, and know that your Hades will be and for always safe
> in your pocket of the world, in your city, and in that little place you call
> home.
>
> You are also allowed to exclude people from your mailing lists based on
> your one track mindedness and exclusive thought. Heaven forbid we should share
> our toys or listen to the ideas of others.

My one track mind thinks "Atari" and at least I think!
Not so sure about you.

You totally don't get it do you? Are you 3 years old?
The mailing list is specifically for Hades/Milan users. In fact Stan
(aranym team member) agreed that if I allowed him to join with aranym
I would have to allow all other emulators to join. So thus the
mailing list would in fact end up not serving it's original purpose.
It would in fact end up with all sorts of windows and emulator
problems that would be utterly annoying to anyone with a real hardware
based clone.

That's what this forum is for.

I know your small brain is having trouble dealing with this, have your
mommy read it to you several times, very slowly.

> Be well (pats Lonny on the head)... now run along and play....
>
> More next message...

If it makes you feel better start your on mailing list and exclude
people such as myself. Won't bother me one bit. (coding pun) ;-)

> Doctor Clu

Perhaps 'Doctor Clu LESS' would be more acurate...

3081. Re: who is Donald?

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 05:29:07 UTC
From: nick@1632systems.co.uk
Message-ID: <apakt6$q9v$1@thorium.cix.co.uk>
Source record: 31439

Hmm we need all the nuts we can get....

Obviously not a game lover tho, shame about selling Dino Dudes, one of my
all time games favourite games. More power to his MIDI ports

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3082. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 05:38:36 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0210242138.32bb878d@posting.google.com>
Source record: 31440

"Dan A" <artdept@coinboards.com> wrote in message
news:<3db810a9$0$17645$6d5eecc5@news.eurekanet.com>...
> Lonny Pursell <atarilp@hotmail.com> wrote in message
> news:45bf3e0.0210221149.4aa6e97@posting.google.com...

> > > > I never said it was a crock, if an emulator (aka fake atari on a host
> > > > system) is what you are after, fine. Whatever, but I will not accept
> > > > it as a platform
> > > > or as a clone. Apparently some people are so desperate for something
> > > > their judgement gets warped. I feel sorry for some of you.
> > >

Please note I said "some people", it was not directed at anyone in
particular. Aranym to me is yet another emulator, so I labeled it, no
big deal. Suddenly it is assumed that I have some problem, because I
give it a label I somehow thinks it's a crock. That pissed me off.
Why the assumptions? Right there is where the thread went wrong.
My comments after that were then in responce to attacks.
Perhaps not so accurate in your case.

> If I was having a bad day and took more out of your message than I should
> have. Please accept my apology.
> I don't hate you. I like you and respect you, I've known you for years. I
> don't agree with your reasoning though.
> Several people don't agree with your reasoning. Your message stated people
> that don't agree with your reasoning are desperate and warped.

I'm not alone, there is 20+ users on the Ac list and not one jumped
up and demmanded aranym be included on the list. I did not exclude
Stan based on my own single thought, the group was asked and it was
handled based on reponce.

I didn't use the word 'reasoning' and that changes the line
considerably.
I said 'desperate for anything', that's entirely different.

> You don't accept it as a platform. Fine. I really would have thought that
> a PowerPC or Athalon MiNT box would have been right up your alley. If you
> look at the developers and users that is what we are talking about,
> they are MiNT users. Have been MiNT users and in many cases active MiNT
> developers. It fits right in
> with the MiNT philosophy being open source and adds in the new case of open
> hardware.

Please don't make assumptions about MiNT users. That is another
problem that happens all to often here. Let's not even go there. ;-)

> >
> > > People want a fast atari desktop.
> > >
> > > Last I looked...
> > >
> > > They were making no more Hades
> >
> > And that has what to do with my orignal post?
> >
> > > Last I looked...
> > >
> > > No one had received a CT60
> >
> > That's my faults?
> >
> > > Last I looked...
> > >
> > > ACP was not shipping a board
> >
> > And it my never, so what? What has it to do with my orignal post?
> >
>
> Your line was
> ' Afraid to spend money on a real toy?'
>
> These lines were here to say basically we can't spend money on a real toy.
>
> If you are lucky enough to find a Hades in North America, you are going to
> be
> spending alot of money for an old used machine. They may go cheaper in
> europe, but alot of us are not excited about spending 1 or 2 paychecks (or
> more) for
> a used machine. And that's taking into account they are about as common to
> be found
> for sale as winning the lottery.

That is unfortunate. Some things come down to just how bad you want
it.
That depends on the person I guess. $$ is not an ssue for me when I
set my mind to something.

> The CT060 people have spent money for and right now it's over 6 months
> behind delivery date.
> I'm not saying he won't ever ship them, but you can't call anyone on the
> phone and have them
> ship you one today either.

The way you beat down the 060 in a previous post I'd have to guess you
find this path pointless anyway as well as overpriced.
I hope he delivers, I hate to see anyone get took.

> ACP. I hope it succedes. I'd like to have one. But it's going to take
> time before they are
> available. And in case you missed it in the past, there will be a number of
> people arguing over whether
> it will be an "atari' or not.

Depends on the final design, it's purely speculation at this point.

> >
> > > I could go on.
> >
> > Please don't, your looking very ignorant from my perspective as it
> > is...
> >
> > > I'll go back to what I said originally.
> > >
> > > Full 060's are a thing of the past and what ones exist are over priced
> for
> > > their performance.
> > > Any future 'Atari' compatible hardware, is going to have to emulate they
> > > system at some point.
> >
> > Yeah, duh! Did my original post claim otherwise? No.
> >
>
> So are we to state that the last and best atari clone was the Hades and
> nothing else can ever be classified as such? I don't know if that's your
> opinion or not. I get that impression from reading the thread.

You like to add words, I never said "best". Last one would be the
Milan as the Hades came before it. I cannot classify a peice of
software that runs on top of windows or linux as a clone. If you can,
good for you, use it.

> > > There are major differences between a product like Aranym and a product
> like
> > > Steem.
> >
> > That I agree with. However it is still an emulator.
> >
>
> I don't agree with you based on a couple of basic points.
>
> 1. It is not intended to emulate the whole system. If everyone including
> the developers etc were to classify it
> as an emulator. I would be firmly of the opinion that it's close to the
> worst emulator ever if we are stating it's
> an ST emulator.
>
> 2. NATFEATS - Native Features. A driver etc does not need to be written for
> the 68k cpu and run under the emulated CPU. It can run compiled for the
> native architecture, whatever that may be. There has been talk in

> the past of recompiling MiNT and others for the native hardware, so that it
> would not run through the emulated CPU at all.
>
> > > I feel a bit
> > > sorry myself for someone that has such a need to claim they own the
> fastest
> > > atari possible, that they
> > > are unwilling to see the differences.
> >
> > Where did I say that? I did not.
> > I see the difference. I think it's sad that you have chosen to attack
> > me when I've not said one bad thing about aranym, please re-read all
> > my posts and you will find that all I said was that it is in FACT an
> > emulator.
> >
>
> You quite voiciferously state your opinion that it's only an emulator. You
> also quite
> strongly state people who don't agree with that basically need to have their
> heads
> examined. Yes I've reread all your posts in this thread.

And when I don't agree with you, you have to bring up my mac?
Interesting approach. I still think some need examined.
"Some" is not neccessarily you. ;-)

>
> > > Maybe if you shut your iMac off for a
> > > few days and went back to
> > > using your Hades, you would be wishing for a bit more speed as well.
> >
> > That's a low blow, quite frankly uncalled for. So now you attack
> > someone who actually put forth the effort to support Medusa. You are
> > pathetic. Could you please go back to my original TINY post and just
> > re-read it and see that all I said was that aranym is an emulator?
> >
> > Either agree that aranym is an emulator in it's current form and let
> > it go at that, or redirect further offensive posts at someone who
> > actually said something negative about aranym.
>
> As I said at the top, if I was having a bad day and if took more out of your
> message than I should have, then
> accept my apology.
>
> We disagree on certain things. My definition of a clone is much more loose
> than yours. Your definition of what
> is an emulator is much more loose than mine.

There lies the original problem. If you would of responded to my
first posting and just said you consider aranym a clone, it works for
me.

I'd of been quite ok with that. But no you had to dismiss the hades
as an emulator and some goofy comment about games. Obviously that is
not going to sit well with me, you had to know that, your responce
appeared to be aimed at provoking me.

> I didn't say you were crazy, warped or desperate. I did and do take
> exception to your portrayal of people that
> don't agree with you are crazy, warped or desperate.
>
> For the record. I do not use Aranym. I do not develop Aranym. I do
> believe in what they are trying to do.
> Take a look at the developer list. It contains some of the most respected
> programmers of recent years for
> our platform. I view your constant dismissal of them and their efforts (re
> read your posts in this thread) as
> a bit of an insult to them.

You read to much into it. It's the best _emulator_ yet. Does that
help?
I'm not going to reread anything. Suffice it to say this is going
nowhere fast anyway.

> This isn't a slam on ACP either. I respect them as well. Both groups have
> set quite lofty goals, one or both of
> which I plan to enjoy in the future.
>
> A respectfully disagreeing,

Obviously. ;-)

3083. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 07:04:07 UTC
From: Ctirad Fertr <phanatic@SPAM>
Message-ID: <apaqes$2uq5$1@news.vol.cz>
Source record: 31441

> One group says ARAnyM is an Emulator, while the other calls it Clone.

In fact it's neither a clone nor emulator. It's an OS (at least it should be when it reaches mature stage).

> To me it is more than an emulator as it aims at reducing the underlying
> linux-OS to the minimum,

Actually, the fact there is an underlying OS or not has nothing to do with a fact that the software running above is an emulator or not. Imagine, you have some true emulator (ST, Amiga, SNES, whatever) which runs directly on some (different) machine without any underlying OS. It still be an emulator. Emulation is not about underlying things, it's about simulating (emulating) of hardware systems. On the contrary, if you have an OS written that way, that OS API (Gemdos, VDI, Xbios..) calls are directly forwarded to the real hardware (directly or via some kind of lowlevel hardware driver, like framebuffer in linux kernel) then we cannot speak about emulation at all.

BTW, if someone really dislikes Linux, then he/she can rename it to "LoDDfMfA" (Lowlevel device driver layer made for Aranym ;) and then nobody can say there is some underlying OS, he he :-)

Ctirad

3084. ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 07:50:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0210250045070.21870-100000@shell1.aracnet.com>
Source record: 31442
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari Dealer. Offering Sales, Support & Service of Atari HardWare, SoftWare, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers plus the 64 Bit Atari Jaguar Game System. I am a Reseller of Used & New Atari Collections! Much of which were the Treasures of Former Atarians, Locked away in Dungeons, now given New Lives, offered to be sold as New found Treasure, back in Circulation in the Atari MarketPlace. Hidden and Forgotten, Now set free from the secret hiding places. Atari Heaven where former Atarians had left them to Die. Saving Wondrous Collections from being irretrievably Lost! As well as Saving entire inventories from defunct Atari Dealers, much of it +NEW in the BOX/BAG! After Languishing in Forgotten Warehouses, long abandoned by retired Atari Dealers!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm

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Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3085. TOS clones/emulators & Benchmark tests

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 08:42:06 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0210251040220.92-100000@easymint>
Source record: 31444

Hi,

Reading the discussions about fast TOS clones vs emulators another subject came into my thoughts: benchmark tests.

There is a problem with the existing benchmark tests that I have seen so far (qindex, gembench, gemtest, zbench). All these programs are based on a similar principle. Let the program perform a certain action (calculation, graphics, etcetera) and repeat this action an x number of times. Then measure the time it took to do all that.

But the difference in speed between an 8 MHz ST, and an emulator running on a 2 GHz pentium PC is huge. This makes old benches that were made with the old ST in mind useless. The measured times would be very small, or even zero on such a fast system. On the other hand a new, similar, benchmark test that would be designed to measure higher speeds, using more repetitions and/or more complex tests and calculations wouldn't be very suitable for an old ST because the tests would take so much time.

My suggestion would be to develop a benchmarkt test that follows a different principle: It should measure the number of times a system can perform a certain action (calculation etc.) in a fixed time. For example 10 seconds. In that case such a benchmark test would always take 10 seconds, no matter if a 8 MHz ST or a TOS emulator on a 2 GHz Pentium IV would be used to run test. The precision of the test could be influenced by selecting a longer or shorter testing time value.

Martin Tarenskeen

3086. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 10:27:55 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <apb6bc$2bl7$1@ns.felk.cvut.cz>
Source record: 31445

On Thu, 24 Oct 2002 21:17:59 +0000, Lonny Pursell wrote:

>> I am so glad you defined what's an emulator (has underlying foreign
>> file system) and what's not (100% tosfs through and though).
>
> But you missed the line about the underlying OS?

You're right. My fault. The reason for the device driver (the underlying OS) we explained in other messages of this thread.

>> :-) Yes, you read me well. My aranym here reads/writes my original
>> :Atari Falcon
>> harddrive directly with no foreign file system involved.
>
> That's nice but it doesn't change anything from my point of view.

I knew that. I just wanted to let you know that aranym is able to do that and that's one of its advantages (which helps with the conversion from atari machine to aranym machine since you simply take your disk with you).

>> P.S. Surprisingly my aranym host machine has nothing to do with Intel
>> and Windows we both hate.

> I don't have anything against it, I just do not view it as a clone or a
> platform.

I understand you very well. In fact, several members of the aranym team have tried to write loudly here that aranym is not an atari clone. Unfortunately the confusion still survives in this thread but it's not their fault. Though it might be my own fault as I used the "fastest TOS clone" headline on atari.org when I announced 0.6.6. But I already tried to correct it and wrote there that aranym is not a clone. Still not enough to calm this thread down :-)

BTW, while it's not a clone we still believe it's part of the Atari/TOS platform. Some of us even believe that it's the future of our platform.

> Simple as that. I might even test it,

Please note that we don't force anyone to convert to the aranym machine. We just wanted to let you all know that there's a way out of the lack of new, powerful, TOS compatible hardware.

We understand that this way is not for everybody - I myself, being a m68k assembler fan, had some hard time when I was thinking about upgrading my Falcon030/Afterburner040@40MHz with Nova graphics and 68 MB of RAM, all in a huge tower (note that I already spent $$$ for the real toy), to something that was looking dangerously similarly to an emulator.

I thought for myself: "what sense does it make to run Devpac and develop something in m68k assembler when the resulting program will actually run on an emulated CPU? Similarly for GCC - why would I program inside of the `emulator' when I could easily work outside, in the native linux?". But then I realized it:

- with aranym, atari software developers get more speed, better graphics and more memory - that in turn will allow them to write Atari software more easily and quickly (ever tried to compile own FreeMiNT kernel or MiNTlib? Even small aMAIL took 15 minutes to compile on FX-Falcon, IIRC). At the same time they will run native m68k software in native TOS/MiNT environment. That makes it easier to debug the written soft and encourages the developers to live with the platform.

- Atari users get the power needed for running latest FreeMiNT OS, X11 server and other goodies from the free software world. They also get enough power for running games or demos we never had before (Quake :). That's a huge reason to not leave the Atari platform.

And these two things work together: more active developers => more new software => more happy users => Atari/TOS platform survives. And the other way as well: more demanding users => more developers => more software. And also: more powerful software => better chance for new Atari-like hardware (ACP). In my opinion it's simply a Good Thing to develop and support Aranym as it IMHO helps the whole platform to survive.

BTW, my thoughts about aranym being an `emulator' were two years old. At that time there was nothing but plans. Since then we have made a lot of work. Now we have a real product, and we have made sure it's not YAE (yeat another emulator). But that's another story...

> but I cannot as I would need a MAC binary.

That's just a very minor problem. Aranym can be compiled on Mac OS X directly and Wim already promised to send me a binary package for Mac OS X.

Petr

3087. Re: WTB: Graphics card for VME bus (STE)

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 11:21:51 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <apb9gfrgk1@tyfon.itea.ntnu.no>
Source record: 31346
Body handling: HTML body converted to readable text

Paolo wrote:
> Some of the where available time ago: Crazy dots, matrix, nova for STe...
> Anyone has a spare one? :-)

I have a Matrix M128. It's a monochrome card capable of 1280x960, but it
doesn't work with my multisync so I assume it needs an ECL monitor.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3088. Re: TOS clones/emulators & Benchmark tests

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 11:26:20 UTC
From: rand@cd.chalmers.se
Message-ID: <apb9os$j8h$1@nyheter.chalmers.se>
Source record: 31347

In article <Pine.MNT.4.31.0210251040220.92-100000@easymint>,
Martin Tarenskeen <nospam@zonnet.nl> wrote:
...
>There is a problem with the existing benchmark tests that I have seen so
>far (qindex, gembench, gemtest, zbench). All these programs are based on a

You have looked at the wrong benchmarks. ;-)

>similar principle. Let the program perform a certain action (calculation,
>graphics, etcetera) and repeat this action an x number of times. Then
>measure the time it took to do all that.
>
>But the difference in speed between an 8 MHz ST, and an emulator running
>on a 2 GHz pentium PC is huge. This makes old benches that were made with
>the old ST in mind useless. The measured times would be very small, or
...
>My suggestion would be to develop a benchmarkt test that follows a
>different principle: It should measure the number of times a system can
>perform a certain action (calculation etc.) in a fixed time. For example

VDIBench has always worked like that, for exactly the reasons you
mention. I seem to recall Kronos working like that too, but I'm not
sure about that.

Another problem with most benchmarks is that they insist on performing
some kind of 'average performance' computation. Not only is this often
calculated in very dubious ways, it also often combines data from
completely unrelated tests (many of which are often completely
irrelevant to anything anyone would ever do on a computer).
The end result really says nothing at all, which is quite unfortunate
since that is the only number most people will ever mention...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://217.215.149.49
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3089. Wanted: Pinball dreams files for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 13:06:28 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <SUneeyAUHUu9Ewes@atari.org.uk>
Source record: 31348

Hi

I thought I'd take some time out of copying disks for a little leisure and play pinball dreams, but it looks like someone has spilt coke all over the disks:((I've done what i could to retrieve the data, but the disks are to far damaged for me to even attempt a recovery.

I'd be grateful if someone could help me with the files, as this is/was hard to get hold of.

thanx in advance:))

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3090. R: WTB: Graphics card for VME bus (STE)

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 13:24:56 UTC
From: Paolo <p.defelice@engineer.com>
Message-ID: <ICbu9.75024$RO.1896100@twister1.libero.it>
Source record: 31349
Body handling: HTML body converted to readable text

Is it a Monocrhome only card?
And what is it ECL?

Thanks

Jo Even Skarstein wrote in message
apb9gfrgk1@tyfon.itea.ntnu.no...
> Paolo wrote:
> > Some of the where available time ago: Crazy dots, matrix, nova for
STe...
> > Anyone has a spare one? :-)
>
> I have a Matrix M128. It's a monochrome card capable of 1280x960, but it
> doesn't work with my multisync so I assume it needs an ECL monitor.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

3091. Re: R: WTB: Graphics card for VME bus (STE)

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 14:52:24 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <apblr8$5ae$1@tyfon.itea.ntnu.no>
Source record: 31350
Body handling: HTML body converted to readable text

Paolo wrote:
> Is it a Monocrhome only card?

Yes.

> And what is it ECL?

The video output is not compatible with VGA. The signal level on VGA is 0
- 0.7v (IIRC), ECL is -5v - 0v. The old 19" mono-monitors for the TT and
the Viking-card for the Mega where ECL-monitors, I'd assume these will
work with this card.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3092. Re: ATARI FALCON "EVOLUTION DINO DUDES" ON EBAY!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 16:06:26 UTC
From: bo <not@online.no>
Message-ID: <3DB96C09.408A@online.no>
Source record: 31351

Martin Tarenskeen wrote:
>
> On Tue, 22 Oct 2002, Donald and Cheryl wrote:
>
> I'm beginning to wonder who these/this Donald and Cheryl are/is.
> All those "UPPERCASE ATARI ON EBAY ADVERTISEMENTS !!!!" are beginning to
> irritate me.
>
> Martin Tarenskeen

A few months ago I won a ZX Spectrum +3 on eBay from SIMON SHERRING.
The complete description was in UPPERCASE.

Of course he disappeared after I sent him the money.
I guess I was stupid not understanding what type of guy this was.

Never heard or received anything from him since.

Bent

3093. Re: [PROG] Need testers for video related programs (V2)

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 16:11:49 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <5gqbpa.mja.ln@127.0.0.1>
Source record: 31352
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware; AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video2.zip (151Kb).

The AES version does the same work as the VDI one, except it displays in
a window.

I added MVDI support to the XBIOS version. If you have a Milan, test it,
it should give you info about available video modes. I will make a more
complete test program the next time.
Warning: it may crash your machine.

Thanks to people that tested the previous programs.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3094. Re: winston

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 16:52:49 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <7jtiru8gmh184qcagpgtj84qir5qa7d7mm@4ax.com>
Source record: 31353

Hello,

On Wed, 23 Oct 2002 19:41:23 -0300, "jota" <jorge.vergara@chile.com>
wrote:

>Hello!! I am of chile and need an emulator winston for windows 98 thanks

You can take it at:
http://music-atari.org/atari/emul/winston.htm

Best regards,
Paul CAILLET.

3095. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 18:34:06 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3db99dbe38276f0@pandora.be>
Source record: 31354
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**game**
ftp://chapelie.rma.ac.be/atari/game/gem-elite.zip
(638.036 bytes) Elite is a Spacetrading- and battle simulation.

**mint**
ftp://chapelie.rma.ac.be/atari/mint/misc/rpmtl1_0.zip
(28.795 bytes) GEM-based tool to maintain RPM packages.

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

3096. Re: ATARI FALCON "EVOLUTION DINO DUDES" ON EBAY!!

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 18:37:54 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3db99dbe38276f1@pandora.be>
Source record: 31355

on Tue 22-10-2002 12:53 Martin Tarenskeen wrote:

>On Tue, 22 Oct 2002, Donald and Cheryl wrote:
>
>I'm beginning to wonder who these/this Donald and Cheryl are/is.
>All those "UPPERCASE ATARI ON EBAY ADVERTISEMENTS !!!!" are beginning to
>irritate me.

You're not the only one who finds these advertisements very annoying.

CU
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3097. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 21:05:57 UTC
From: richardhutnik@hotmail.com
Message-ID: <37bc9e37.0210251305.75a5f88b@posting.google.com>
Source record: 31357
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Kevin <not@aol.com> wrote in message news:<3DA9B697.1A01AF31@aol.com>...
> Phonetic for T U, ...as in ~breasts~ up. You know, when something's
> dead it's said to be TU.
>
> Don Schmidt wrote:
>
> > What is Tango Uniform?
> >
> > Don
> > Vancouver, USA
> >

Ahh, so you mean Roger India Papa?

- Richard Hutnik :-)

3098. Re: ACOPY

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 21:40:02 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DB9B956.2E70D219@chello.nl>
Source record: 31358

Donald and Cheryl wrote:
>
> Hi there.
>
> Does anyone have a copy of this program they can zip me. Mine seem to be
> dead.
>
>

Everything has its time. If your beloved ACOPY died, you must learn
to live without it.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3099. Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 22:02:30 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3db9c33463a062@tripnet.se>
Source record: 31359

Got the ISA EtherNEC Ethernet to ROM port adaptor from Lyndon Amsdon today. Works perfectly with STinG on my Stacy with Geneva.

On the TT however it does not work at all. My STinG setup is in good working order and I have tried both ENEC.STX and ENEC3.STX without success.

On a very basic TOS 3.6 setup with nothing except what is needed for STinG the .STX manage to read the MAC addres bot nothing goes out. The LED flickers but all packages gets dropped.

The very same setup but with Magic 6.20 results in the .STX even can't read the MAC addres but pops up with FE, FE, FE, etc. This is if I start without any STING.PRT file.

My present conclusion is that the STinG drivers by Redelberger does not work on a TT. Anyone who have got it working?

I'm using the latest drivers from his homepage. And, I did copy ROUTE.TAB from the working Stacy TOS 1.4 setup just to by sure.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3100. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 22:35:13 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <apcgv2$edde$1@ID-40235.news.dfncis.de>
Source record: 31360

Kenneth,
I have one working on my TT. I did have to waggle the interface card a bit
to get it to work. Have you tried the test programs?
Dave

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3db9c33463a062@tripnet.se...
> Got the ISA EtherNEC Ethernet to ROM port adaptor from Lyndon Amsdon
> today. Works perfectly with STinG on my Stacy with Geneva.
>
> On the TT however it does not work at all. My STinG setup is in good
> working order and I have tried both ENEC.STX and ENEC3.STX without
> success.
>
> On a very basic TOS 3.6 setup with nothing except what is needed for
> STinG the .STX manage to read the MAC addres bot nothing goes out. The
> LED flickers but all packages gets dropped.
>
> The very same setup but with Magic 6.20 results in the .STX even can't
> read the MAC addres but pops up with FE, FE, FE, etc. This is if I start
> without any STING.PRT file.
>
> My present conclusion is that the STinG drivers by Redelberger does not
> work on a TT. Anyone who have got it working?
>
> I'm using the latest drivers from his homepage. And, I did copy ROUTE.TAB
> from the working Stacy TOS 1.4 setup just to by sure.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

3101. Re: Archiving Atari ST Disks to CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 22:40:06 UTC
From: nurmix@spam-free.com
Message-ID: <3db9c710.17308028@news-server.socal.rr.com>
Source record: 31361

On Thu, 17 Oct 2002 12:09:51 GMT, "Edward S. Baiz Jr."
<edbaizjr@attbi.com> wrote:

>You will not be sorry. It is a great program. The does require a blank
>partition to write the file conversion before it starts to write to the CD.

Oh, I know. I've been using the Anodyne stuff for a very long time.
I didn't mean to imply that I didn't yet own it.
;-)

>I would just get CDBackup from Anodyne and backup those floppies/hard disk to
>a CD. These CD's can only be read on an Atari CD-RW CD-drive. I put a CDBackup
>CD that I had made into my STe and it did not come up. The CD drive in the STe
>just has a read-only CD drive.

Well, the other floppies I was talking about are for a MIDI
keyboard/sampler (Ensoniq EPS). They are in a completely different
format than normal Atari floppies. But the software called EPS Wizard
can read the Ensoniq disk format, and save it to the Atari's hard
drive (each EPS floppy can be saved as a file that can later be
converted back into an EPS floppy). After doing this with all of
them, I will use CD ISO to burn a CD of all of them.

>The best way is to think about it and start. Once you start, the rest is easy.
>I have some CD projects sitting right in front of me and typing this message
>is putting me in the right frame of mind.

Yeah, I just need to dive right in and get to work.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3102. Re: New on TAMW: The Grid Sequencer !

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 23:14:09 UTC
From: nurmix@spam-free.com
Message-ID: <3db9cfaf.19515692@news-server.socal.rr.com>
Source record: 31362

On 21 Oct 2002 22:59:04 -0700, tconrardy@hotmail.com (Tim Conrardy)
wrote:

>Check out my newly created page with screen shots, more info as well
>as the download! There is also a link to Matucana's Web Site where you
>can check out his other programs and his CD's.
>
>http://tamw.atari-users.net/grid.htm

Wow Tim, that sounds quite cool, and a bit "out there".
;-)

As long as it's Falcon compatible, I'll have to grab a copy.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3103. New Boxed Atari Falcons found in NY

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 23:21:08 UTC
From: nurmix@spam-free.com
Message-ID: <3db9d00d.19609634@news-server.socal.rr.com>
Source record: 31363

I recently visited a friend in Rochester, New York (USA).

While there, we visited a small music store with a very large inventory of used and older music gear. While exploring the keyboard room, I noticed the familiar box of an Atari Falcon. And then just below it, another one.

The guy working there informed me that they had recently found them in their basement - 7 in total, in various configurations.

They aren't necessarily bargains though. The sales guy told me that they've sold a couple on eBay recently, and got around 500 US dollars for them. However, I get the feeling they would accept a lower offer.

The place is called "House Of Guitars". I don't have an address, but you should be able to find it with a web search if anyone is interested.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3104. Re: Using seperate outs on a line audio FAD with CAF

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 23:23:11 UTC
From: nurmix@spam-free.com
Message-ID: <3db9d1ab.20023267@news-server.socal.rr.com>
Source record: 31364

On 22 Oct 2002 11:57:07 -0700, wmartz@firstpresdalton.org (Wayne Martz) wrote:

>How does one set a track in CAF 2.06 to play on any of the other
>independant outs of the Line Audio FAD? Thanks for any advice!
>Wayne Martz

Well, in case you didn't get my e-mail on this, it's set in the mixer BUS section:

The FA-8 (and the JAM 8 Out) don't need any special drivers to work with Cubase Audio. It is a little confusing, but it will work if you set the Mixer output BUS correctly.

You will find BUS selectors in various places in Cubase Audio:

- For each channel in all mixer maps
- For the effects outputs in mixer maps
- AUX sends in mixer maps
- In the HARDWARE SETUP where you can assign the Falcon's analog output to any BUS.

BUS 1 = FA-8 outputs 1 & 2
BUS 2 = FA-8 outputs 3 & 4
BUS 3 = FA-8 outputs 5 & 6
BUS 4 = FA-8 outputs 7 & 8

So, for example, you can send a channel to one output only by panning it either left or right. So if route a channel to BUS 4 and pan it fully right, it will appear on FA-8 output 8. If it were panned fully left, it would appear on output 7.

I hope that helps. It took me a while to figure it out when I got my JAM 8 Out!

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3105. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-10-25 23:28:54 UTC
From: Jan Krupka <krupkaj@ol.ngbox.cz>
Message-ID: <apck0u$2qh9$1@ns.felk.cvut.cz>
Source record: 31365

Kenneth Medin wrote:

> On the TT however it does not work at all. My STinG setup is in good
> working order and I have tried both ENEC.STX and ENEC3.STX without
> success.
>
> On a very basic TOS 3.6 setup with nothing except what is needed for
> STinG the .STX manage to read the MAC addres bot nothing goes out. The
> LED flickers but all packages gets dropped.
>
> The very same setup but with Magic 6.20 results in the .STX even can't
> read the MAC addres but pops up with FE, FE, FE, etc. This is if I start
> without any STING.PRT file.
>
> My present conclusion is that the STinG drivers by Redelberger does not
> work on a TT. Anyone who have got it working?
>
> I'm using the latest drivers from his homepage. And, I did copy ROUTE.TAB
> from the working Stacy TOS 1.4 setup just to by sure.

I have another experience. I have tried EtherNEC on 3 TTs. It works perfectly on two of them (on one I must change bad fuse for 5V Ucc for ROM port) but on last TT I cannot start the connection. The MiNT driver starts ok. The MAC address is ok. I can do ifconfig and route without problems but it is all. The next comunication doesn't work. And I don't know why, because the same hardware works nice on my Falcon.

Jan

---

http://jaysoft.atari.org

3106. ATARI ST 13 VOLUME ABACUS LIBRARY COMPLETE WITH DISKS!

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 03:15:41 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <xNnu9.2090$ko1.469339@kent.svc.tds.net>
Source record: 31366

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2064836272

3107. Re: Wanted: Pinball dreams files for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 03:57:17 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3dba121c$0$12763$afc38c87@news.optusnet.com.au>
Source record: 31367

http://www.1632systems.co.uk/html%20pages/down_ind.htm

try this

Mark

"Steve Stupple" <Steve@atari.org> wrote in message
news:SUneeyAUHUu9Ewes@atari.org.uk...
> Hi
>
> I thought I'd take some time out of copying disks for a little leisure
> and play pinball dreams, but it looks like someone has spilt coke all
> over the disks:((I've done what i could to retrieve the data, but the
> disks are to far damaged for me to even attempt a recovery.
>
> I'd be grateful if someone could help me with the files, as this is/was
> hard to get hold of.
>
> thanx in advance:))
>
> --
> Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3108. Re: Wanted: Pinball dreams files for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 07:44:13 UTC
From: nick@1632systems.co.uk
Message-ID: <apdh6gfvk1@thorium.cix.co.uk>
Source record: 31368

Or if you send me your master disk I will send you a new version, plus a
vga version

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3109. Re: WTB: Graphics card for VME bus (STE)

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 07:52:02 UTC
From: _Fatman_ <louis@bbst.net>
Message-ID: <r2ikrucnooglt8tj1rb1p3igb6m73c8rk1@4ax.com>
Source record: 31369
Body handling: HTML body converted to readable text

On Fri, 25 Oct 2002 11:21:51 +0000 (UTC), Jo Even Skarstein
wrote:

>Paolo wrote:
>> Some of the where available time ago: Crazy dots, matrix, nova for STe...
>> Anyone has a spare one? :-)
>
>I have a Matrix M128. It's a monochrome card capable of 1280x960, but it
>doesn't work with my multisync so I assume it needs an ECL monitor.

Hi J-E,

do you by any chance have software for this card (drivers etc)?
I was asked for this by some german guy who bought one (fair chance he
doesn't know about this being for an ECL monitor), but it would be
handy to have them available on my Matrix support site as well.

--
CU NeXT msg
Louis

3110. Re: WTB: Graphics card for VME bus (STE)

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 11:14:22 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <apdtee$834$1@tyfon.itea.ntnu.no>
Source record: 31370

Fatman <louis@bbst.net> wrote:

> do you by any chance have software for this card (drivers etc)?

Yes, actually I have four disks with various drivers. Take a look in your
mailbox.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3111. Uploading Large Files

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 13:23:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dba41d662d0d4@attbi.com>
Source record: 31371

Hello all,

I have recently run into alittle problem whne I try to upload large files (greater than 3meg). The Hades locks up and gives me a message (in German) about a system error and than I should use the program Addmem.I am doing this under Magic/MagicNet. It never used to happpen, but now it is. I have gotten things to work by inreasing the buffer in Magic to 99999. I know it is a memory problem, but cannot find the source (yet). Anyone experience this type of thing before or now a quick solution? I am still experimenting. I am going to try it under Mintnet and see what happens.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3112. development of MagiCNet

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 17:41:46 UTC
From: BMaedicke@t-online.de
Message-ID: <1fkoe6w.8t5nay13ygha8N%BMaedicke@t-online.de>
Source record: 31372

Hi all,

First, sorry for my bad english :-(

I have a question: Anybody have information about the further
development? Or it this project in the freeze state now?

Ciao, Bernd
--
Url: <http://home.t-online.de/home/BMaedicke/>

3113. Pen Plotter for sale

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 19:17:24 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1035659844@news.frii.com>
Source record: 31373

Will work with DynaCADD 2.x.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2064978251

3114. Usedtech is alive and well.

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 19:17:57 UTC
From: puppycock@mac.com
Message-ID: <622fee4a.0210261117.74e13b30@posting.google.com>
Source record: 31374

Hey folks. The famoous www.usedtech.org is alive and kicking once again.Come see if you can find the Atari 400! There are a pair of Mega ST 4's hiding in our midsts as well.

3115. ATARI COMPENDIUM ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 20:57:59 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <rlDu9.2855$ko1.598812@kent.svc.tds.net>
Source record: 31375

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2065005348

3116. XaAES v0.960

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 21:00:17 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DBB0184.3D75BBA@chello.nl>
Source record: 31376

LS
There is a new version available on my homepage (in sig)

1
Redraw optimization for newly topped windows. If the window was already
completely visible, no redraw message is sent.

2
Implemented mouse wheel support.

To be able to use the mouse wheels under XaAES, your VDI must support
the new VDI function 134; vex_wheel_v.
If you run a MILAN with the latest release TOS, you've got it.

Otherwise you can find it on:
http://www.ccac.rwth-aachen.de/~michaels/milan.php

You can activate the use of mouse wheels in XaAES by replacing
vmoose.xdd by whlmoose.xdd.
If necessary change vmoose.xdd to vmoose.xd
and whlmoose.xd to whlmoose.xdd

XaAES converts wheel action to corresponding WM_ARROWED
messages. So there is no need to change applications.

The messages are sent to the top window, and only if this window has
the appropppriate arrow widgets.

More functionality for wheel aware applications and any configurable
options will be implemented in future releases.

3
debug_lines is now a long.

4
Small AES function that do not need semaphores
are called direct. Occasional speed improvements.

5
Progdefs can spoil the intout array. (vmg_tt.prg).
Made sure that intout is filled out AFTER any object drawing.

6
Fixed a bug in F_TEXT, G_FTEXT objects:
If 3D object, do not write a black rectangle for selection.
This corrects at least MINTSETTER.

7
Implemented use of home directory for shell_find.
Activated by the command usehome in xa_setup.scl.

If activated and a environment variable named HOME exists,
shell_find will look in the HOME directory after looking
in the clients homepath and before looking in the PATH directory list.

This applies also to XaAES itself, so in a multiuser environment each
user can have its own XaAES scl files and hence its own setup.

8
Fixed a bug in wind_close:
The rectangle list was not removed.
This fixes the behaviour in the JayGrpII program.

9
When the alert pipe reports a alert and the screen was locked, the alert
was flagged as pending. Alas the pending alert was never displayed.
You might have heard a ping in stead.
It was in the system alert window, so it wasnt lost.
Now any pending alert is displeyed as soon as the screen is unlocked.

10
In colour the title of windows without the move attribute is displayed
without 3D effects.

11
Fixed a bug in popups.
In stead of moving the popup inside the visible screen, it was shortened
and made scrolling.
Popups are now only made scrolling when they are larger than the desktop
workarea height.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3117. HISOFT DEVPAC 3.01 + DSP ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 21:27:57 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <xNDu9.2857$ko1.601466@kent.svc.tds.net>
Source record: 31377

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2065012031

3118. Re: Wanted: Pinball dreams files for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 23:26:32 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <qyownFCoSyu9EwbD@atari.org.uk>
Source record: 31378

In article <apdh6gfvk1@thorium.cix.co.uk>, nick@1632systems.co.uk
writes
>Or if you send me your master disk I will send you a new version, plus a
>vga version

Hi

and thanx to all that helped me with my problemo:))

I forgot there are 2 versions vga and non vga:)

It's nice to see 16/32 are still alive and kicking:)

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3119. Re: ATARI ST 13 VOLUME ABACUS LIBRARY COMPLETE WITH DISKS!

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 23:34:29 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <siDxT$CFayu9EwbS@atari.org.uk>
Source record: 31379

In article <xNnu9.2090$ko1.469339@kent.svc.tds.net>, Donald and Cheryl
<dandc@merr.com> writes
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2064836272
>
>

I was told a while ago, well to be honest I posted an article wanting
the missing abacus volumes for my collection, that there are 14 volumes!
The first being number '0'..

I am now just missing the '0' and the 6th volume.

Also have you noticed that the volumes arent the same size on the
bookshelf. I have also got a few of the hardback 'databecker/1st
publishing' manuals and they arent the same size (in height) either, but
the ones i have in the paperback 'databecker/first publishing' are...
weird:P

If there's anyone in the UK that has got the 2 volumes that i'm after,
i'd be grateful:))

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3120. Re: New on TAMW: The Grid Sequencer !

Newsgroup: comp.sys.atari.st
Date: 2002-10-26 23:59:07 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0210261559.38fad099@posting.google.com>
Source record: 31380

> >http://tamw.atari-users.net/grid.htm
>
> Wow Tim, that sounds quite cool, and a bit "out there".
> ;-)
>
> As long as it's Falcon compatible, I'll have to grab a copy.

> Paul Nurminen - California (USA)

Hi Paul: Yes..it works great on a Falcon. ST HI, and somewhat in 256 color mode but has screen reqrad problems

all the best

Tim

3121. ATARI ST FLEETSTREET PUBLISHER 3 ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 02:42:27 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <nolu9.2870$ko1.632516@kent.svc.tds.net>
Source record: 31381

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2065073845

3122. ATARI LATTICE C 5.5 ST, MEGA, TT, FALCON ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 03:26:29 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <F1Ju9.2877$ko1.635551@kent.svc.tds.net>
Source record: 31382

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2065083531

3123. Re: development of MagiCNet

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 06:25:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200210270825.a35192@wun.maus.de>
Source record: 31390

Hallo Bernd!

BM>I have a question: Anybody have information about the further
BM>development?

Sorry, no. The latest beta versions I've got date from april, and I haven't
heard from vassilis since :-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

3124. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 10:46:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1035735560-79075AEicMi@gmx.net>
Source record: 31387

From: northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas)
Date: Wed, 23 Oct 2002 16:24:57 GMT

Hi Hallvard,

>I've been searching all over the site, and all I can find are free
>upgrades from version 6.something, or the full MacOS X version. There's
>nothing about upgrades from my (really) old version.
>I'm pretty sure this is possible though.
>Anyone know of any place I can get it and how much it'll cost me?

There are two options at the moment:
1 - Order the German 6.2 upgrade from ASH ==> 39 EURO
2 - Order the English 6.01 upgrade from Atari Workshop ==> 59 UKP

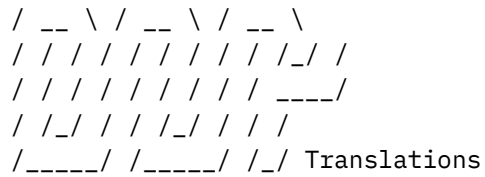
Since the German version is lower priced and newer (6.01 is nearly 5
years old) it seems obvious to me which one to choose. DDP has finished
the English translation for MagiCMac 6.2 a while ago but if it's going to
be released remains to be seen. Currently we're waiting on permission
from ASH to put the translated configuration program on the DDP website,
with this translation almost 95% of the German text strings are replaced.

You can order the upgrade from the ASH website, click on "preisliste" or
"bestellen" (I forgot the formulation they use). If you own more then two
ASH apps then you are a "Power user" and can get the upgrade for a lower
price. You can ask to have the update send to you by email, on disks or on
CD....
For additional info mailto:oliver_buchman@ash-sww.net , Oliver understands
English but will most likely reply to you in German, if that's a problem,
you now where to find me ;-)

>I might upgrade to MacOS 9.2 though as a more experienced Mac user than
>me has recommended this, and it's apparently free.

Unless you revert to using a hack this isn't possible. OS 9.1 was the last
OS supported by Apple for the PM 9500, OS 9.2 won't install on a PM 9500.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk

dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3125. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 10:48:52 UTC
From: <>
Message-ID: <1035795178-114613AEicMi@ntlworld.com>
Source record: 31395

From: northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas)
Date: Fri, 25 Oct 2002 10:56:55 GMT

>> Download the utility from http://www.macos9forever.com (I hope I've
>> remembered the URL correctly).
>>
>> I used it to install OS9.2.2 on my Umax Pulsar.

>So the installation worked fine with it, and you haven't had any
>problems since?

I do have an issue with the monitor blanking out from time to time, but that
has nothing to do with the OS version. Otherwise it's fine.

>But getting back to a more relevant subject for this group: I'm still
>trying to figure out if I can upgrade my old MagiCMac 2.2.1 to the
>latest MacOS 9.x compatible version -anyone know?
>There's only mention of a free upgrade from more recent versions at the

I think you've answered your own question :-(

If and when you decide to upgrade I (DDP Translations) have an English
version of the MagiCMac configuration program, not on the web site.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3126. Re: How to recover data from a defective HD ?

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 11:33:32 UTC
From: nick@1632systems.co.uk
Message-ID: <apgiuc$2s5$1@thorium.cix.co.uk>
Source record: 31383

I have Knife in stock with manuals....

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3127. Re: development of MagiCNet

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 14:21:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dbba1a6d16e63@attbi.com>
Source record: 31384

>Hi all,
>
>First, sorry for my bad english :-(
>
>I have a question: Anybody have information about the further
>development? Or it this project in the freeze state now?
>
>Ciao, Bernd

Hello,

When I was setting it up on my Hades, I emailed the author many times before he finally answered me. When he did, he said he had a newer version that was being tested and wondered if I wanted to test it. Of course I said yes, but he never got back to me. I have since emailed him many times with no answer. He said he was busy, so I just keep emailing him. The MagicNet website is still up, so I guess things are still a go. I need the newer version as I have a newer driver for my Ethernet Card from Osz that works fine under Mintnet, but crashes my Hades under MagicNet.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3128. Re: Uploading Large Files

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 14:21:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dbba1a6d16e64@attbi.com>
Source record: 31385

>Hello all,
>
>I have recently run into alittle problem whne I try to upload large files
>(greater than 3meg). The Hades locks up and gives me a message (in German)
>about a system error and than I should use the program Addmem.I am doing this
>under Magic/MagicNet. It never used to happpen, but now it is. I have gotten
>things to work by inreasing the buffer in Magic to 99999. I know it is a
>memory problem, but cannot find the source (yet). Anyone experience this type
>of thing before or now a quick solution? I am still experimenting. I am going
>to try it under Mintnet and see what happens.

Well I think I have solved my problem. I put the program
addmem.prg in my auto folder and things seem to be working. The
thing that stumps me is that things were fine before and I have
not added anything to my system. I will see just how things go. I
tried it out again today and it worked.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3129. Re: Memory Problem on Falcon030?

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 16:26:23 UTC
From: rs.mac@t-online.de
Message-ID: <1fkq2ha.1kbs6xsmjaeo4N%rs.mac@t-online.de>
Source record: 31388

carey christenson <firest@williams-net.com> wrote:

> I have a memory board installed on my Falcon030 that

Whitch memory board do you have?

Some boards needs fast page edo 16Mb / PS2, other boards needs parity
ram modules. Falcon can be expand with memory boards from wizztronics,
h&n, wb-systemtechnik, centek and some more.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3130. Re: Memory Problem on Falcon030?

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 17:29:08 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <aph7p4$9hk$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31389

In article <1fkq2ha.1kbs6xsmjaeo4N%rs.mac@t-online.de>,
Robert Schaffner <rs.mac@t-online.de> wrote:
>
>Some boards needs fast page edo 16Mb / PS2, other boards needs parity
>ram modules. Falcon can be expand with memory boards from wizztronics,

Huh?

Since the memory controller in the falcon does not handle parity, installing
parity SIMMs seems like a waste of money - it can even hurt stability if the
board leaves the parity data lines floating.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

3131. Memory Problem on Falcon030?

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 17:54:42 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1035716106-913959AEicMi@williams-net.com>
Source record: 31386

Anyone,
I have a memory board installed on my Falcon030 that
takes just 1 16 meg simm the simm is located on the
underneath side of the RAM board. What kind of memory
am I looking for to replace a bad simm??? I have
place called JDR that I can order FPM or EDO here is
what I can get listed below:

72 pin FPM simms:
16MB Non-Parity 4Mx32, 60ns
16MB Parity 4Mx36, 60ns

30 pin FPM simms:
16MB Parity 16Mx9, 60ns, 9 chip

72 pin EDO simms:
16MB Non-Parity 4Mx32, 60ns

These are all of the 16 meg simms besides a 168 pin
which I am sure is not compatible with my Falcon030.
Any help that anyone could provide me with information
on the correct RAM to use on this computer would be
greatly appreciated. Thanks in advance!!!

Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive

14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3132. [Magic 6.01] Path Overflow?

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 18:32:28 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <MeWu9.22626$Be4.20122@news.bellsouth.net>
Source record: 31391

Using Magic 6.01 with the included MAGIX DESK, on a Falcon I get a path overflow error when getting disk info from my IDE drive's C partition. Another time I get this 'path overflow' message is when I back up this partition to another hard disk by dragging the partition's icon to the icon of my back-up SCSI drive.

The partition is a 1gig BGM with the regular TOS FAT (no long file names). Disk driver is HDDriver 7.93.

Despite the disk overflow message...things seem to work fine. Running a check on the partition with both Diamond Edge, and HDOptomizer report that things are fine.

What causes this message, and what need I do to fix it?

Thanks,
Brian

3133. FA: Soundpool SPDif Interface for falcon.

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 21:35:21 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <eumorukphilgnugqtvebp0b3lg13ds6g7b@4ax.com>
Source record: 31392
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Here is the Link:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=916116346&rd=1

Thanks for looking.

3134. Re: ATARI ST 13 VOLUME ABACUS LIBRARY COMPLETE WITH DISKS!

Newsgroup: comp.sys.atari.st
Date: 2002-10-27 23:48:18 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0210271548.4c36714f@posting.google.com>
Source record: 31393

"Donald and Cheryl" <dandc@merr.com> wrote in message
news:<xNnu9.2090$ko1.469339@kent.svc.tds.net>...
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2064836272

I only see 12 volumes or did I miss something?
There never was a volume #7?

3135. Re: ATARI ST 13 VOLUME ABACUS LIBRARY COMPLETE WITH DISKS!

Newsgroup: comp.sys.atari.st
Date: 2002-10-28 00:02:47 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <42K0GtFn6Hv9EwAz@atari.org.uk>
Source record: 31394

In article <45bf3e0.0210271548.4c36714f@posting.google.com>, Lonny Pursell <atarilp@hotmail.com> writes
>"Donald and Cheryl" <dandc@merr.com> wrote in message news:<xNnu
>9.2090$ko1.469339@kent.svc.tds.net>...
>> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2064836272
>
>I only see 12 volumes or did I miss something?
>There never was a volume #7?

Hi lp_

Yup there is a number 7 - Atari ST Logo User's Guide

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3136. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-10-28 09:24:59 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dbd0212bf0ff0@tripnet.se>
Source record: 31296

On Sat 26-10-2002 01:28 (+0200) Jan Krupka wrote:

>Kenneth Medin wrote:
>
>> On the TT however it does not work at all. My STinG setup is in good
>> working order and I have tried both ENEC.STX and ENEC3.STX without
>> success.

>I have another experience. I have tried EtherNEC on 3 TTs. It works
>perfectly on two of them (on one I must change bad fuse for 5V Ucc for ROM
>port) but on last TT I cannot start the connection. The MiNT driver starts
>ok. The MAC address is ok. I can do ifconfig and route without problems but
>it is all. The next comunication doesn't work. And I don't know why,
>because the same hardware works nice on my Falcon.

I have now made some further tests. Note that I have only tested the
STinG versions sofar. Guess I will have to try MagicNet as well...

Stacy (ST TOS 1.4) and Mega STe (TOS 2.6) running Geneva both works
perfect with the ENEC.STX .

Tested both ENEC.STX and ENEC3.STX on my three TT:s and none of them
work. With Geneva the MAC address is read but with Magic 6 not.

Just tried to change the program load flags on ENEC3.STX to load and
allocate from TT RAM and with this setting this TT now reads the MAC
address under Magic6 too!

When I try to Ping my main router data goes out on the Ethernet line
(lights flicker on both ends) but they seem garbled as nothing comes
back. Double checked my ROUTE.TAB by using the other parallel-to-Ethernet
adaptor.

Also tested HT2ENEC.TOS and it will read the MAC address on the TT under
Geneva with an output as follows:
```
-----------
Test EtherNE with NE card but without any STing, MagiCNEt, MINTNet
Software (C)2002 Dr. Thomas Redelberger
Interrupt Status register after Reset (should read $80): $c0

Reading the NE PROM.
The first 12 bytes are the 6 byte MAC address
Each byte is doubled up (this is normal):
0000c0c0
dfdfc4c4
45456565
20202020
```

```
20202020
20202020
20202020
42424242
Press any Key
----------

Everything is fine except for the interrupt status register?

Now under Magic 6.20 and STinG not installed:
----------
Test EtherNE with NE card but without any STing, MagiCNEt, MINTNet
Software (C)2002 Dr. Thomas Redelberger
Interrupt Status register after Reset (should read $80): $80

Reading the NE PROM.
The first 12 bytes are the 6 byte MAC address
Each byte is doubled up (this is normal):
00000000
00000000
00000000
00000000
00000000
00000000
00000000
00000000
Press any Key
----------

Here the Interrupt register is ok ($80) but no MAC address. Strange...

I really have a feeling there are some timing problems. A quick look in
the source code HT2ENE.S showed these lines:

move 10000,d0 ; wait 2ms
.t1 dbra d0,.t1

That must give very different results on different hardware.

Has anyone got this Ethernet adaptor running with STinG on a TT??

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>
```

3137. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-10-28 09:24:59 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dbd0212bf0ff1@tripnet.se>
Source record: 31297

On Fri 25-10-2002 23:35 (+0100) David Wade wrote:

> I have one working on my TT. I did have to waggle the interface card a bit
>to get it to work. Have you tried the test programs?

STinG or MintNet?

>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:3db9c33463a062@tripnet.se...
>> Got the ISA EtherNEC Ethernet to ROM port adaptor from Lyndon Amsdon
>> today. Works perfectly with STinG on my Stacy with Geneva.
>>
>> On the TT however it does not work at all. My STinG setup is in good
>> working order and I have tried both ENEC.STX and ENEC3.STX without

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3138. Wanted: TT, Falcon, or clone (US)

Newsgroup: comp.sys.atari.st
Date: 2002-10-28 09:50:29 UTC
From: rangerfiend2001@yahoo.com
Message-ID: <6fe4fad5.0210280150.4a486cd6@posting.google.com>
Source record: 31298

Hey everyone, I'm looking for a TT030, Falcon, or a clone to replace my passed Mega ST4. I would prefer the TT over the Falcon (I think, if anyone disagrees feel free to tell me why). I can pay about to about $300.

Minimum specs: 32MHz (TT), 4MB RAM (2/4 TT, pref with SIMM board), 200MB+ HD, VGA Adaptor (Falcon).

Please email or reply here if you have something your not using. I'm located in Massachusetts, US.

Correct email address (Remove spaces):
c h f r i e n d @ c h a r t e r . n e t

3139. Re: development of MagiCNet

Newsgroup: comp.sys.atari.st
Date: 2002-10-28 13:09:32 UTC
From: <>
Message-ID: <1035815128-823554AEicMi@ntlworld.com>
Source record: 31299

From: Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa)
Date: Sun, 27 Oct 2002 08:25:00 +0200

>BM>I have a question: Anybody have information about the further
>BM>development?
>
>Sorry, no. The latest beta versions I've got date from april, and I haven't
>heard from vassilis since :-(

That's a shame, I hope that he is OK.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3140. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-10-28 19:06:54 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <apk1sf$2ajrr$1@ID-40235.news.dfncis.de>
Source record: 31300

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3dbd0212bf0ff1@tripnet.se...
> On Fri 25-10-2002 23:35 (+0100) David Wade wrote:
>
> > I have one working on my TT. I did have to waggle the interface card a
bit
> >to get it to work. Have you tried the test programs?
>
> STinG or MintNet?
>

Not sure of intent of question.

If its what am I using then currently using STing, but I think I have had
MintNet working (will check it out if its important).

It its what do the test programs need then its nothing. The test programs
access the card directly, and do not require an IP Stack.

> >"Kenneth Medin" <kennethm@tripnet.se> wrote in message
> >news:3db9c33463a062@tripnet.se...
> >> Got the ISA EtherNEC Ethernet to ROM port adaptor from Lyndon Amsdon
> >> today. Works perfectly with STinG on my Stacy with Geneva.
> >>
> >> On the TT however it does not work at all. My STinG setup is in good
> >> working order and I have tried both ENEC.STX and ENEC3.STX without
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

3141. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-10-28 19:09:07 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <apk20k$28qul$1@ID-40235.news.dfncis.de>
Source record: 31301

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3dbd0212bf0ff0@tripnet.se...
> On Sat 26-10-2002 01:28 (+0200) Jan Krupka wrote:
>
> >Kenneth Medin wrote:
> >
> >> On the TT however it does not work at all. My STinG setup is in good
> >> working order and I have tried both ENEC.STX and ENEC3.STX without
> >> success.
>
> >I have another experience. I have tried EtherNEC on 3 TTs. It works
> >perfectly on two of them (on one I must change bad fuse for 5V Ucc for
ROM
> >port) but on last TT I cannot start the connection. The MiNT driver
starts
> >ok. The MAC address is ok. I can do ifconfig and route without problems
but
> >it is all. The next comunication doesn't work. And I don't know why,
> >because the same hardware works nice on my Falcon.
>
> I have now made some further tests. Note that I have only tested the
> STinG versions sofar. Guess I will have to try MagicNet as well...
>
> Stacy (ST TOS 1.4) and Mega STe (TOS 2.6) running Geneva both works
> perfect with the ENEC.STX .
>
> Tested both ENEC.STX and ENEC3.STX on my three TT:s and none of them
> work. With Geneva the MAC address is read but with Magic 6 not.
>
> Just tried to change the program load flags on ENEC3.STX to load and
> allocate from TT RAM and with this setting this TT now reads the MAC
> address under Magic6 too!
>
> When I try to Ping my main router data goes out on the Ethernet line
> (lights flicker on both ends) but they seem garbled as nothing comes
> back. Double checked my ROUTE.TAB by using the other parallel-to-Ethernet
> adaptor.
>
> Also tested HT2ENEC.TOS and it will read the MAC address on the TT under
> Geneva with an output as follows:
> -----------
> Test EtherNE with NE card but without any STing, MagiCNEt, MINTNet
> Software (C)2002 Dr. Thomas Redelberger
> Interrupt Status register after Reset (should read $80): $c0

>
> Reading the NE PROM.
> The first 12 bytes are the 6 byte MAC address
> Each byte is doubled up (this is normal):
> 0000c0c0
> dfdfc4c4
> 45456565
> 20202020
> 20202020
> 20202020
> 20202020
> 42424242
> Press any Key
> ----------
>
> Everything is fine except for the interrupt status register?
>
> Now under Magic 6.20 and STinG not installed:
> ----------
> Test EtherNE with NE card but without any STing, MagiCNEt, MINTNet
> Software (C)2002 Dr. Thomas Redelberger
> Interrupt Status register after Reset (should read $80): $80
>
> Reading the NE PROM.
> The first 12 bytes are the 6 byte MAC address
> Each byte is doubled up (this is normal):
> 00000000
> 00000000
> 00000000
> 00000000
> 00000000
> 00000000
> 00000000
> 00000000
> Press any Key
> ----------
>
> Here the Interrupt register is ok ($80) but no MAC address. Strange...
>
> I really have a feeling there are some timing problems. A quick look in
> the source code HT2ENE.S showed these lines:
>
> move 10000,d0 ; wait 2ms
> .t1 dbra d0,.t1
>
> That must give very different results on different hardware.
>
>
> Has anyone got this Ethernet adaptor running with STinG on a TT??

Yes, it appears to work on mine, but it is a very stock TT....

>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

3142. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-10-28 19:50:54 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dbd950c7ec7f20@tripnet.se>
Source record: 31302

On Mon 28-10-2002 19:09 (GMT) David Wade wrote:

>
>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:3dbd0212bf0ff0@tripnet.se...

>> >> On the TT however it does not work at all. My STinG setup is in good
>> >> working order and I have tried both ENEC.STX and ENEC3.STX without
>> >> success.

>> Has anyone got this Ethernet adaptor running with STinG on a TT??
>
>Yes, it appears to work on mine, but it is a very stock TT....

Under standard TOS or Magic?

Strangely I have three TT:s here and none seem to work properly with the
adaptor. Two of them are of the older type with metal shieldings. One
with original TOS 3.1 and only 4 MB ST RAM. The other upgraded to TOS 3.6
and 36 MB RAM (4+32), some harddisks and CDROM.

The third TT is from March 1991 and has been downgraded to TOS 3.1 . All
three have working cartridge ports.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3143. Re: Memory Problem on Falcon030?

Newsgroup: comp.sys.atari.st
Date: 2002-10-28 20:54:23 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0210281254.4d916ec2@posting.google.com>
Source record: 31303

carey christenson <firest@williams-net.com> wrote in message
news:<1035716106-913959AEicMi@williams-net.com>...
> Anyone,
> I have a memory board installed on my Falcon030 that
> takes just 1 16 meg simm the simm is located on the
> underneath side of the RAM board. What kind of memory
> am I looking for to replace a bad simm??? I have
> place called JDR that I can order FPM or EDO here is
> what I can get listed below:
>
> 72 pin FPM simms:
> 16MB Non-Parity 4Mx32, 60ns
Probably.
> 16MB Parity 4Mx36, 60ns
Unlikely.
>
> 30 pin FPM simms:
> 16MB Parity 16Mx9, 60ns, 9 chip
Very unlikely.
>
> 72 pin EDO simms:
> 16MB Non-Parity 4Mx32, 60ns
Possibly.

If you remove the cover (7 screws) and the first section of shielding
(about 10 screws) you will see the memory board a little toward the
keyboard and right of center. You should be able to read the SIMM
without much trouble. What does it say?

Galen

3144. Discovery Cartridge by Happy Computers for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2002-10-28 21:27:17 UTC
From: geraldf@sprynet.com
Message-ID: <3dbdab72.13387329@nntp.sprynet.com>
Source record: 31304

Hello to all Atarians,

I just listed a Happy Computers Atari ST Discovery Cartridges for sale on eBay, it's worked great for me... Auction includes the cart, cable, and utilities disk.... Also included (but not mentioned on ebay) is a custom disk I put together which loads the cart prg. into a ramdisk and allows you to edit/customize the archiving parameters... Many customized routines are included for specific ST prgs. that were not on the orig. disk.. You can ALSO archive atari 8-bit prgs. (if you have a 5.25 drive attached to your ST), AND PC and MAC floppies!!

see listing at:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2065413719&rd=1

3145. Atari Online News, Etc. #04-43

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 01:50:28 UTC
From: danap8@aol.com
Message-ID: <20021028205028.28372.00000987@mb-fy.aol.com>
Source record: 31305

```
A-ONE #0443 10/25/02

~ Lobby Seeks Spam Laws! ~ People Are Talking! ~ Royalties Extension!
~ E-mail Scam On Yahoo! ~ New Version of Office! ~ ARAnyM Update News!
~ Man Fined For Spamming ~ OLGA Finds New Support ~ Google Missing Sites!
~ MSN Locks Fees, Pop-Ups~ New Ways To Can Spam! ~ New Pulsar Version!

-* Massive Web Attack Is Probed *-
-* CodeHead's MIDI Software Available! *-
-* AOL Launches Kids' Safety Buddy Program! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
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-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3146. ATARI BREAKTHRU W/ HITKIT AND SAMPLES ON EBAY

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 06:16:01 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <BIpv9.6061$ko1.1081812@kent.svc.tds.net>
Source record: 31306

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2065754052

3147. TT030 or Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 09:29:36 UTC
From: rangerfiend2001@yahoo.com
Message-ID: <6fe4fad5.0210290129.5bc11cb6@posting.google.com>
Source record: 31307

OK, I have a TT (2ST/4TT/200MB HD) and a Falcon (4/80) that I can get for around the same price ($300-$250 respectivly). Which one is better for running newer Atari software? I know each has tradeoffs (TT has faster processor and more expandability), Falcon has DSP. What the the falcon's highest native resolution? Help! Need more info. The best ST I've ever used is a Mega ST4

Chris

--

Correct email address (Remove spaces): c h f r i e n d @ c h a r t e r . n e t

3148. Anyone have CAMBRIDGE LISP for ATARI?

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 09:50:25 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <BRsv9.6066$ko1.1100956@kent.svc.tds.net>
Source record: 31308

Does anyone have a working copy of CAMBRIDGE LISP for ATARI?

The disk I have went dead.

Donald

3149. Re: Discovery Cartridge by Happy Computers for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 14:11:50 UTC
From: geraldf@sprynet.com
Message-ID: <3dbe9707.3101403@nntp.sprynet.com>
Source record: 31309

On Mon, 28 Oct 2002 21:27:17 GMT, (gf) wrote:

Additional information:
The DC also works with Mega Sts
Full documentation is included on the original disk...

Atari 8-bit disks archived w/ the DC do not, of course, require the DC
to work (unlike the Happy 1050 upgrade!)...
A second floppy with additional customized backup control files is
also included,,,
Backup control files also allow archiving of (some) Amiga disks...

>Hello to all Atarians,
>
>I just listed a Happy Computers Atari ST Discovery Cartridges for sale
>on eBay, it's worked great for me... Auction includes the cart,
>cable, and utilities disk.... Also included (but not mentioned on
>ebay) is a custom disk I put together which loads the cart prg. into a
>ramdisk and allows you to edit/customize the archiving parameters...
>Many customized routines are included for specific ST prgs. that were
>not on the orig. disk.. You can ALSO archive atari 8-bit prgs. (if
>you have a 5.25 drive attached to your ST), AND PC and MAC floppies!!
>
>see listing at:
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2065413719&rd=1

3150. Re: TT030 or Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 14:33:12 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnart6t4.2qn.atari@core.preferuje.luzik.pl>
Source record: 31310

W artykule <6fe4fad5.0210290129.5bc11cb6@posting.google.com> Christopher Friend
napisaďż˝(a):
> OK, I have a TT (2ST/4TT/200MB HD) and a Falcon (4/80) that I can get
> for around the same price ($300-$250 respectivly). Which one is
> better for running newer Atari software? I know each has tradeoffs
> (TT has faster processor and more expandability), Falcon has DSP.
> What the the falcon's highest native resolution? Help! Need more
> info. The best ST I've ever used is a Mega ST4

Falcon can do beyond 1000x600 but this resolutions are avialible only when
running a software enchancer (no hardware needed). I do not remember the
maximal value. Note that bigger resolutions eat speed. Note also that in TC
the maximum resolution is smaller.

Without screen enchancing software the max you can get is 640x480.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3151. Re: TT030 or Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 18:14:46 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10210291210550.811-100000@www.coazter.com>
Source record: 31315

The TT is really nice, but I would only choose it for development if it
was me, otherwise the falcon is a better choice in my opinion.

The falcon is broader, games, music, graphics etc.
The slower CPU in the falcon can be upped to match (actually even faster
than TT) if you are concerned about the cpu speed (ct2 boards etc).
TT natively can take more RAM than stock falcon which can be good for some
things.
All depends on what you want to do really and if you want to put a little
extra money to be comfortable with the machine you would choose to get.

On 29 Oct 2002, Christopher Friend wrote:

> OK, I have a TT (2ST/4TT/200MB HD) and a Falcon (4/80) that I can get
> for around the same price ($300-$250 respectivly). Which one is
> better for running newer Atari software? I know each has tradeoffs
> (TT has faster processor and more expandability), Falcon has DSP.
> What the the falcon's highest native resolution? Help! Need more
> info. The best ST I've ever used is a Mega ST4
>
> Chris
>
> --
>
> Correct email address (Remove spaces): c h f r i e n d @ c h a r t e r
> . n e t
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://coazter.com

3152. Andreas Krome working mail address

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 19:16:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <apmmr6$902$1@thorium.cix.co.uk>
Source record: 31311

Can anyone supply me with this, please? The one I have gets
bounced.

Also anyone have an email address for ASH?

Thanks in advance

Regards, /Peter/

3153. Re:CLOSE by seller !!

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 20:07:22 UTC
From: bill malcolm <wm65805@alltel.net>
Message-ID: <3DBEEB98.B3567CFE@alltel.net>
Source record: 31312

Donald and Cheryl wrote:

> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2065083531

3154. Re: TT030 or Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 21:28:43 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0210291328.53272995@posting.google.com>
Source record: 31313

rangerfiend2001@yahoo.com (Christopher Friend) wrote in message news:<6fe4fad5.0210290129.5bc11cb6@posting.google.com>...
> OK, I have a TT (2ST/4TT/200MB HD) and a Falcon (4/80) that I can get
> for around the same price ($300-$250 respectivly). Which one is
> better for running newer Atari software? I know each has tradeoffs
> (TT has faster processor and more expandability), Falcon has DSP.
> What the the falcon's highest native resolution? Help! Need more
> info. The best ST I've ever used is a Mega ST4
>
The TT is faster and is easier to add a graphics card to. The Falcon has superior sound, and will be faster if the CT60 comes out and works as advertised. The Falcon's highest native preset resolution is 640x480x256 @ 60 Hz, but an auto folder program (Videlity) exists that allows for 800x600x256 @53 Hz (a bit hard on the eyes, if you ask me). With a video card, much higher is possible, of course.

My personal opinion is that the Falcon is the superior computer for most home users unless your TT happens to have a nice 1280x960x2 ECL monitor.

Galen

3155. Re: Memory Problem on Falcon030?

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 22:17:36 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.603bc59f.a4647802.chongdochongdo@ichongdo.com>
Source record: 31317

Hello,

Dans le message <926a9946.0210281254.4d916ec2@posting.google.com>
Galen a ï¿½crit:

>> [...]
>> 72 pin FPM simms:
>> 16MB Non-Parity 4Mx32, 60ns
>Probably.
>> 16MB Parity 4Mx36, 60ns
>Unlikely.
>>
>> 30 pin FPM simms:
>> 16MB Parity 16Mx9, 60ns, 9 chip
>Very unlikely.
>>
>> 72 pin EDO simms:
>> 16MB Non-Parity 4Mx32, 60ns
>Possibly.

>If you remove the cover (7 screws) and the first section of shielding
>(about 10 screws) you will see the memory board a little toward the
>keyboard and right of center. You should be able to read the SIMM
>without much trouble. What does it say?

Both EDO and FPM 72 pins modules work fine (I tried both).

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

3156. Cab 2.8 and Error #69

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 22:50:10 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1035928742-994446AEicMi@adel6.freeserve.co.uk>
Source record: 31314

I am sure this has come up before on this newsgroup but I can't remember what the recommendations were!

I am using CAB 2.8 along with Iconnect 1.8 and the officially supplied CAB.OVL, on a CT2B system using MagiX 6.20.

1) Whilst using CAB the dreaded "68000 Exception (Fehler #-69)" occurs now at least 7 out of 10 online sessions, either within a couple of minutes of starting or anytime else usually to cause maximum inconvenience(!). Some times I can re-start CAB and be lucky but usually it falls over within 5 minutes again...

2) I have tried MAGTOROM in the Auto folder but I get two bombs when it is loaded, so I assume that it crashes on start up!?! Is it supposed to work with a CT2B? In Alt-RAM or ST-Ram? MAGXB032 may also be faulty?

3) Also another annoying feature of CAB these days is that clicking links to websites or typing in web addresses manually usually results in an immediate "File error" on a grey page. And yet when I click again on the link CAB displays the website, it seems that it is admitting failure a bit too quickly (not going to Net first?)!

I have tried clearing/extending the CAB cache to 30Mb. Also not having Emailer loaded in the same session but no luck....

Any suggestions would be welcome as usual!

Regards

Neil Chester
3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

3157. Re: TT030 or Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-10-29 23:44:58 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1035909926-268404AEicMi@williams-net.com>
Source record: 31316

Christopher,
Depends on what you want to do with your Atari Computer???? I can tell you right now that the Falcon will beat any Atari computer at Audio apps. Apps like Aniplayer or Falcamp just to name a few. Converting MP3's to wav's with Aniplayer is much faster on the Falcon because of the DSP, which Aniplayer uses. Yes, the TT030 has a faster processor but this computer is built more for desktop publishing. As far as expandibility I am unsure on the TT030 what is available. But the Falcon will soon have the CT60 (which I am in line to get) which will take the processing power up to a 72 mhz. 060 which will make the Falcon the most powerful Atari computer available. Not to mention NATURE is working with R. Czuba on making a FULLY COMPATIBLE graphic card which will plug into the CT60 which will give us 1600x1200 resolution in 32 bit color all with 32 megs of DDR SDRAM, they claim 99.9 percent compatibility with Atari related software. I have the ECLIPSE graphic card adapter with an ATI Rage with 4 megs of VRAM and I dont get know where near 99.9 percent Atari software compatibility. At the moment a stock Falcon is capable of 640x480 in 256 colors which is adequate not sure about the screen enhancement software someone else spoke of. But if there is such a thing I would agree that it would take alot more processing time to run such a program. But go with either the TT030 or the Falcon030 but I would steer clear of the ST's unless they were considerably cheaper. If you need anymore information let me know!!!! Thanks and long live all Atari computer everywhere!!!!!!!!!!!

Thanks,

Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card

84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3158. FS: DynaPort SCSI/Link-T DP0801

Newsgroup: comp.sys.atari.st
Date: 2002-10-30 06:07:01 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0210292207.e7a45df@posting.google.com>
Source record: 31318

I got as far as PINGing other machines on my LAN with a STinG setup.
It appears to work with STinG. I need a MiNT solution and I'm done
waiting.

$20 + $8 shipping anywhere in the USA.
Sorry, I will not ship overseas.
AC power adapter included.

First e-mail that lands in my inbox gets it, if I get no e-mail it
will end up on e-bay at a later date.

- Lon

3159. Re: TT030 or Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-10-30 09:08:03 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <apo7hm$3ec1i$1@ID-40235.news.dfncis.de>
Source record: 31319

I would go for the Falcon UNLESS I had specific requirements that only the
TT can answer. As far as I know the main one of these is ASCI port....

>
> On 29 Oct 2002, Christopher Friend wrote:
>
> > OK, I have a TT (2ST/4TT/200MB HD) and a Falcon (4/80) that I can get
> > for around the same price ($300-$250 respectivly). Which one is
> > better for running newer Atari software? I know each has tradeoffs
> > (TT has faster processor and more expandability), Falcon has DSP.
> > What the the falcon's highest native resolution? Help! Need more
> > info. The best ST I've ever used is a Mega ST4
> >
> > Chris
> >
> > --
> >
> > Correct email address (Remove spaces): c h f r i e n d @ c h a r t e r
> > . n e t
> >
> >
>
> -------------------------
> ~^~^~^~^~^~^~^~^~^~^~^~^~
> http://coazter.com
>
>

3160. Re: Cab 2.8 and Error #69

Newsgroup: comp.sys.atari.st
Date: 2002-10-30 11:00:52 UTC
From: <>
Message-ID: <1035977254-918737AEicMi@ntlworld.com>
Source record: 31320

From: Neil Chester <neil@adel6.freeserve.co.uk>
Date: Tue, 29 Oct 2002 22:50:10 GMT

>I am using CAB 2.8 along with Iconnect 1.8 and the officially supplied
>CAB.OVL, on a CT2B system using MagiX 6.20.
>
>1) Whilst using CAB the dreaded "68000 Exception (Fehler #-69)" occurs

Try another overlay. Olivier Booklage's one works with STInG, STiK and
IConnect.

Also consider installing MagxNet. With that, GlueSTiK and the IConnect
gateway (you'll have to email Vassilis for the latter) you'll have all
bases covered and it is also much faster than IConnect.

>2) I have tried MAGTOROM in the Auto folder but I get two bombs when it
>is loaded, so I assume that it crashes on start up!?! Is it supposed to
>work with a CT2B? In Alt-RAM or ST-Ram? MAGXB032 may also be faulty?

I only use the latter, which I assume performs more or less the same task,
preventing the MagiC kernal from being overwritten.

>3) Also another annoying feature of CAB these days is that clicking links
>to websites or typing in web addresses manually usually results in an
>immediate "File error" on a grey page. And yet when I click again on the

I've had that happen sometimes, but I click on the "Refresh" button FWIW.

Try the overlay I suggested.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3161. November Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2002-10-30 12:39:48 UTC
From: Francois LE COAT <lecoat@lutece.net>
Message-ID: <3DBFD314.8040207@lutece.net>
Source record: 31321

Hi,

My software "Eureka" is updated and released on my WEB site.
It's a "2D Graph Describer" and a "3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka211.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Is Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny043.zip
Is the OpenGL Extension (requires previous package)

I wish you big fun with all this STuff.

Regards,

-- François LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

3162. Re: Discovery Cartridge by Happy Computers for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2002-10-30 13:20:48 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <wEPSUsEwy9v9Ewi4@atari.org.uk>
Source record: 31322

In article <3dbe9707.3101403@nntp.sprynet.com>, gf <geraldf@sprynet.com>
writes
>Additional information:
>The DC also works with Mega Sts
>Full documentation is included on the original disk...
>
>
>Atari 8-bit disks archived w/ the DC do not, of course, require the DC
>to work (unlike the Happy 1050 upgrade!)...
>A second floppy with additional customized backup control files is
>also included,,,
>Backup control files also allow archiving of (some) Amiga disks...

Hi All

It's not very often i'll stick my nose in with info in items for sale or
for auction, but I highly recommend these cartridges.

I will be supporting the discovery carts on my 'www.atarian.com' web
site, but am working on both last pd and asx sites atm:)

For those that dont know, these cartridges can back up ANY disk you
stick in your Atari drive. It DOESN'T need a TWO drive system, there are
a very small number of internal drives that wont work with these carts,
and i mean rare.

You can archive disks to a file, and that also doesnt depend on machine
memory.

The one on auction looks like the basic one, but a pass through port can
be added easily, and files usually come on disk listing parts that you
could add yourself for the following. Clock, ability to have an
additional TWO floppy drives (you will need a pass through drive for
that) and also has space for eproms/sockets to be used as a normal
cartridge type application, although the design was for the Apple Mac
chip sets.

I have tried it on all forms of ST, but not yet got it to work on a Mega
STE. BUT have been told it WILL work running the mega STE at 8mhz
instead of 16mhz.

Come to think of it, I've not tried (never needed to really) using it on
a HD disk, although I;ve had NO problems reading a double density drive
in a HD drive running on an STE with TOS 2.06..

--
Cheers! For Now

Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3163. Re: Andreas Krome working mail address

Newsgroup: comp.sys.atari.st
Date: 2002-10-30 13:55:47 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <dc0fb4f6.0210300555.21c73fe2@posting.google.com>
Source record: 31323

xlator@cix.compulink.co.uk wrote in message news:<apmmr6$902$1@thorium.cix.co.uk>...
> Can anyone supply me with this, please? The one I have gets
> bounced.

Andreas.Kromke.Nospam@gmx.de

Of course, remove the "nospam"!

3164. bolo

Newsgroup: comp.sys.atari.st
Date: 2002-10-30 18:07:58 UTC
From: jota <jorge.vergara@chile.com>
Message-ID: <aprric$j4l$1@news1.nivel5.cl>
Source record: 31340

Hi!!

please send me bolo game

Thanks

Jorge

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.408 / Virus Database: 230 - Release Date: 24/10/02

3165. Re: Discovery Cartridge by Happy Computers for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2002-10-30 19:12:00 UTC
From: geraldf@sprynet.com
Message-ID: <3dc02d90.25945381@nntp.sprynet.com>
Source record: 31324

Steve,

Yes you're correct, this is the "basic option 0" Discovery Cartridge,
BUT, as you've pointed out again, IT WILL COPY virtually all Atari ST,
PC, Mac, and even Amiga floppies, including Atari 8-bit protected
disks (with a proper 5.25 drive connected to the ST).... I don't know
however if it will copy HD (1.2 meg 5.25's or 1.44 meg 3.5's) disks,
because I don't have a mega st with such drives and don't know if
anyone else has done so... Do you know also if the DC works with
the Falcon??

GF

On Wed, 30 Oct 2002 13:20:48 +0000, Steve Stupple <Steve@atari.org>
wrote:

>In article <3dbe9707.3101403@nntp.sprynet.com>, gf <geraldf@sprynet.com>
>writes
>>Additional information:
>>The DC also works with Mega Sts
>>Full documentation is included on the original disk...
>>
>>
>>Atari 8-bit disks archived w/ the DC do not, of course, require the DC
>>to work (unlike the Happy 1050 upgrade!)...
>>A second floppy with additional customized backup control files is
>>also included,,,
>>Backup control files also allow archiving of (some) Amiga disks...
>
>Hi All
>
>It's not very often i'll stick my nose in with info in items for sale or
>for auction, but I highly recommend these cartridges.
>
>I will be supporting the discovery carts on my 'www.atarian.com' web
>site, but am working on both last pd and asx sites atm:)
>
>For those that dont know, these cartridges can back up ANY disk you
>stick in your Atari drive. It DOESN'T need a TWO drive system, there are
>a very small number of internal drives that wont work with these carts,
>and i mean rare.
>
>You can archive disks to a file, and that also doesnt depend on machine
>memory.
>

>The one on auction looks like the basic one, but a pass through port can
>be added easily, and files usually come on disk listing parts that you
>could add yourself for the following. Clock, ability to have an
>additional TWO floppy drives (you will need a pass through drive for
>that) and also has space for eproms/sockets to be used as a normal
>cartridge type application, although the design was for the Apple Mac
>chip sets.
>
>I have tried it on all forms of ST, but not yet got it to work on a Mega
>STE. BUT have been told it WILL work running the mega STE at 8mhz
>instead of 16mhz.
>
>Come to think of it, I've not tried (never needed to really) using it on
>a HD disk, although I;ve had NO problems reading a double density drive
>in a HD drive running on an STE with TOS 2.06..
>
>--
> Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3166. A Home Cooked teXt editor

Newsgroup: comp.sys.atari.st
Date: 2002-10-30 20:32:34 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DC040F4.30C494F3@chello.nl>
Source record: 31325

LS

There is a new version available on my homepage (in sig)

Bug fixes in
find multiple
compare folders

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3167. Re: Discovery Cartridge by Happy Computers for sale on eBay

Newsgroup: comp.sys.atari.st
Date: 2002-10-30 21:41:22 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <6csQisHCIFw9Ewbs@atari.org.uk>
Source record: 31326

In article <3dc02d90.25945381@nntp.sprynet.com>, gf
<geraldf@sprynet.com> writes
>Steve,
>
>Yes you're correct, this is the "basic option 0" Discovery Cartridge,
>BUT, as you've pointed out again, IT WILL COPY virtually all Atari ST,
>PC, Mac, and even Amiga floppies, including Atari 8-bit protected
>disks (with a proper 5.25 drive connected to the ST).... I don't know
>however if it will copy HD (1.2 meg 5.25's or 1.44 meg 3.5's) disks,
>because I don't have a mega st with such drives and don't know if
>anyone else has done so... Do you know also if the DC works with
>the Falcon??
>
>GF

I'll give it a try when i get z chance. But i think it may fail as the
Falcon has a 16meg clock speed.. Be neat if it worked:)

And then my brain clicked on..... the falcon doesnt have an external
floppy connector, so would have to have an adaptor or something so that
the lines can bypass the fdc...

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3168. Re: Andreas Krome working mail address

Newsgroup: comp.sys.atari.st
Date: 2002-10-30 21:59:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <appknepmq1@thorium.cix.co.uk>
Source record: 31327

In message <dc0fb4f6.0210300555.21c73fe2@posting.google.com>, Andreas.Kromke.nospam@gmx.de said:

>Andreas.Kromke.Nospam@gmx.de
>
>Of course, remove the "nospam"!

Andreas, that's the one I sent it to, but it got auto-redirected to @sci-worx.de (should be .com, I am told). I have now mailed to the .com address - let me know if it doesn't arrive, please.

Regards, /Peter/

3169. T28 Accelerator board for 1040,520 or mega ST's on ebay

Newsgroup: comp.sys.atari.st
Date: 2002-10-30 22:39:57 UTC
From: beedub <bwiltshiredropthis@blueyonder.co.uk>
Message-ID: <7kn0suk689ukmdpvl81d51cu0s17n2g34g@4ax.com>
Source record: 31328

you don't see many of these around these parts

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2066222757&ssPageName=ADME:B:LC:UK:1

3170. Re: FS: DynaPort SCSI/Link-T DP0801

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 00:07:20 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <apps7p$3v7ts$1@ID-40235.news.dfncis.de>
Source record: 31330

"Bill F" <nobody@nowhere.com.invalid> wrote in message
news:3010200209053255 37%nobody@nowhere.com.invalid...
> In article <45bf3e0.0210292207.e7a45df@posting.google.com>, Lonny
> Pursell <atarilp@hotmail.com> wrote:
>
> > I got as far as PINGing other machines on my LAN with a STinG setup.
> > It appears to work with STinG. I need a MiNT solution and I'm done
> > waiting.
> >
> What other machines are on your LAN?
>
> I'm interested in trying a DP0801 units on my TT to connect to a
> network of Macs, but I would like to hear from someone who has actually
> suceeded in transfering some files.
>

I have not used the DP0801 units, but I do have two of Cartridge Port NE2000
adaptors running under STING. Transfering files to and from my PC running
Windows/2000 is not at all simple. I tried several combinations of software
before I found one that worked. In the end I ran an FTP server (I think
there is only one) on the ATARI and used one of the GUI FTP clients on the
PC. I did try several PC clients before I found one that was stable when
connected to the Atari. The usual "free" ones did not like the file listings
from the Atari and fell over.

> --
> Bill F

3171. Select21.APP or Start button??

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 00:10:56 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1035997876-301662AEicMi@williams-net.com>
Source record: 31329

Anyone,
I found this nice program that is a START button for
in the lower left hand corner. Problem all DOCS are
in DUTCH or GERMAN. So I do not know if it needs
registered or how to set it up. The name of the
program is select21. Anyone currently use this
program???? Any help would be greatly appreciated.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3172. Re: FS: DynaPort SCSI/Link-T DP0801

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 00:22:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dc077cc5f61a90@tripnet.se>
Source record: 31331

On Thu 31-10-2002 00:07 (GMT) David Wade wrote:

>
>"Bill F" <nobody@nowhere.com.invalid> wrote in message
>news:301020020905325537%nobody@nowhere.com.invalid...

>> I'm interested in trying a DP0801 units on my TT to connect to a
>> network of Macs, but I would like to hear from someone who has actually
>> suceeded in transfering some files.
>>
>
>I have not used the DP0801 units, but I do have two of Cartridge Port NE2000
>adaptors running under STING. Transfering files to and from my PC running
>Windows/2000 is not at all simple. I tried several combinations of software
>before I found one that worked. In the end I ran an FTP server (I think
>there is only one) on the ATARI and used one of the GUI FTP clients on the
>PC. I did try several PC clients before I found one that was stable when
>connected to the Atari. The usual "free" ones did not like the file listings
>from the Atari and fell over.

Strange, I can't get my NE2000 adaptor working with my TT with STinG or
MagicNet but have no problems at all with ftp to my Win pc :-(

I use FTP_SERV under STinG (and nullmodem from this TT to another TT with
the parallel port to Ethernet adaptor and the free WS_FTP client on the
pc. Works great!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3173. Re: FS: DynaPort SCSI/Link-T DP0801

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 01:01:04 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Tc%v9.1220$ZT2.996@news.bellsouth.net>
Source record: 31332

> > I'm interested in trying a DP0801 units on my TT to connect to a
> > network of Macs, but I would like to hear from someone who has actually
> > suceeded in transfering some files.

I have one of these units working with STing on a Falcon CT2b, MagiC 6.01,
HDDriver 7.93. It is connected to a Draytek USB2200 ADSL switcher.
Also on this switcher is a Windows XP Home workstation.
I also had the same setup working with Windows 98 before the XP upgrade.

This set-up puts my Falcon on the net at broadband speeds! Thanks to the ADSL
switcher...the PC does not have to be on for the Falcon to use the ADSL
connection.

I've had no problems using ftp to move files across the lan or the internet.
I've run ftp servers both on the Falcon and on the Windows box successfully.
FTPserve for STing works fine.
The server I've used successfully on the PC end is called WFTPD.
If you have trouble with ftp on either end, do be sure to try with both the
server and client in passive ftp mode before you give up. I've found that some
clients on the Atari end only work in passive mode....

There are two things NOT to forget on your windows machine!

1. Make sure you register the arp with windows, otherwise your Dynalink gets
ignored! In my case I made a batch file that auto starts (just make a shortcut
of the batch file and drag it into your startup folder) with the following line:

arp.exe -s 192.168.1.22 00-80-19-10-C4-4B

arp.exe = launches arp.exe
-s = static connection
192.168.1.22 = ip address assigned to the Dynalink on my lan.
00-80-19-10-C4-4B = Dynalink's physical (mac) address.

2. If you have the XP firewall enabled, or other firewalls installed, be sure
to add the Dynalink's ip-address to your trusted list.

Final notes:
I've had a very stable ethernet connection for weeks now on a Falcon CT2b in
trubo mode running MagiC 6.01, HDDriver 7.93 (DMA off). I do have quite a long
and currently happy (knock on wood) SCSI chain (1 SCSI 2 HD, 1 UWSCSI 3 HD, 2
CD-ROM units, the Dynalink, and a Mustek scanner).

Everything in my STing setup EXCEPT for the scsilnk.stx is set to run in TT RAM.

Happy Livin'!
Brian

3174. Internet on Falcon with SCSI-Link adapter

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 09:41:03 UTC
From: Marcel Meihuizen <mmeihuizen@hetnet.nl>
Message-ID: <PU6w9.61399$Mf5.3028942@Flipper>
Source record: 31333

Hi everyone,

I have a problem.I have got a SCSI-Link ethernet device hooked on my Falcon.I've got a STing driver wich sees my SCSI-link.If I ping my Windows2000 machine (with internet connection sharing) it works and vice versa works too.I have in STing the gateway configured (192.168.0.1)But if I want to use CAB nothing happend.Not even a network activity.Where can I configure the Browser that he had to look at the Ethernet0 port wich is the SCSI-Link device.I hope somone could help me.

Thanks already

Marcel

mmeihuizen@hetnet.nl

3175. FS: 2 Atari ST's

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 10:37:22 UTC
From: dgreiner01@comcast.net
Message-ID: <c3addcb8.0210310237.62181ab2@posting.google.com>
Source record: 31334

Greetings,

I have two ST's that I haven't been using for the last couple of weeks, since I bought a workstation synth, so I'd like to pass these wonderful machines on to someone else (rather than just letting them sit and collect dust).
The plastic on one of them is a little yellowed but is in perfect working order. The second one looks like the day it came out of the box.
they include the manuals and system disk, mouse etc. I also have one sm124 black and white monitor and one sc1224 color monitor.

$50 for the "yellowed" unit with the black and white monitor.
$75 for the perfect unit with the color monitor or some sort of combination thereof. Make me an offer before I stick them up on ebay.

dgreiner01@comcast.net

3176. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 14:09:04 UTC
From: Francois LE COAT <lecoat@lutece.net>
Message-ID: <3DC13980.8060201@lutece.net>
Source record: 31336

Hi,

Martin Tarenskeen wrote:
> I have downloaded the new version of Porthos that just arrived, but it
> doesn't display ANY pdf docs on my system.
> Anyone who has tried it with more luck ?

Porthos is only supposed to work under MagiC. That's sad ...

Regards,

-- François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

3177. Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 14:39:26 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0210311533350.43-100000@easymint>
Source record: 31335

I have downloaded the new version of Porthos that just arrived, but it doesn't display ANY pdf docs on my system. When I load a pdf, the number of pages is displayed, and a white page appears. At this point the program seems to hang. The load-progress-indicator freezes.

Anyone who has tried it with more luck ?

Martin Tarenskeen

Falcon030/CT2b, 14+32 MB RAM, MiNT 1.15.12, XaAES 0.960,
NVDI 5.03, THiNG 1.27, etcetera.

3178. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 14:44:10 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1036076657.159661@blade.atari-source.com>
Source record: 31337

Francois LE COAT wrote:

> Hi,
>
> Martin Tarenskeen wrote:
>> I have downloaded the new version of Porthos that just arrived, but it
>> doesn't display ANY pdf docs on my system.
>> Anyone who has tried it with more luck ?
>
> Porthos is only supposed to work under MagiC. That's sad ...
>
> Regards,
>
> -- Franï¿½ois LE COAT
> Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org
> mailto:lecoat@atari.org

Hey all,

under MagiC 6.1 Porthos doesn't work for me either. I start porthos fine
and go to load the manual PDF available on the same page as the demo and it
draws a white screen and then proceeds to bomb with error -69. Oops ;-)

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

3179. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 15:20:30 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3dc150c4465f121@europe-shareware.org>
Source record: 31338

Hello,

in article <3DC13980.8060201@lutece.net> (comp.sys.atari.st),
Francois LE COAT wrote on Thu 31-10-2002 15:09 (+0100):

> Martin Tarenskeen wrote:
> > I have downloaded the new version of Porthos that just arrived, but it
> > doesn't display ANY pdf docs on my system.
> > Anyone who has tried it with more luck ?

It crashes here with a "68000 exception" error. I've sent a mail to the
author.

> Porthos is only supposed to work under MagiC. That's sad ...

That's not true, according to the docs.

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

3180. [WEB] Aniplayer 2.21

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 17:43:35 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fkxl5i.1pe56kn1jn32kgN%NOSPAMS@wanadoo.fr>
Source record: 31339

Hi,

The latest version of Aniplayer is on my site, this is the new features:
Ogg Vorbis saving.
Play Divx 1, DivX 2, Divx 5 (AVI/MOV), Sorenson Video 1 (MOV), Real
Video 1 (RM), MJPEG (AVI/MOV).
Sort inside the playlist.
Ogg Vorbis reading faster (without FPU).

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3181. SimCity

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 19:14:13 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <aprve7$1tng$1@ns.felk.cvut.cz>
Source record: 31341

Hi,

many years ago I heard from someone on NeST that he patched the game SimCity to run in an extended Falcon resolutions (currently it requires ST-Low, i.e. 320x200 in 16 colors, but the game would look way better in say 640x480). The game itself seems to be fully GEM conformant so it should not be impossible to do that.

Doesn't someone of you have the patched version by a chance? Or would someone be willing to look into it? :-)

Petr

3182. free games for Falcon+68040?

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 19:34:13 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <aps0jm$1u5m$1@ns.felk.cvut.cz>
Source record: 31343

Hi,

my 5 years old son loves to play the demo version of Willie's Adventures. Actually he's been playing it for last 2.5 years so he's pretty good at it. Frankly, he can win the first level even with closed eyes... I tried to convince the New Beat Development to release something after 5.5 years of "development" but they don't seem to be inclinable to do that.

So I am searching for another free game that he could play for a while. I just need to get it running on my Afterburner040 (i.e. a Falcon with MC68040). If you know about something please send me the URL. Thanks.

Petr

3183. Re: [WEB] Aniplayer 2.21

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 19:38:29 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <aps0ipvtc1@news2.tilbu1.nb.home.nl>
Source record: 31342

Isn't it possible to play MP3's anymore in this new version?

Jos van de Gruiter
http://www.9dayswonder.nl
Music made with Atari

"Didier MEQUIGNON" <NOSPAMS@wanadoo.fr> schreef in bericht
news:1fkxl5i.1pe56kn1jn32kgN%NOSPAMS@wanadoo.fr...
> Hi,
>
> The latest version of Aniplayer is on my site, this is the new features:
> Ogg Vorbis saving.
> Play Divx 1, DivX 2, Divx 5 (AVI/MOV), Sorenson Video 1 (MOV), Real
> Video 1 (RM), MJPEG (AVI/MOV).
> Sort inside the playlist.
> Ogg Vorbis reading faster (without FPU).
>
> Regards,
>
> Didier.
>
> --
> Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
> E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
> Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
> Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3184. Re: SimCity

Newsgroup: comp.sys.atari.st
Date: 2002-10-31 22:37:41 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <Vgiw9.22559$jE1.72058@news-server.bigpond.net.au>
Source record: 31344

Hi, the trick is to use an original copy in stlow, with cache disabled, this is all fine as long as you only have 4 MB. You can use a Ram disk of 10 Meg if you have 14MB.

Mark

"Petr Stehlik" <pstehlik@sophics.cz> wrote in message news:aprve7$1tng$1@ns.felk.cvut.cz...
> Hi,
>
> many years ago I heard from someone on NeST that he patched the game
> SimCity to run in an extended Falcon resolutions (currently it requires
> ST-Low, i.e. 320x200 in 16 colors, but the game would look way better in
> say 640x480). The game itself seems to be fully GEM conformant so it
> should not be impossible to do that.
>
> Doesn't someone of you have the patched version by a chance? Or would
> someone be willing to look into it? :-)
>
> Petr
>

3185. Re: Falcon on Internet

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 00:38:32 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <2Qjw9.542$oq4.534@news.bellsouth.net>
Source record: 31345
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> I have a problem.I have got a SCSI-Link ethernet device hooked on my
> Falcon.I've got a STing driver wich sees my SCSI-link.If I ping my
> Windows2000 machine (with internet connection sharing) it works and vice
> versa works too.I have in STing the gateway configured (192.168.0.1)But if I
> want to use CAB nothing happend.Not even a network activity.Where can I
> configure the Browser that he had to look at the Ethernet0 port wich is the
> SCSI-Link device.I hope somone could help me.

check that you've set arp on the Windows machine.
see arp.exe
An example of how to do this automatically...
make a text file called arp.bat on your PC that contains the following line:

arp.exe -s ip.addy.of.your.falcon mac-address-of-the-dynalink

Next, make a shortcut of this bat file and drag it to the windows start-up folder.

I'm assumeing this is a direct connection to your PC? No hub or switcher?

If you have a firewall running on your windows PC...make sure the Falcon's IP address is in your trusted/local zone.

Be sure the subnet address is correct.

Be sure that the gateway you have set in the STing ROUTE.TAB is correct. If you are wanting your ethernet port to be the default route, then you'll want this to be the last line in the ROUTE.TAB file (use a text editor to edit).

If your PC is called 192.168.0.1 on your lan, and your PC then connects to the internet, then that 'should' work as the gateway. Double check that your PC is indeed given said ip-address. I.E.
0.0.0.0 0.0.0.0 Ethernet0 192.168.0.1

You might also try with a simple default routing of:
0.0.0.0 0.0.0.0 Ethernet0 0.0.0.0

This one simple default routing is usually all one needs unless you're using more than one port with STing. You can still 'dial out' if needed, because the dialer always sets a default route to the modem port in use.

Finally, in the STing ports.cpx, be sure you've given the Falcon an ip-address.

A DNS server is important. If you get 'can't resolve host name' messages when using your PC as the DNS/gateway, then find out what your ISP's DNS server is, and enter that.

Hope this helps,
Brian

3186. Re: FS: DynaPort SCSI/Link-T DP0801

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 04:00:55 UTC
From: lp <gfa@basic.net>
Message-ID: <B9E766A7.A417%gfa@basic.net>
Source record: 31246

in article 3010200209053255 37%nobody@nowhere.com.invalid, Bill F at nobody@nowhere.com.invalid wrote on 10/30/02 9:05 AM:

> In article <45bf3e0.0210292207.e7a45df@posting.google.com>, Lonny
> Pursell <atarilp@hotmail.com> wrote:
>
>> I got as far as PINGing other machines on my LAN with a STinG setup.
>> It appears to work with STinG. I need a MiNT solution and I'm done
>> waiting.
>>
> What other machines are on your LAN?
>
> I'm interested in trying a DP0801 units on my TT to connect to a
> network of Macs, but I would like to hear from someone who has actually
> suceeded in transfering some files.

I have my Hades060 and an old imac on the lan.
Actually I did run cab once or twice and it worked.
The TT was on cable modem at that point.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3187. New on TAMW: Variegated Collection

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 06:17:11 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0210312217.2499a570@posting.google.com>
Source record: 31247

New on TAMW

a new set of excellent easy to use algorithmic applications, provided
by Jonathan.Steem compatable.In the same tradition as the Wolfgand
Martin Strong Algorithmic package.

http://tamw.atari-users.net/variegat.htm

Tim Conrardy
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

3188. Re: [WEB] Aniplayer 2.21

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 08:27:18 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211010924180.45-100000@easymint>
Source record: 31248

On Thu, 31 Oct 2002, J.J.van de Gruiter wrote:

> Isn't it possible to play MP3's anymore in this new version?

Officially: No. Not a word about MP3 in the docs. But I thought: it
doesn't hurt to try playing them anyway ... ;-)

Martin Tarenskeen

3189. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 09:42:50 UTC
From: <>
Message-ID: <1036226676-119784AEicMi@ntlworld.com>
Source record: 31278

From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Date: Thu, 31 Oct 2002 09:44:10 -0500

>under MagiC 6.1 Porthos doesn't work for me either. I start porthos fine
>and go to load the manual PDF available on the same page as the demo and it
>draws a white screen and then proceeds to bomb with error -69. Oops ;-)

Same here!

MagiC 6.20, NVDI 5.03, Falcon CT2 etc...

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3190. Re: free games for Falcon+68040?

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 09:44:48 UTC
From: <>
Message-ID: <1036226680-120504AEicMi@ntlworld.com>
Source record: 31279

From: "Petr Stehlik" <pstehlik@sophics.cz>
Date: Thu, 31 Oct 2002 20:34:13 +0100

>it. Frankly, he can win the first level even with closed eyes... I tried
>to convince the New Beat Development to release something after 5.5 years
>of "development" but they don't seem to be inclinable to do that.

That's a shame, they had made a very good job on this Rayman clone.

Cheers

Derryck

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3191. Re: [PROG] Need testers for video related programs (V3)

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 10:06:12 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <kmjtpa.ei1.ln@127.0.0.1>
Source record: 31249
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Dans l'article <5gqbpa.mja.ln@127.0.0.1>, "Patrice Mandin"
<pmandin@caramail-nospam.com> a tapotï¿½ avec ses petits doigts:

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware; AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video3.zip (155Kb).

There are some bugfixes for the three programs.

The AES version does the same work as the VDI one, except it displays in
a window.

I added MVDI support to the XBIOS version. If you have a Milan, test it,
it should give you info about available video modes. I will make a more
complete test program the next time.
Warning: it may crash your machine.

Thanks to people that tested the previous programs.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3192. Re: [WEB] Aniplayer 2.21

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 10:55:50 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <aptmau$m5r$1@news2.tilbu1.nb.home.nl>
Source record: 31250

And did it work? In the readme file it says:
"- Because the MP3 licence is changed ($15000 by year send to Thomson),
MP3 support is removed (MP3 ignored and LAME_ENC.SLB removed of the
archive)."

> > Isn't it possible to play MP3's anymore in this new version?
>
> Officially: No. Not a word about MP3 in the docs. But I thought: it
> doesn't hurt to try playing them anyway ... ;-)
>
> Martin Tarenskeen
>

3193. Re: free games for Falcon+68040?

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 11:02:26 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <aptmnapiv1@news2.tilbu1.nb.home.nl>
Source record: 31251

Try Chu Chu Rocket or other games by the reservoir Gods:
http://www.reservoir-gods.com/game.htm

"Petr Stehlik" <pstehlik@sophics.cz> schreef in bericht
news:aps0jm$1u5m$1@ns.felk.cvut.cz...
> Hi,
>
> my 5 years old son loves to play the demo version of Willie's Adventures.
> Actually he's been playing it for last 2.5 years so he's pretty good at
> it. Frankly, he can win the first level even with closed eyes... I tried
> to convince the New Beat Development to release something after 5.5 years
> of "development" but they don't seem to be inclinable to do that.
>
> So I am searching for another free game that he could play for a while. I
> just need to get it running on my Afterburner040 (i.e. a Falcon with
> MC68040). If you know about something please send me the URL. Thanks.
>
> Petr
>

3194. Bravo's Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 11:18:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211010312430.4639-100000@shell1.aracnet.com>
Source record: 31253
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering Bravo's Atari 20/20 ThanksGiving Discounts!2 20% Discounts. A 20% Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines!And a 20% Discount for my more regular/preferred Customers covering most HardWare,SoftWare, Books & Accessories for Classic Atari 8 Bit & Atari ST Lines. Got Questions? E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts! Get Catalogs at http://BensCatalogs.atari.org or Call (503)256-9974!!!! http://www.aracnet.com/~atari/specials.htm More Discount Information!

I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/maillist.htm E-Mail and Postal Mailings! http://www.aracnet.com/~atari/bravo_e.html Fill out contact Forms!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://www.atari.benjamin.net or else at http://BensCatalogs.atari.org or http://BenSells.atari.org Catalogs can be attached to, Requested by and Received Through E-Mail at atari@aracnet.com, BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3195. Re: guitar processing software for Falcon?????

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 11:32:08 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <aptof0$5a2$1@news2.tilbu1.nb.home.nl>
Source record: 31252

You can record directly into Cubase Audio (or a free programm like VTRax http://www.chez.com/ricard/realisations/english/index.html) or WinRec. And apply effects with Studio Son (same link), Winrec or Squash. Cubase Audio has same simple effects too (yes, for audio). You can't record with Cubase Lite since it is Midi only.
What you need is a preamp/effectunit like Boss GT3/ or POD to get the guitarsound in.
If you want to record 44.1 or 48.1 hz (standards) you need something like the Cubase Audio Clock (comes with Cubase Audio) or the Soundpool FDI.

The Falcon is a great machine for recording without latency, but the lack of hardware and software makes it relatively expensive. It will save you money if you have a PC with a cheap soundcard. I have and still prefer the Falcon.

Jos

"Steve Stupple" <Steve@atari.org> schreef in bericht news:dUadOxHt4Ft9Ew2c@atari.org.uk...
> Hi all
>
> Just curious as I've got the Falcon up and running and wanted a break
> from archiving floppies onto optical disks, is there any software for
> the falcon that can turn it into a audio processor for a guitar?
>
> It would be nice to be able to plug the guitar and have the falcon
> process the audio in real time, then straight backout to an amp. I
> reckon it would kick some serious butt over dedicated (expensive)
> processing units:)
>
> Which now has sprung a thought, wether i could do something via my Lynex
> sampler and guitar!!
>
> --
> Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3196. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 11:54:14 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1036157138-820904AEicMi@xs4all.nl>
Source record: 31262

>under MagiC 6.1 Porthos doesn't work for me
>either. I start porthos fine
>and go to load the manual PDF available on the
>same page as the demo and it
>draws a white screen and then proceeds to bomb
>with error -69.

That is strange: at my TT it's all working accept
for some PDF which might be a little bit over the
head of the program..But then you can send the
file to the programmer who will se what can be
done about it..

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3197. Re: Select21.APP or Start button??

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 11:58:26 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1036157142-821452AEicMi@xs4all.nl>
Source record: 31263

Hi Carey,

Send me the files and I will give it a look!

I am a native Dutch pseaker and have hardly any
problems with German language..

See you,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3198. Re: SimCity

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 12:09:37 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <5cuw9.189$0d2.615@nntpserver.swip.net>
Source record: 31255

Hi,

I've heard of that too, but couldn't find the actual patch anywhere.
I tried to patch the game myself, but it I never managed to get it to work.

Has anyone else tried this?

-- Peter

"Petr Stehlik" <pstehlik@sophics.cz> skrev i meddelandet
news:aprve7$1tng$1@ns.felk.cvut.cz...
> Hi,
>
> many years ago I heard from someone on NeST that he patched the game
> SimCity to run in an extended Falcon resolutions (currently it requires
> ST-Low, i.e. 320x200 in 16 colors, but the game would look way better in
> say 640x480). The game itself seems to be fully GEM conformant so it
> should not be impossible to do that.
>
> Doesn't someone of you have the patched version by a chance? Or would
> someone be willing to look into it? :-)
>
> Petr
>

3199. Re: [WEB] Aniplayer 2.21

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 12:23:24 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211011322450.143-100000@easymint>
Source record: 31254

On Fri, 1 Nov 2002, J.J.van de Gruiter wrote:

> And did it work? In the readme file it says:
> "- Because the MP3 licence is changed ($15000 by year send to Thomson),
> MP3 support is removed (MP3 ignored and LAME_ENC.SLB removed of the
> archive)."

Just try :-)

3200. Re: SimCity

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 12:25:28 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <aptrrq$2i3j$1@ns.felk.cvut.cz>
Source record: 31257

On Fri, 01 Nov 2002 13:09:37 +0100, Peter Persson wrote:

> I tried to patch the game myself, but it I never managed to get it to work.
>
> Has anyone else tried this?

I also tried it but as you I couldn't get it running. It looks like it has
a hardcoded screen size somewhere or something alike (perhaps small int
arithmetics - 320x200 is < 2^15 while 640x480 overflows...)

I didn't really spend much time on it. I just disabled the check for
ST-Low..

Petr

3201. Re: SimCity

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 12:27:13 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <aptrv2$2i41$1@ns.felk.cvut.cz>
Source record: 31256

On Thu, 31 Oct 2002 22:37:41 +0000, Mark Bedingfield wrote:

>> SimCity to run in an extended Falcon resolutions (the game would look
>> way better in say 640x480).

> Hi, the trick is to use an original copy in stlow

Hmhmhm, the point is that I don't want to run it in ST-Low! I want to run
it in much larger resolution simply because the game really needs it.

Petr

3202. Re: free games for Falcon+68040?

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 12:30:05 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <apts4e$2i7s$1@ns.felk.cvut.cz>
Source record: 31259

On Fri, 01 Nov 2002 12:02:26 +0100, J.J.van de Gruiter wrote:

>> So I am searching for another free game that he could play for a while. I
>> just need to get it running on my Afterburner040 (i.e. a Falcon with
>> MC68040). If you know about something please send me the URL. Thanks.

> Try Chu Chu Rocket or other games by the reservoir Gods:
> http://www.reservoir-gods.com/game.htm

I used to play Double Bobble until I upgraded to 68040. Then it stopped
working. So I am not sure if Reservoir Gods make clean games... But will
give it a try, thanks for the tip.

Petr

3203. FDI and iec958

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 12:44:23 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0211010444.663845e@posting.google.com>
Source record: 31258

I recently got a cheap consumer Stand alone CD Recorder, and was pleased that it provides a 44.1 signal to the FDI. But in order to do digital transfers from CD recorder to FDI & Back, the FDI needs to comply to the iec958 audio standard. Anyone know what that is, and if the FDI can do that?
Thanks!
Wayne Martz

3204. Re: Atari TT German to English

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 13:13:36 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <aptud6$ss6$1@news1.tilbu1.nb.home.nl>
Source record: 31260

You can use the keyboard of an old broken/unused ST. It's very simple to change, even I can do it. ;)
There's no need to replace the rom-hardware, I think. I've got a software program which can do this easily. According to my information and own experience with a German Falcon, German Ataris have an English TOS also.
Mail me if you're interested in the program, it's been made for Falcon, but it could work on other Ataris.

Jos van de Gruiter
http://www.9dayswonder.nl
Breakbeat music made with Atari

"Peter Schneider" <Peter_Schneider@su2.maus.de> schreef in bericht news:200210222318.a45742@su2.maus.de...
> F>Can anybody help me, I have just bought an Atari TT and a Mega STE but
> F>they are German models so I think TOS/GEM will be in German and the
> F>keyboard wont be QWERTY does anybody know how to go about converting to
> F>English
> You could replace the TOS eproms with english ones. Or, you could
> install some soft that allows you manipulations of keyboard settings.
>
> But both "solutions" will show the disadvantage that the characters
> shown on the keyboard won't match the characters you type.
>
> I think the best is to replace both the keyboard _and_ the eproms.
>
> Und TTsch&#65533;
> ps
>

3205. Re: free games for Falcon+68040?

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 13:25:31 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <aptv3h$11l$1@news1.tilbu1.nb.home.nl>
Source record: 31261

Well, they work on my standard Falcon 030.

Jos
> I used to play Double Bobble until I upgraded to 68040. Then it stopped
> working. So I am not sure if Reservoir Gods make clean games... But will
> give it a try, thanks for the tip.

3206. Re: FDI and iec958

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 16:19:24 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <apu9ic$9hb$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31264

In article <2f399fc7.0211010444.663845e@posting.google.com>,
Wayne Martz <wmartz@firstpresdalton.org> wrote:
>pleased that it provides a 44.1 signal to the FDI. But in order to do
>digital transfers from CD recorder to FDI & Back, the FDI needs to
>comply to the iec958 audio standard. Anyone know what that is, and if
>the FDI can do that?

It should. IEC 958 (aka DIN EN 60958) ist the spec for digital audio on
optical or coax, which is sometimes also called S/PDIF.

cu
Michael

--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

3207. How do I record using digital FDI in cubase audio.

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 17:11:26 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <f4d5sugm1mu1baae3eq5tef41redjhs4po@4ax.com>
Source record: 31265

Got a copy of cubase audio, disk and dongle only, no manual.
I've found bits of information regarding the differences between audio and cubase 3, but so far nothing on how to record.

I'm using a soundpool FDI, on coax input, and in the hardware setup, I can choose from A/D or FDI L or R and record at 44.1khz, only problem is, I don't know where to do the recording.

I tried hitting the record button whilst on track one on the arrange page, and I got a warning saying that I couldn't record to that drive, so I tried all the others (6gig in 8 partitions), but got the same message each time.

Could it just be my drive isnt fast enough, it's an IDE, though I do have a SCSI Zip I could try.

Thanks for any help.... Rob

3208. Re: How do I record using digital FDI in cubase audio.

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 17:54:46 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <apuesa$56a$1@news2.tilbu1.nb.home.nl>
Source record: 31266

Cubase Audio Falcon can only record to an external SCSI harddisc, Zip or Jazz. Although ZIP isn't fast enough to do 8 tracks (4 are measured). IDE's just don't work.
When Steinberg made CAF not all IDE's were fast enough to do HD recording, SCSI were. So they deliberatly ruled out IDE to avoid complaints that CAF wasn't up to the job.
Try to buy an external SCSI HD from 4 - 6 Gb, there not that expensive anymore.
A/D means you can record through the stereo minijack microphone input of the Falcon (not really cool), or you can record through the S/PDIF in, that is: when the instrument/ amp/ mixer has an S/PDIF output. Some people record through the digital ins and outs from DAT/Minidisc/ CD players, which is a better option than those damn minijacks.

Jos van de Gruiter
http://www.9dayswonder.nl
Breakbeat music made and played live with Atari

"Rob" <rob.jenkins2@btopenworld.com> schreef in bericht news:f4d5sugm1mu1baae3eq5tef41redjhs4po@4ax.com...
> Got a copy of cubase audio, disk and dongle only, no manual.
> I've found bits of information regarding the differences between audio
> and cubase 3, but so far nothing on how to record.
>
> I'm using a soundpool FDI, on coax input, and in the hardware setup, I
> can choose from A/D or FDI L or R and record at 44.1khz, only problem
> is, I don't know where to do the recording.
>
> I tried hitting the record button whilst on track one on the arrange
> page, and I got a warning saying that I couldn't record to that drive,
> so I tried all the others (6gig in 8 partitions), but got the same
> message each time.
>
> Could it just be my drive isnt fast enough, it's an IDE, though I do
> have a SCSI Zip I could try.
>
> Thanks for any help.... Rob

3209. Re: How do I record using digital FDI in cubase audio.

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 17:58:01 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <apuf2d$6ka$1@news2.tilbu1.nb.home.nl>
Source record: 31267

More about compatible HD's on http://www.holmerup.com

3210. CAB problem

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 21:03:38 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211012154050.74-100000@easymint>
Source record: 31268

Hi,

I'm having a strange problem with CAB lately, but I don't know when it started. Can't remember having problems in the past.

Here is what happens. If I try to start an external program that I have installed inside CAB to open for example MP3 (Aniplayer) or PDF (Porthos) files, I'm getting an Address Error or other error message. Also I'm error messages when I try to download links by using the right mouse button. I other words, many of the fun things give problems. But only when I use my Falcon in 256 color resolution. When I switch to 16 colors the problem disappears. When I switch to single TOS: also no problems anymore.

It doesn't make much sense to me. Any suggestions ?

Martin Tarenskeen

Falcon030/CT2b, 14 + 32 MB Ram, MiNT 1.15.12, XaAES 0.960, THiNG 1.27, NVDI 5.03, etcetera.

3211. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 21:40:33 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <apuschscj1@thorium.cix.co.uk>
Source record: 31269

In message <Pine.MNT.4.31.0210311533350.43-100000@easymint>, nospam@zonnet.nl said:

>I have downloaded the new version of Porthos that just arrived, but it
>doesn't display ANY pdf docs on my system. When I load a pdf, the number
>of pages is displayed, and a white page appears. At this point the program
>seems to hang. The load-progress-indicator freezes.
>
>Anyone who has tried it with more luck ?

I haven't tried the new version yet, but it *could* be a memory
problem, particularly if you have thumbnails generation switched
on. With my normal setup I had problems with blank pages, when I
had only 8 MB or my 14 MB available with the previous version. The
author told me that this is because the thumbnails have to be
converted from CMYK 4-colour to RGB 3-colour, which eats *a lot*
of memory!

Regards, /Peter/

3212. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 21:51:43 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211012249350.227-100000@easymint>
Source record: 31270

On Fri, 1 Nov 2002 xlator@cix.compulink.co.uk wrote:

> In message <Pine.MNT.4.31.0210311533350.43-100000@easymint>, nospam@zonnet.nl said:
>
> >I have downloaded the new version of Porthos that just arrived, but it
> >doesn't display ANY pdf docs on my system. When I load a pdf, the number
> >of pages is displayed, and a white page appears. At this point the program
> >seems to hang. The load-progress-indicator freezes.
> >
> >Anyone who has tried it with more luck ?
>
> I haven't tried the new version yet, but it *could* be a memory
> problem, particularly if you have thumbnails generation switched
>

I have 14 MB normal RAM + 32 MB FastRam on my CT2b Falcon. Should be
enough. The previous version worked fine.

Martin Tarenskeen

3213. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-11-01 21:53:39 UTC
From: vdjole@EUnet.yu
Message-ID: <aput52$7hi$1@news.eunet.yu>
Source record: 31271

On 25 Oct 2002 20:34:06 , "Martin \"Nightowl\" Byttebier" wrote:

> **game**
>ftp://chapelie.rma.ac.be/atari/game/gem-elite.zip
> (638.036 bytes) Elite is a Spacetrading- and battle simulation.
>

It seems that this file can not be downloaded (ftp stops after 0 bytes).
(Other files in this directory, including gem-elite.upl doenload fine).

cu;

3214. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 05:45:23 UTC
From: Andy Ball <andy.ball@earthlink.net>
Message-ID: <3DC3592C.88E48CA1@earthlink.net>
Source record: 31272

It's not Sam's fault, but a trawl through all the shite that this thread generated has persuaded me to drop this news -group. One of the things I've really liked about the Atari scene over the years is the community spirit. I believe it's still out there and I may even wander back here in a few months to see if the trolls have moved on.

- Andy Ball.

3215. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 06:39:15 UTC
From: lp <gfa@basic.net>
Message-ID: <B9E8DD43.A47A%gfa@basic.net>
Source record: 31273

in article 3DC3592C.88E48CA1@earthlink.net, Andy Ball at
andy.ball@earthlink.net wrote on 11/2/02 12:45 AM:

> It's not Sam's fault, but a trawl through all the shite that
> this thread generated has persuaded me to drop this news
> -group. One of the things I've really liked about the Atari
> scene over the years is the community spirit. I believe it's
> still out there and I may even wander back here in a few
> months to see if the trolls have moved on.

This one thread? Really? The past 10 years of drivel from
sinclap never bothered you one bit. lol

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3216. Newsie-Help!!

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 06:48:25 UTC
From: Don Wolfe <donw@intergate.com>
Message-ID: <0zKw9.7023$8j1.289673@newsfeed.slurp.net>
Source record: 31274

To All,

My ISP has changed the logon configuration for the news groups. Their looking for my user-name as donw@intergate.com and Newsie sends only what is left of the @ sign.

Is there any work around for this, or is there any way to patch Newsie ??

Thanks, Donner.....

3217. Re: CAB problem

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 07:34:32 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211020829090.210-100000@easymint>
Source record: 31275

On Fri, 1 Nov 2002, Martin Tarenskeen wrote:

> Hi,
>
> I'm having a strange problem with CAB lately, but I don't know when it
> started. Can't remember having problems in the past.
>
> Here is what happens. If I try to start an external program that I have
> installed inside CAB to open for example MP3 (Aniplayer) or PDF (Porthos)
> files, I'm getting an Address Error or other error message. Also I'm error
> messages when I try to download links by using the right mouse button. I
> other words, many of the fun things give problems. But only when I use my
> Falcon in 256 color resolution. When I switch to 16 colors the problem
> disappears. When I switch to single TOS: also no problems anymore.
>
> It doesn't make much sense to me. Any suggestions ?
>

It's even worse and stranger: I'm not having these problems in 640*480*TC
(Centscreen mode) either. Only in 256 colors! And when I leave CAB
afterwards I can't start any program, including CAB itself. If I try to
I'm getting an "Illegal instruction" error message. I have to reboot to
get my machine working again. The only good thing is that my system
doesn't hang, and I can do that cleanly.

Martin Tarenskeen

Falcon030/CT2b, 14 + 32 MB Ram, MiNT 1.15.12, XaAES 0.960, THiNG 1.27,
NVDI 5.03, etcetera.

3218. Re: Newsie-Help!!

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 07:41:01 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211020837020.210-100000@easymint>
Source record: 31276

On Sat, 2 Nov 2002, Don Wolfe wrote:

> To All,
>
> My ISP has changed the logon configuration for the news groups. Their
> looking for my user-name as donw@intergate.com and Newsie sends only what is
> left of the @ sign.
>
> Is there any work around for this, or is there any way to patch Newsie ??
>

Have you tried to put "donw@intergate.com" in the NEWsie settings where
you probably have "donw" entered as your username or login name now ? I'm
just guessing, I haven't been using NEWSie since a long time anymore.

Martin Tarenskeen

3219. Pinout info please

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 07:41:17 UTC
From: Someone <NoSpam@no.com>
Message-ID: <qcLw9.67572$g9.190974@newsfeeds.bigpond.com>
Source record: 31277

can someone please supply the pinout of the large video cable connector between the Atari laser printer and the Atari laser printer controller.

I have tried connecting the laser printer controller directly to a Canon Lbp-4 laser printer video port and it didn't work. Perhaps the pinout is different. The controller also doesn't power up when connected to the canon, where it normally does when connected to the inferior Atari laser printers...

3220. Re: SimCity

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 09:55:56 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <NkNw9.245$0d2.753@nntpserver.swip.net>
Source record: 31280

Hi,

Did it run at all? Did the screen get garbled up or did run in a small
(320x200) window?

I.e does it use clean GEM compatible code or direct screen access?

-- Peter

"Petr Stehlik" <pstehlik@sophics.cz> skrev i meddelandet
news:aptrrq$2i3j$1@ns.felk.cvut.cz...
> On Fri, 01 Nov 2002 13:09:37 +0100, Peter Persson wrote:
>
> > I tried to patch the game myself, but it I never managed to get it to
work.
> >
> > Has anyone else tried this?
>
> I also tried it but as you I couldn't get it running. It looks like it has
> a hardcoded screen size somewhere or something alike (perhaps small int
> arithmetics - 320x200 is < 2^15 while 640x480 overflows...)
>
> I didn't really spend much time on it. I just disabled the check for
> ST-Low..
>
> Petr
>

3221. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 10:31:04 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fl0qjo.1pumy2ek3kzrcN%donotusethisaddress@pandora.be.invalid>
Source record: 31281

Djordje Vukovic <vdjole@EUnet.yu> wrote:

> On 25 Oct 2002 20:34:06 , "Martin \"Nightowl\" Byttebier" wrote:
>
> > **game**
> >ftp://chapelie.rma.ac.be/atari/game/gem-elite.zip
> > (638.036 bytes) Elite is a Spacetrading- and battle simulation.
> >
>
> It seems that this file can not be downloaded (ftp stops after 0 bytes).
> (Other files in this directory, including gem-elite.upl doenload fine).
>

Oeps wrong file permission. I'm not sure if I'll be able to change that.

CU,
Martin

3222. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 11:05:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1036243158.57490.2@iapetus.uk.clara.net>
Source record: 31287

Yo!, Delboy

| >under MagiC 6.1 Porthos doesn't work for me either. I start porthos fine
| >and go to load the manual PDF available on the same page as the demo and it
| >draws a white screen and then proceeds to bomb with error -69. Oops ;-)
|
| Same here!
|
| MagiC 6.20, NVDI 5.03, Falcon CT2 etc...

Show off!!.. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.410 / Virus Database: 231 - Release Date: 31/10/2002

3223. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 11:36:40 UTC
From: <>
Message-ID: <1036235854-955116AEicMi@ntlworld.com>
Source record: 31282

```
>> I haven't tried the new version yet, but it *could* be a memory
>> problem, particularly if you have thumbnails generation switched
>>
>
>I have 14 MB normal RAM + 32 MB FastRam on my CT2b Falcon. Should be
>enough. The previous version worked fine.

Ditto, mayhap the programmer will found the problem soon.

Cheers

Derryck

--
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm
```

3224. Re: FDI and iec958

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 12:42:04 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0211020442.1285d9ca@posting.google.com>
Source record: 31283

>
> It should. IEC 958 (aka DIN EN 60958) ist the spec for digital audio on
> optical or coax, which is sometimes also called S/PDIF.
>
> cu
> Michael

OK, thanks for the reply. I've only tried recording from the cd
recorder to the FDI once, and the signal was mangled, but that could
be some other issue. I'll try again soon.

3225. Re: CAB problem

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 12:46:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dc37446bdcc30@attbi.com>
Source record: 31285

>Hi,
>
>I'm having a strange problem with CAB lately, but I don't know when it
>started. Can't remember having problems in the past.
>
>Here is what happens. If I try to start an external program that I have
>installed inside CAB to open for example MP3 (Aniplayer) or PDF (Porthos)
>files, I'm getting an Address Error or other error message. Also I'm error
>messages when I try to download links by using the right mouse button. I
>other words, many of the fun things give problems. But only when I use my
>Falcon in 256 color resolution. When I switch to 16 colors the problem
>disappears. When I switch to single TOS: also no problems anymore.
>
>It doesn't make much sense to me. Any suggestions ?
>
>Martin Tarenskeen

Hmmmmm??? Well could it be a memory problem? Do you have the same
configuration (no of acc's, boot squence in auto folder, etc) in
the 16 color mode as the 256 color mode? Many times on my Hades
when I get an address or bus error, I have solved the problem by
just re-arranging my boot sequence. I do not know why it worked,
but it worked.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3226. Re: Newsie-Help!!

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 12:46:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dc37446bdcc31@attbi.com>
Source record: 31284

>To All,
>
>My ISP has changed the logon configuration for the news groups. Their
>looking for my user-name as donw@intergate.com and Newsie sends only what is
>left of the @ sign.
>
>Is there any work around for this, or is there any way to patch Newsie ??
>
>Thanks, Donner.....

Hey Don,

I would just switch to Okami like I did. It works much better than
Newsie and does not crash at all. Look for an article I wrote
about it's setup at the MyAtari site, October issue.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3227. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 12:46:25 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dc37446bdcc32@attbi.com>
Source record: 31286

>I have downloaded the new version of Porthos that just arrived, but it
>doesn't display ANY pdf docs on my system. When I load a pdf, the number
>of pages is displayed, and a white page appears. At this point the program
>seems to hang. The load-progress-indicator freezes.
>
>Anyone who has tried it with more luck ?
>
>Martin Tarenskeen

Works just fine for me. I will have to get the newer version. The
only problem I am having is getting Porthos to properly make a CDK
copy of one of the pages of a file.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3228. Re: CAB problem

Newsgroup: comp.sys.atari.st
Date: 2002-11-02 15:49:04 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211021644590.206-100000@easymint>
Source record: 31288

On Sat, 2 Nov 2002, Edward S. Baiz Jr. wrote:

> >other words, many of the fun things give problems. But only when I use my
> >Falcon in 256 color resolution. When I switch to 16 colors the problem
> >disappears. When I switch to single TOS: also no problems anymore.
> >
>
> Hmmmmm??? Well could it be a memory problem? Do you have the same
> configuration (no of acc's, boot squence in auto folder, etc) in
> the 16 color mode as the 256 color mode? Many times on my Hades

I used an identical setup when I tried in 16 and 256 color mode: I was
starting XaAES from my login console using -fvideo 26 for 16 colors and
-fvideo 27 for 256 colors. No changes in auto's and acc's.

Martin Tarenskeen

3229. Re: Hardware designed for TOS (Was: What happened to the Milan?)

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 01:51:32 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0211021751.372478ec@posting.google.com>
Source record: 31289

dlormand@aztec.asu.edu (DAVID L. ORMAND) wrote in message
news:<ap4jfqnco1@news.asu.edu>...

> The way I understand it, that's exactly the goal. Aranym running on top of
> Linux is merely an interim step. Aranym running on top of Linux is an
> emulator. Aranym running natively on Intel silicon is more than an emulator.

I agree, that has been my point of view from the start.

> I think this discussion of what technically constitutes a "clone" is silly,
> and misses the point. The important point is that an Atari OS (whether or not
> the Atari OS was ever "pure" to begin with, or whether or not a bona-fide
> Atari TOS version (M68K binary) is involved) is operating the underlying
> hardware on its own, without the assistance of some other OS. Secondarily,
> having applications running natively on the hardware is an important goal,
> although running existing applications (M68K binaries) via an emulator (in
> exactly the same way M68K Mac binaries are run on PowerMacs) is an
> acceptable interim step.

Good points also.
It's not a whole lot different than UAE 'universal amiga emulator' and
I think some code parts were derived from that. There's no mistaking
that is an emulator, it's in the title.

> I don't like emulators. I see their value, but I don't regard them as an
> acceptable option for a primary-use OS. An OS is supposed to operate the
> hardware, directly.

They have there place. It seems to me most people just become so
convinced that another hardware based clone will never exist. So they
just keep loosening their definition of what an emulator and a clone
is. Perhaps it's money issues, lazyness not wanting to order
overseas, or just so they can rest easier at night. Needless to say
even if I was to use aranym, sell all my real hardware, I'd still
consider it an emulator in it's current form. I quite frankly don't
care who uses it, perhaps they do some good work with it, but just be
honest about what it really is.

> I don't really like the Intel peecee architecture. Part of the charm of
> Atari is that it is DIFFERENT from the ubiquitous peecee. I intend to get
> a Coldfire when they appear. But in the meantime, and realistically for
> most people, an Intel-based platform running an Atari-derived OS is acceptable,
> and still preferable to emulators.

Yup.

> Now, if my understanding of Aranym is wrong, or if the Aranym developers have
> tacitly opted to drop the long-range goal of running natively in favour of the
> easier status-quo of running on top of Linux, then Aranym is an emulator,
> period. And I'm still waiting to run an Atari-derived OS on my cheap peecee.
>
> (which is NOT a Windows box. Never had Windows. Never will.)

That's exactly where I am too. I still see references to it else
where as 'machine' and the like. That's make believe land if you ask
me, but if it helps that person cope, oh well.

3230. Re: Pinout info please

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 03:39:10 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3dc499e4$0$18869$afc38c87@news.optusnet.com.au>
Source record: 31290

The Atari is a 19 pin controller. To use the LBP you simple plug into the Parallel port on the ST/TT. The Canon dosen't use the Atari controller at all.

Mark

"Someone" <NoSpam@no.com> wrote in message news:qcLw9.67572$g9.190974@newsfeeds.bigpond.com...
> can someone please supply the pinout of the large video cable connector
> between the Atari laser printer and the Atari laser printer controller.
>
> I have tried connecting the laser printer controller directly to a Canon
> Lbp-4 laser printer video port and it didn't work. Perhaps the pinout is
> different. The controller also doesn't power up when connected to the canon,
> where it normally does when connected to the inferior Atari laser
> printers...
>
>
>
>
>
>

3231. Re: How do I record using digital FDI in cubase audio.

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 08:11:59 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <2em9sug86kg5hgk41nuaaaotppk8glinct@4ax.com>
Source record: 31291

Nice one, thanks for all that.
I'll try my Zip drive for now, see how I get on with that.
I don't think I'll ever really get upto 4 tracks of audio, nevermind
8, I'm primarily midi (though I realise I could record my midi tracks
into cubase for processing.)

Thanks again...

Rob

On Fri, 1 Nov 2002 18:58:01 +0100, "J.J.van de Gruiter"
<jos_van_de_gruiter@hotmail.com> wrote:

>More about compatible HD's on http://www.holmerup.com
>

3232. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 09:04:01 UTC
From: porthos.domroese@harz.de
Message-ID: <2b695c9.0211030104.1e1c9e45@posting.google.com>
Source record: 31292

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0210311533350.43-100000@easymint>...
> I have downloaded the new version of Porthos that just arrived, but it
> doesn't display ANY pdf docs on my system. When I load a pdf, the number
> of pages is displayed, and a white page appears. At this point the program
> seems to hang. The load-progress-indicator freezes.
>
> Anyone who has tried it with more luck ?
>
> Martin Tarenskeen
>
> Falcon030/CT2b, 14+32 MB RAM, MiNT 1.15.12, XaAES 0.960,
> NVDI 5.03, THiNG 1.27, etcetera.

Sorry out there - there was a (hope only one) bug that was not
recognized on my MagiC-PC but only occured on ATARI-Hardware.

Current version is 3.03! Bugs are fixed and there is a completely new
CVG-Export.

3233. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 09:34:13 UTC
From: vdjole@EUnet.yu
Message-ID: <aq2qij$q3b$1@news.eunet.yu>
Source record: 31293

> **game**
>ftp://chapelie.rma.ac.be/atari/game/gem-elite.zip
> (638.036 bytes) Elite is a Spacetrading- and battle simulation.

It can be downloaded OK now.

Maybe it should be mentioned that this game appears to be practically
limited to TTs and Falcons- and the (few?) Megas with graphic cards.
At the very beginning it requires a minimum screen resolution of 512x540
(or should it be 540x512?) and recommends 800x600.

cu;

3234. CT60 GREAT NEWS !!

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 11:07:32 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3dc501fa$0$5120$626a54ce@news.free.fr>
Source record: 31294

```
OK !
The CT60 arbiter is now running since the last saturday evening !

Some checks and optimisation to do and I send the 2 first cards to Xavier
and Didier M. for tests on DSP, GEM and SDRAM...

Big hope to have CT60 for Christmas !

Regards
```

--
Rodolphe CZUBA
4, All&#65533;e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3235. Re: Pinout info please

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 11:52:50 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dc50de015ca260@tripnet.se>
Source record: 31295

On Sun 03-11-2002 14:39 (+1100) Mark Bedingfield wrote:

>The Atari is a 19 pin controller. To use the LBP you simple plug into the
>Parallel port on the ST/TT. The Canon dosen't use the Atari controller at
>all.

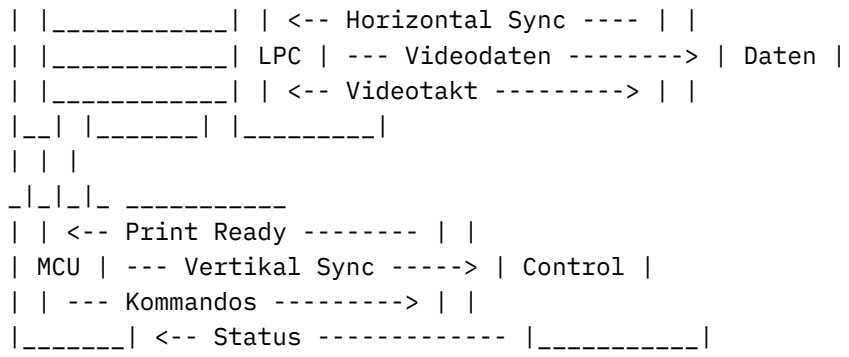
He asks about the pinout between the SLM605/804 laserprinter and the
SLMC804 controller.

I juste checked in Chips 'n Chips .HYP text by Michael Ruge (CHIPS_X.HYP
6.771.235 bytes!) where exotic info like this might be found.

Unfortunately he does not provide the exact pinouts but only this short
block diagram:
[Those who read news with prop. charcters better stop reading here!]

Die Datenï¿½bertragung zwischen dem SLMC und dem Drucker selbst
basiert auf reinen Videodaten!

DMA SLMC Interface Druckerelektronik



>"Someone" <NoSpam@no.com> wrote in message
>news:qcLw9.67572$g9.190974@newsfeeds.bigpond.com...
>> can someone please supply the pinout of the large video cable connector
>> between the Atari laser printer and the Atari laser printer controller.
>>
>> I have tried connecting the laser printer controller directly to a Canon
>> Lbp-4 laser printer video port and it didn't work. Perhaps the pinout is
>> different. The controller also doesn't power up when connected to the
>canon,
>> where it normally does when connected to the inferior Atari laser
>> printers...

--
Kenneth Medin <kennethm@tripnet.se>

Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3236. Check a Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 17:29:27 UTC
From: Mr Nours <olivier.miquel@libertysurf.fr>
Message-ID: <aq3mdgnit1@news-reader11.wanadoo.fr>
Source record: 31196

Hi all,

I had bought a megafile 30 there's a while and i want to check the disk in order to see if there's some bad clusters.

Did you know a cool utility that could perform that without altering my files?

Thanks for your help :)

3237. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 18:44:44 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3dc56e9c.0@entanet>
Source record: 31204

On 31 Oct 2002 16:20:30 , "Pascal Ricard" wrote:
>Hello,
>
> in article <3DC13980.8060201@lutece.net> (comp.sys.atari.st),
> Francois LE COAT wrote on Thu 31-10-2002 15:09 (+0100):
>
>
>> Martin Tarenskeen wrote:
>> > I have downloaded the new version of Porthos that just arrived, but it
>> > doesn't display ANY pdf docs on my system.
>> > Anyone who has tried it with more luck ?
>
>It crashes here with a "68000 exception" error. I've sent a mail to the
>author.
>
>> Porthos is only supposed to work under MagiC. That's sad ...
>
>That's not true, according to the docs.

Earlier versions have worked fine for me under Mint/NAES.
I have even helped out with a little bit of testing, Wolfgang
has been good at fixing problems and adding new features to
support the many versions of PDF.

It sounds like there may be a problem with this release but
I expect it will be fixed soon enough.

If you haven't yet tried Porthos I can recommend it.

Peter

3238. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 19:48:36 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <sSex9.9154$eM3.3886@news.bellsouth.net>
Source record: 31197

> Current version is 3.03! Bugs are fixed and there is a completely new
> CVG-Export.

Where can one find this?
Sounds very useful!
Brian

3239. Debian linux 2.2r7 (Potato)

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 20:12:01 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0211031212.3d45c5a2@posting.google.com>
Source record: 31198

Hello everyone,

I thought I'd try to get Linux up on my Falcon (again, actually... I succeeded about five years ago, but didn't do much with it).

Right now, the computer is trying to install the base system. It has been attempting this for several hours. Does anyone know how long this takes ... i.e., is the Falcon locked up or real slow? The floppy light keeps flashing, so I suspect the installer RAMdisk is still doing something.

Galen

3240. Re: Debian linux 2.2r7 (Potato)

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 20:54:28 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnasb33m.7iv.atari@core.preferuje.luzik.pl>
Source record: 31199

> I thought I'd try to get Linux up on my Falcon (again, actually... I
> succeeded about five years ago, but didn't do much with it).
>
> Right now, the computer is trying to install the base system. It has
> been attempting this for several hours. Does anyone know how long
> this takes ... i.e., is the Falcon locked up or real slow? The floppy
> light keeps flashing, so I suspect the installer RAMdisk is still
> doing something.

It took me about 10-15 minutes to get into install program.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3241. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 23:09:00 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211040002280.132-100000@easymint>
Source record: 31200

On Sun, 3 Nov 2002, Brian Roland wrote:

> > Current version is 3.03! Bugs are fixed and there is a completely new
> > CVG-Export.
>
> Where can one find this?

http://www.dsd.net/prod/atari/porthos.php

The last time I tried it was still the buggy version 3.01. Be sure to get
3.03 which should be fixed and better.

Martin Tarenskeen

3242. Atari Online News, Etc. #04-44

Newsgroup: comp.sys.atari.st
Date: 2002-11-03 23:33:27 UTC
From: danap8@aol.com
Message-ID: <20021103183327.06477.00002340@mb-fm.aol.com>
Source record: 31201

```
A-ONE #0444 11/01/02

~ AOL Spin-Off Unlikely! ~ People Are Talking! ~ HighWire News!
~ Can Spam Be Stopped?! ~ New AniPlayer Version! ~ KEYTAB 09 Available!
~ Online Gaming Ramps Up ~ Victory Against Aimster ~ New Undercover Out!
~ PayPal Users Targeted! ~ Bulk E-mailer Spam Ban ~ Augie Liguori Fired!

-* Free Tax E-Filing Approved! *-
-* Are Pop-Up Ads Killing Themselves?! *-
-* Microsoft Antitrust Case Decision Today!? *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3243. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-04 00:18:38 UTC
From: captainvimes@myrealbox.com
Message-ID: <d471fcb8.0211031618.75fd543d@posting.google.com>
Source record: 31202

"Kenneth Medin" <kennethm@tripnet.se> wrote in message news:<3dbd0212bf0ff0@tripnet.se>...
>
> I really have a feeling there are some timing problems. A quick look in
> the source code HT2ENE.S showed these lines:
>
> move 10000,d0 ; wait 2ms
> .t1 dbra d0,.t1
>
> That must give very different results on different hardware.
>
>
> Has anyone got this Ethernet adaptor running with STinG on a TT??

I haven't been able to get the adapter working on the only TT I've
tested so far. After getting similar problems to you with the MAC
address as reported by STNGPORT.CPX, I decided to use the test
programs rather than implement STinG on my various systems.

I initially ran into problems with the test programs crashing. It
seemed to be caused by stack overflows, so I increased the default
stack size in the 3 relevant programs (ht1ene, ht2ene, ht4enec) from a
miserly 256 bytes to a hefty 1K (:-)).

After doing that, results so far (all running standard TOS):
1040ST Mega STe TT030
ht1ene get $ff get $1f get $1f
ht2ene OK OK Fails
ht4enec OK OK OK
STinG - - Fails

The timing issue that you point out could well explain why ht2ene
fails on the TT - I will change the delay & test - but the driver
itself contains code that should calibrate the count according to the
machine, so that doesn't seem to be the reason why the driver doesn't
run on the TT.

I'll investigate on my other systems & let you know ...

3244. Re: FS: Falcon hardware

Newsgroup: comp.sys.atari.st
Date: 2002-11-04 01:14:35 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0211031714.166ab813@posting.google.com>
Source record: 31203

Hi Jo,

Been trying to contact you about this but email address don't work,
get sent back with permanent errors. Please get back to me, Thanks

Lyndon Amsdon

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<ap70qsjel1@tyfon.itea.ntnu.no>...
> * Afterburner040 with 32Mb RAM. Still the fastest!
> * Eclipse graphics card.
> * Nova Falcon graphics card.

3245. New group for us Atarians on Yahoo Groups

Newsgroup: comp.sys.atari.st
Date: 2002-11-04 13:20:29 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <OPqtGdBdQnx9Ew0P@atari.org.uk>
Source record: 31205
Cross-posted to: comp.sys.atari.st,alt.atari,alt.atari-jaguar

Hi All

I've just started a new group on Yahoo groups called Atari swapshop,
aimed at swapping/trading Atari items.

If you have Atari related stuff to trade or you are looking for Atari
related stuff etc. as long as an Atari item has something to do with the
trade and items are legal.

You may even find that illusive Atari item.

The address is:

http://groups.yahoo.com/group/atariswapshop/

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3246. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-04 14:26:31 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211041521570.41-100000@easymint>
Source record: 31206

On 3 Nov 2002, Peter Slegg wrote:

> It sounds like there may be a problem with this release but
> I expect it will be fixed soon enough.
Wolfgang fixed it (version 3.03). I found another bug, new in version
3.0x, that makes a mess of some PDF documents. I'm confident that will
also be fixed soon.

> If you haven't yet tried Porthos I can recommend it.
I agree.

Martin Tarenskeen

3247. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-04 17:44:55 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dc6b1be7cf400@tripnet.se>
Source record: 31207

On Sun 03-11-2002 16:18 (-0800) Roger Burrows wrote:

>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:<3dbd0212bf0ff0@tripnet.se>...

>> Has anyone got this Ethernet adaptor running with STinG on a TT??

>STinG - - Fails

With ENEC3.STX set to run from TT RAM it almost works with STinG/Magic
here. I get the MAC address and packets are sent out but they seem to be
corrupted in some way...

>I'll investigate on my other systems & let you know ...

I do have some ST's and a MSTe that are compatible with this adaptor but
I would really like to use it on the TT.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3248. Re: FS: Falcon hardware

Newsgroup: comp.sys.atari.st
Date: 2002-11-04 18:30:15 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <aq6ebn$6q5$1@tyfon.itea.ntnu.no>
Source record: 31208

```
Lyndon Amsdon <lyndonamsdon@hotmail.com> wrote:

> Been trying to contact you about this but email address don't work,
> get sent back with permanent errors. Please get back to me, Thanks

That's weird, it works fine from here. Try mailing me at joska@online.no.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

3249. Re: Newsie-Help!!

Newsgroup: comp.sys.atari.st
Date: 2002-11-04 20:49:25 UTC
From: swampfax@atlantic.net
Message-ID: <p3Bx9.48$7b1.21290@news1.atlantic.net>
Source record: 31209

On 2 Nov 2002 12:46:24 G, "Edward S. Baiz Jr." wrote:
>>To All,
>>
>>My ISP has changed the logon configuration for the news groups. Their
>>looking for my user-name as donw@intergate.com and Newsie sends only what is
>>left of the @ sign.
>>
>>Is there any work around for this, or is there any way to patch Newsie ??
>>
>>Thanks, Donner.....
>
>Hey Don,
>
>I would just switch to Okami like I did. It works much better than
>Newsie and does not crash at all. Look for an article I wrote
>about it's setup at the MyAtari site, October issue.
>--
>Edward S. Baiz Jr.
> (Gamer)

Hi Ed,
Could you be more specific about where your article is on that site?
I looked but could'nt find it!

John G.

3250. Re: How do I record using digital FDI in cubase audio.

Newsgroup: comp.sys.atari.st
Date: 2002-11-04 21:17:05 UTC
From: Paul Nurminen <nurmix@spam-free.com>
Message-ID: <psndsu01dcbffdh460eg8j9v2q0e9f401o@4ax.com>
Source record: 31210

On Fri, 1 Nov 2002 17:11:26 +0000 (UTC), Rob
<rob.jenkins2@btopenworld.com> wrote:

>Got a copy of cubase audio, disk and dongle only, no manual.
>I've found bits of information regarding the differences between audio
>and cubase 3, but so far nothing on how to record.
>
>I'm using a soundpool FDI, on coax input, and in the hardware setup, I
>can choose from A/D or FDI L or R and record at 44.1khz, only problem
>is, I don't know where to do the recording.
>
>I tried hitting the record button whilst on track one on the arrange
>page, and I got a warning saying that I couldn't record to that drive,
>so I tried all the others (6gig in 8 partitions), but got the same
>message each time.

First of all, it's a _very_ good idea to create a folder for each song you are working on, and make sure every file you create remains in the appropriate folder for each song. You'll be surprised how quickly you'll generate .AIF (and .WIF files; which are the graphical waveform files created by CAF for each .AIF file you create). If you are just recording into the root directory of a drive, it will very quickly become a mess of files!

As far as your warning that you couldn't record to that drive...

There's a weird little 'bug' in CAF (perhaps it was deliberate?) that can cause problems recording when you name the file. When you click record, if this is the first recording on this track, a dialog box will pop up asking you to choose a drive and a filename to record to.

When naming the file, make sure you don't use more than 7 characters (CAF will use the 8th character to automatically add a number for each successive take on that track), and more importantly, make sure you _also_ add the ".AIF" extension to each filename.

For example, let's say on your first recording you name the file "GUITAR.AIF". You record that take, but don't like it for some reason. If you are still on that track, and hit record again, CAF won't ask you for another filename; it will simply create "GUITAR1.AIF", and the next take would be "GUITAR2.AIF", etc.

The main thing though is to remember to include the ".AIF" when you name the file. If you don't, you'll get that popup warning about not being able to write to that drive. I don't know why, but that's just the way it works.

;-)

And by the way, send me an e-mail and I might be able to help you out
with regard to the "Audio" portion of the Cubase Manual.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

3251. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-11-04 23:29:11 UTC
From: Ken Seumas <k_seumas@sympatico.ca>
Message-ID: <1103_1036452551@news1.on.sympatico.ca>
Source record: 31211

> Yes, you are right. You cant go into the store and buy a Linux machine.
> But you can infact get Linux machines. I might be on thin ice here, but I
> have heard (only heard, dont know) that there are machines built to run
> Linux. We're not talking i386 machines here. Most PCs ppl buy in shops
> these days are MSDOS/Windows machines. They were made to run
Windows!

you heard correctly.
http://www.lindows.com talks about a machine sold by WalMart in the
USA built specifically to run Linux (Lindows)
ken
>
k_seumas@sympatico.ca - www3.sympatico.ca/k_seumas
Toronto Atari Federation - TAF.atari.org - welcome.to/taf
16MHz Falcon4MB-32MHzNemesisFalcon16MB-50MHzCT2Falcon68MB

3252. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 00:24:41 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1036455881@news.frii.com>
Source record: 31212

On Mon, 04 Nov 2002 23:29:11 GMT, Ken Seumas <k_seumas@sympatico.ca> wrote:
> > Yes, you are right. You cant go into the store and buy a Linux machine.
> > But you can infact get Linux machines. I might be on thin ice here, but I
> > have heard (only heard, dont know) that there are machines built to run
> > Linux. We're not talking i386 machines here. Most PCs ppl buy in shops
> > these days are MSDOS/Windows machines. They were made to run
> Windows!
>
> you heard correctly.
> http://www.lindows.com talks about a machine sold by WalMart in the
> USA built specifically to run Linux (Lindows)
> ken
> >

I checked out that site a couple of months ago when my sister was thinking about a new computer to replace her HP. She told me about lindows.com.

If you get further into the site, I'm not sure you can say the machine was built specifically for Linux. I would guess the machines use standard off the shelf items. The majority of them use AMD's Duron and Athlon spu's. One has an Intel Celeron chip, and 3 have a chip identified as CIV(?). It might be CIS.

I think the real difference is the machines come from the manufacturer, Microtel, with Linux installed, no Micro$loth OS installed. The site also talks about Mandrake Linux, so my guess is you get a machine with standard off the shelf hardware with a windowing interface running some version of Mandrake Linux. (Sure is a world of different Linux versions out there isn't there!) These machines come with some type of software for making the change from Windows stuff to Lindows stuff easier for the user. Exactly what this does I don't know.

There is another company, ChoicePC, also offering Lindows machines.

The Microtel machines are definitely cheap. I wonder if you dare infer from the prices just how much money Microsoft gets for each copy of their OS that gets installed.

I think it would be fun to have one of these machines to play with, but even as cheap as they are, I don't have the free money to get one. (Too many debts for the amount I make. <G>)

Now, thinking somewhat outside the box, I wonder if ARAnyM would run on one of these. Any ARAnyM developers reading this thread that might be able to tell us?

Ken

3253. Re: Debian linux 2.2r7 (Potato)

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 01:27:35 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0211041727.5a88ef10@posting.google.com>
Source record: 31214

Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnasb33m.7iv.atari@core.preferuje.luzik.pl>...
> > I thought I'd try to get Linux up on my Falcon (again, actually... I
> > succeeded about five years ago, but didn't do much with it).
> >
> > Right now, the computer is trying to install the base system. It has
> > been attempting this for several hours. Does anyone know how long
> > this takes ... i.e., is the Falcon locked up or real slow? The floppy
> > light keeps flashing, so I suspect the installer RAMdisk is still
> > doing something.
>
> It took me about 10-15 minutes to get into install program.

What system do you have? The bootstrap TOS program ran well enough,
and I partitioned and set up the hard drive, but "Install the base
system" stops accessing the hard drive after about a minute (no
occasional HD light flashing), yet continues the install for ...
infinity?

I rebooted at midnight. When I left the house at 7:15 this morning,
it was still at it.

Galen

3254. Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 02:24:18 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1036437876-625139AEicMi@williams-net.com>
Source record: 31213

Anyone,
I am looking for a program that can run a AUTOMATIC
SCHEDULED BACKUP on my Falcon030?? Any suggestions???
I have a program called Rational Sounds that does have
an ALARM feature on it with a COMMAND line but I do
not know what to enter in there to get it to backup my
partitions to a completely different drive. And all
of the DOCS are in some foreign language!! Any help
from anyone would be greatly appreciated. Thanks in
advance and long live all Atari computers
everywhere!!!!!!

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3255. Re: FS: DynaPort SCSI/Link-T DP0801

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 02:50:53 UTC
From: William Wong <wongck@rocketmail.com>
Message-ID: <3dc72df1$1@post.newsfeed.com>
Source record: 31215

*** post for FREE via your newsreader at post.newsfeed.com ***

> In article <45bf3e0.0210292207.e7a45df@posting.google.com>, Lonny
> Pursell <atarilp@hotmail.com> wrote:
>
>
> I'm interested in trying a DP0801 units on my TT to connect to a
> network of Macs, but I would like to hear from someone who has actually
> suceeded in transfering some files.
>

Hi,
I own the Dayna Pocket SCSILink and have been using it with the Anodyne
Software driver to transfer files from my PC to Falcon. The FTP server is on
the Atari, so I can use a gui client on the PC to do the file transfer.
I also own the ENEC from Lyndon, unfortunately I am not able to get that
working because I cannot find any suitable cards for it. The several NE2000
clones manage to report the NIC address but fails to response to any ping
from the PC.
In contrast to the Dayna SCSILink, I was able to ping and do file transfer
almost immediately after installing the driver and configuring the HDDriver
& STING.

rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
------== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

3256. Re: Internet on Falcon with SCSI-Link adapter

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 03:03:28 UTC
From: William Wong <wongck@rocketmail.com>
Message-ID: <3dc730e5@post.newsfeed.com>
Source record: 31216

*** post for FREE via your newsreader at post.newsfeed.com ***

"Marcel Meihuizen" <mmeihuizen@hetnet.nl> wrote in message
news:PU6w9.61399$Mf5.3028942@Flipper...
> versa works too.I have in STing the gateway configured (192.168.0.1)But if
I
> want to use CAB nothing happend.Not even a network activity.Where can I

If you can ping and do file transfer between your PC & Atari, then
everything should be OK on the network front.
Did you get the cab.ovl file? On my system I just install cab.ovl file and
cab was able to use the network.

rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
-----== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

3257. Re: development of MagiCNet

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 04:37:50 UTC
From: captainvimes@myrealbox.com
Message-ID: <6jiesug79d5ho71m5fstjl3jcej76ucgh0@4ax.com>
Source record: 31217

On Sat, 26 Oct 2002 19:41:46 +0200, BMaedicke@t-online.de (Bernd Maedicke) wrote:
>
>I have a question: Anybody have information about the further
>development? Or it this project in the freeze state now?
>

I was working on a driver for the SCSI/Link hardware, but haven't heard from Vassilis for many months, so I assume he's too busy ...

Roger Burrows

3258. Re: SCSI Ethernet adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 04:48:49 UTC
From: captainvimes@myrealbox.com
Message-ID: <i1jesu4uoaluk4fk5o1tutohkk3nimle8b@4ax.com>
Source record: 31218

Just a note to save people a lot of trouble: as Dan Ackerman noted, the Asante devices do not work. They are NOT valid SCSI devices, that is they don't follow the SCSI protocol (they don't follow the sequence of SCSI bus phases, they don't use 6/10/12-byte commands ...) . They just happen to live on the SCSI bus.

IF you had a SCSI bus analyzer, and IF you don't want to use (or coexist with) HDDRIVER, I think you could probably get them to work with a few hundred hours effort ...

Roger

3259. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 05:15:03 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0211042115.1b38b45b@posting.google.com>
Source record: 31219

```
lp <gfa@basic.net> wrote in message news:<B9E8DD43.A47A%gfa@basic.net>...
> in article 3DC3592C.88E48CA1@earthlink.net, Andy Ball at
> andy.ball@earthlink.net wrote on 11/2/02 12:45 AM:
>
> > It's not Sam's fault, but a trawl through all the shite that
> > this thread generated has persuaded me to drop this news
> > -group. One of the things I've really liked about the Atari
> > scene over the years is the community spirit. I believe it's
> > still out there and I may even wander back here in a few
> > months to see if the trolls have moved on.
>
> This one thread? Really? The past 10 years of drivel from
> sinclap never bothered you one bit. lol

What drivel? Just the facts...

> ------------------------------------------------------------
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
```

3260. Re: FS: DynaPort SCSI/Link-T DP0801

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 06:07:06 UTC
From: William Wong <wongck@rocketmail.com>
Message-ID: <3dc75bec@post.newsfeed.com>
Source record: 31220

*** post for FREE via your newsreader at post.newsfeed.com ***

> how to work around the DMA stuff, the software causes problems with
> the floppy/ DMA x-fer when it's loaded (with or without the SCSILink
> attached).

Yep, floppy is a problem with the software. Saw this & reported it to Roger (Anodyne). He said it is something to do with the falcon architecture of sharing floppy & SCSI IC chip. Since the software polls that SCSI bus, it kind of hogs it and so floppy will not work. He explained that limitation on his web page. I think it may be the same problem with DMA xfer (as experienced by me when using it with Magic).

Other than that, everything seems to be fine. My Falc now have ethernet access.

rgds
William

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http://www.newsfeed.com - The #1 Newsgroup Service in the World!
-----== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

3261. Re: Debian linux 2.2r7 (Potato)

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 07:35:45 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnaset23.24h.atari@core.preferuje.luzik.pl>
Source record: 31221

```
>> > Right now, the computer is trying to install the base system. It has
>> > been attempting this for several hours. Does anyone know how long
>> > this takes ... i.e., is the Falcon locked up or real slow? The floppy
>> > light keeps flashing, so I suspect the installer RAMdisk is still
>> > doing something.
>>
>> It took me about 10-15 minutes to get into install program.
>
> What system do you have? The bootstrap TOS program ran well enough,
> and I partitioned and set up the hard drive, but "Install the base
> system" stops accessing the hard drive after about a minute (no
> occasional HD light flashing), yet continues the install for ...
> infinity?

Falcon 030 with FPU and 14MB RAM

> I rebooted at midnight. When I left the house at 7:15 this morning,
> it was still at it.

Well, it may be to long. Check if you can swith to other consoles (Alt-Fx),
if yes, check if there are some error messages on that consoles.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl
```

3262. MagiCMac and Mac Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 08:47:20 UTC
From: <>
Message-ID: <1036482816-124572AEicMi@ntlworld.com>
Source record: 31222

Hi all,

Anyone know if it's possible to access a Mac's (PCI) Ethernet port from
within MagiCMac with STiNG or MagxNet?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3263. ST Apps mags on ebay no reserve last few hrs

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 09:14:56 UTC
From: beedub <bwiltshiredropthis@blueyonder.co.uk>
Message-ID: <6q2fsugida3s4pbken0ma1eclc27sfl5p3@4ax.com>
Source record: 31223

59 editions of ST Apps here
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1575902023&ssPageName=ADME:B:DS:UK:3

3264. Re: CT60 GREAT NEWS !!

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 10:18:36 UTC
From: <>
Message-ID: <1036571350-125009AEicMi@ntlworld.com>
Source record: 31240

From: "Rodolphe Czuba" <rczuba@free.fr>
Date: Sun, 3 Nov 2002 12:07:32 +0100

>Big hope to have CT60 for Christmas !

Although I haven't ordered a card from you Rodolphe, I'd like to wish you
the very best for this project.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3265. Re: Check a Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 10:21:42 UTC
From: <>
Message-ID: <1036571352-125337AEicMi@ntlworld.com>
Source record: 31241

From: "Mr Nours" <olivier.miquel@libertysurf.fr>
Date: Sun, 3 Nov 2002 18:29:27 +0100

>I had bought a megafile 30 there's a while and i want to check the disk in
>order to see if there's some bad clusters.
>
>Did you know a cool utility that could perform that without altering my
>files?

HPOptimizer from the MISC section of my web site. Don't download the MiNT
version by mistake ;-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3266. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 10:29:44 UTC
From: <>
Message-ID: <1036571354-125689AEicMi@ntlworld.com>
Source record: 31242

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Mon, 4 Nov 2002 00:09:00 +0100

>> Where can one find this?
>
>http://www.dsd.net/prod/atari/porthos.php

It's probably reminding ourselves that CAB (an OVL issue) seems to like to present the downloaded file for saving named as "dl.php", rename it appropriately with a zip extender and all is well.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3267. using fonts in Papillon

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 11:34:02 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211051222120.44-100000@easymint>
Source record: 31224

I'm trying to use NVDI fonts in Papillon. It works, but I have to use fontsizes that are 4 times bigger than the ones I can use in other programs that can use the same fonts, to get a similar resulting size on paper. This means I can't use really big fonts in my Papillon pictures. If I use a 48 pt. fontsize, it still isn't very big on paper. When I use a 12 pt. fontsize in WordPlus5 or CAB for example, it gives the same result when I make a print on paper. (The numbers are just to give you an indication, and may be slightly different in reality).

My question: Is this normal ? Is there no way to use bigger fonts in Papillon ? Or should I finally get myself to learn how to use Calamus. (Calamus S came with my Falcon, but I never had the time to seriously try it)

Martin Tarenskeen

3268. Re: using fonts in Papillon

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 12:54:26 UTC
From: Dimitri Junker <news@Dimitri-Junker.de>
Message-ID: <06112002011634i2C00146JCMFFFFFFFF@onlinehome.de>
Source record: 31237

>Is this normal ?

I think I had the same.

>Is there no way to use bigger fonts in Papillon ?

Just enter somthing bigger. Next to the listbox where you are limited to 48
you can enter any number by keyboard. On my tests anything bigger as 1000
was reduced to 1000, but this is still ~21 times bigger then 48. And if that
ist still not enough, just use that size and blow it up later, as long as
you only enlarge it by a factor of 2 or 4 the quality should be good enough,
and since a 'A' with size 1000 is about 850 * 950 Pixels, that should be
anough for normal size printers.
I suppose that only works with vector fonts.

3269. Re: MagiCMac and Mac Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 13:35:02 UTC
From: rs.mac@t-online.de
Message-ID: <1fl6hv7.ua74ml1lr1ddeN%rs.mac@t-online.de>
Source record: 31225

<derryck@.NOT~THIS~cix.co.uk> wrote:

> Anyone know if it's possible to access a Mac's (PCI) Ethernet port from
> within MagiCMac with STiNG or MagxNet?

Try it with STinG 1.26 end of 2001. That doanï¿½s work.
STinG modules crash on MagiCMac. MagiCNet not tested.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3270. mouse virus?

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 17:08:04 UTC
From: Richard van Vugt <ricardo@euronet.nl>
Message-ID: <3DC7FAF4.6020406@euronet.nl>
Source record: 31226

I have a mouse that does not respond. It only 'walks' to the left of the screen as the only mouse movement. I can get the mouse pointer at the right spot only with the ALT and arrow keys. At first I thought my mouse was faulty; I got an other one, but the problem did not go away. Is it a virus? And how can I get rid of it?

Thanks for responding,
Richard

3271. Re: mouse virus?

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 17:41:47 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnasg0ic.2v2.atari@core.preferuje.luzik.pl>
Source record: 31227

> I have a mouse that does not respond. It only 'walks' to the left of the
> screen as the only mouse movement. I can get the mouse pointer at the
> right spot only with the ALT and arrow keys. At first I thought my mouse
> was faulty; I got an other one, but the problem did not go away. Is it a
> virus? And how can I get rid of it?

The keyboard, or more probabla the mouse port may be faulty.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3272. Re: mouse virus?

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 18:00:43 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aq910k$7r0lk$1@ID-40235.news.dfncis.de>
Source record: 31228

"Richard van Vugt" <ricardo@euronet.nl> wrote in message
news:3DC7FAF4.6020406@euronet.nl...
> I have a mouse that does not respond. It only 'walks' to the left of the
> screen as the only mouse movement. I can get the mouse pointer at the
> right spot only with the ALT and arrow keys. At first I thought my mouse
> was faulty; I got an other one, but the problem did not go away. Is it a
> virus? And how can I get rid of it?
>

You don't say which Atari you have. Almost all the "single box" Ataris, i.e.
ST, STFM, STE have the mice ports attached the keyboard purely by solder.
This tends to suffer from metal fatigue and after a while it cracks and you
loose contqact. This happens if you often swap mouse to joystick etc. Any
one who competant with a solder iron should be able to fix...

> Thanks for responding,
> Richard
>

3273. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 18:04:00 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aq916i$7ltqi$1@ID-40235.news.dfncis.de>
Source record: 31229

"Ken Seumas" <k_seumas@sympatico.ca> wrote in message
news:1103_1036452551@news1.on.sympatico.ca...
> > Yes, you are right. You cant go into the store and buy a Linux machine.
> > But you can infact get Linux machines. I might be on thin ice here, but
I
> > have heard (only heard, dont know) that there are machines built to run
> > Linux. We're not talking i386 machines here. Most PCs ppl buy in shops
> > these days are MSDOS/Windows machines. They were made to run
> Windows!
>

Desktops yes, but many server manufacturers (Compaq/HP and IBM) also support
Linux and Netware.

> you heard correctly.
> http://www.lindows.com talks about a machine sold by WalMart in the
> USA built specifically to run Linux (Lindows)
> ken
> >

I also expect that it would run Windows.

> k_seumas@sympatico.ca - www3.sympatico.ca/k_seumas
> Toronto Atari Federation - TAF.atari.org - welcome.to/taf
> 16MHz Falcon4MB-32MHzNemesisFalcon16MB-50MHzCT2Falcon68MB
>
>

3274. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 18:51:28 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <nmUx9.6161$7F2.5945@news.bellsouth.net>
Source record: 31230

I've a CT2b and one of these EtherNEC kits...
Both of the STing drivers (enec.stx, enec3.stx) work in standard Falcon mode.
While neither of them work in Turbo Mode.

In the turbo mode...the mac address appears to be wrong, ping sends packets and the green light flickers on the NEC card, the swither's data light flicker, but ping reports 50 packets sent, none recieved. This is tested under CTb TOS (normal desktop) and with MagiC 5.01. Putting the driver in TT Ram doesn't help either...in fact...I recall some combination of TT ram flags on the enec3.stx not booting at all with NVDI.

I've still not gotten anything to happen in mintnet at all with this kit. I do believe because I'm just clueless about now to set it up. ifconfig and route, I've experimented with...but I must be missing something.

Brian

3275. Re: mouse virus?

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 19:09:16 UTC
From: Richard van Vugt <ricardo@euronet.nl>
Message-ID: <3DC8175C.6080008@euronet.nl>
Source record: 31231

...Yes I have a 1040STfm. So I'll just have to open up the thing and see what I can do. Is there anything I have to take care of when opening? And how do I open it up?

3276. CAD-2.0, Cyber Series of ST Software

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 19:12:46 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1036523566@news.frii.com>
Source record: 31232

These programs are for sale on Ebay. More stuff I don't need for the Atari's I have up and running.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2068021818

3277. [PROG] Need testers for video related programs (V4)

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 20:14:09 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <hq89qa.9jb.ln@127.0.0.1>
Source record: 31233
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video4.zip (156Kb).

There are some bugfixes for the three programs. AES and VDI test programs
can be run in whatever bpp (even monochrome), and whatever resolution.

Feedback still needed for these programs. Thanks.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3278. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 20:37:42 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3DC82C16.6040301@wanadoo.be>
Source record: 31234

Dennis Vermeire a ï¿½crit:

>>I might upgrade to MacOS 9.2 though as a more experienced Mac user than
>>me has recommended this, and it's apparently free.
>>
>>
>
>Unless you revert to using a hack this isn't possible. OS 9.1 was the last
>OS supported by Apple for the PM 9500, OS 9.2 won't install on a PM 9500.
>
It's possible ..... using a patch ..... and it's also possible to
install os X on a 9500.

Jo

--
Jo Vandeweghe * dipching@wanadoo.be * ICQ 58658679
http://web.wanadoo.be/dipching.drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3279. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 21:11:16 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dc833ec34891a0@tripnet.se>
Source record: 31235

On Tue 05-11-2002 12:51 (-0600) Brian Roland wrote:

>I've a CT2b and one of these EtherNEC kits...
>Both of the STing drivers (enec.stx, enec3.stx) work in standard Falcon mode.
>While neither of them work in Turbo Mode.

>I've still not gotten anything to happen in mintnet at all with this kit. I do
>believe because I'm just clueless about now to set it up. ifconfig and route,
>I've experimented with...but I must be missing something.

I did setup MagicNet here on this TT just to check what would happen. The
results are similar to STinG. I manage to get the MAC address but nothing
more.

I have not tested this setup with my other pocket Ethernet adaptor yet so
I am not sure if I got MagicNet setup properly. It does seem to work,
though. I can Ping localhost and the local Ethernet port.

I also tried the other driver for MinTNet by Odd Skancke with MagicNet
but that one did not work at all during a quick test.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3280. Atari ST, 800 etc. for Sale

Newsgroup: comp.sys.atari.st
Date: 2002-11-05 21:21:23 UTC
From: swmoretp@aol.com
Message-ID: <20021105162123.04352.00003010@mb-mo.aol.com>
Source record: 31236

We have these products for sale on eBay. Most are Buy It Now at the prices shown.
Just search by swmoretp@aol.com or e-mail us for a link to our eBay store.

Spirit of Excalibur for Atari ST $14.99
Sub Battle by Epyx for the Atari ST - NEW $12.99
RARE Alien Ambush for Atari 800 - NEW $11.99
Hero's Quest by Sierra On-Line, Atari ST $11.99
Starglider by Rainbird for Atari ST $11.99
King's Quest III, Sierra On-Line Atari ST $11.99
Carrier Command for the Atari ST - NEW $11.99
Waterloo by SSI for Atari ST - NEW $11.99
Battleship by Epyx for the Atari ST - NEW $11.99
Tracker by Rainbird for the Atari ST $9.99
The Pawn by Rainbird for the Atari ST $9.99
Final Assault by Epyx for the Atari ST - NEW $9.99
Renegade for Atari ST - NEW $9.99
Golden Path by Firebird for the Atari ST $8.99
Infocom, Scott Adams, etc. Hint Book $19.99

3281. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 01:23:09 UTC
From: William Wong <wongck@rocketmail.com>
Message-ID: <3dc86add@post.newsfeed.com>
Source record: 31238

*** post for FREE via your newsreader at post.newsfeed.com ***

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3dc833ec34891a0@tripnet.se...
> On Tue 05-11-2002 12:51 (-0600) Brian Roland wrote:
>
> I did setup MagicNet here on this TT just to check what would happen. The
> results are similar to STinG. I manage to get the MAC address but nothing
> more.
>

On my falc, this is what I get from the ENEC kit. I have tried 4 NE2000 compatible cards, most of the cards behave similar and none work with pinging to a external host (localhost works but that's just STING internally working).

> I have not tested this setup with my other pocket Ethernet adaptor yet so

With my Dayna SCSILINK pocket adapter, it's a different story. It worked right away, with the Anodyne drivers.

I guess that the SCSILINK is a industry class solution while the ENEC is a home-brewed solution, so the results may be expected :-). Anyway, it was worth a try for both and we need ppl like Roger, Lyndon & Thomas to help give ethernet support to the Atari.

rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
------== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

3282. Re: using fonts in Papillon

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 07:25:58 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211060818510.65-100000@easymint>
Source record: 31239

On Tue, 5 Nov 2002, Dimitri Junker wrote:

> >Is this normal ?
>
>
> I think I had the same.
>
> >Is there no way to use bigger fonts in Papillon ?
>
>
> Just enter somthing bigger. Next to the listbox where you are limited to 48
> you can enter any number by keyboard.

Thank you. Now I found my real problem: I was using NDIALOG instead of WDIALOG. The NDIALOG fontselector doesn't offer the possibility to enter a fontsize manually by keyboard.

There are also still some other WDIALOG things that NDIALOG doesn't support, like the extended print dialog. NDIALOG could use an update. Is it still being developed ?

Martin Tarenskeen

3283. Re: MagiCMac and Mac Ethernet

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 09:44:52 UTC
From: <>
Message-ID: <1036655240-77137AEicMi@ntlworld.com>
Source record: 31162

From: rs.mac@t-online.de (Robert Schaffner)
Date: Tue, 5 Nov 2002 14:35:02 +0100

>> Anyone know if it's possible to access a Mac's (PCI) Ethernet port from
>> within MagiCMac with STiNG or MagxNet?
>
>Try it with STinG 1.26 end of 2001. That doan`s work.
>STinG modules crash on MagiCMac. MagiCNet not tested.

Thanks for the report Robert.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3284. 2dd diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 12:41:26 UTC
From: Peter Zaini <tunesmith@bigpond.com>
Message-ID: <7_7y9.70469$g9.200499@newsfeeds.bigpond.com>
Source record: 31243

Hi,

I have a brand new box of 10x 2DD (double density) 720kb, 3.5 floppies for auction on ebay... these tend to work better in the Atari than HD 1.44meg disks ...

heres a link if you're interested..

http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&item=2067010213&rd=1

Thanx!

3285. Re: 2dd diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 13:07:12 UTC
From: "Michael J. Sch&#65533;lke" <MJSchuelke@hotmail.com>
Message-ID: <MPG.183332679ede0c69897e7@news.t-online.de>
Source record: 31244

Peter Zaini wrote:
> I have a brand new box of 10x 2DD (double density) 720kb, 3.5 floppies for
> auction on ebay... these tend to work better in the Atari than HD 1.44meg
> disks ...

... currently selling at AU$ 13.50, with three days to go. Strange,
since they are still being made, and quite a few office supply companies
mail order companies still sell them brand new. At least, they do in
Europe and the US -- I must admit that I don't know whether they do
Australia.

I recently bought a couple of packs, for EUR 2.90 per pack of 10, from
OfficeXL in Germany (www.officexl.de).

Regards,
Michael

--
From-address is valid, but used as spam trap. Write to MJSchuelke at gmx
dot net for a faster reply.

3286. Brand new DSDD disks for sale

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 13:48:45 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3dc91dbd$1_2@news2.vip.uk.com>
Source record: 31245

Hi folks

It would seem that getting hold of new DD disks in the UK is harder than it seems.
I did a search on Yahoo! using just UK sites and came up with very little of use.
I did a more general search and the Aussies seem to have more than they know what
to do with so if you want to order from Oz, have a look at this:

http://www.downtown.com.au/cns1664.htm

A box of ten Imation disks is going for A$9.12 at the moment including tax although
it might be worthwhile orderin say five boxes at the same time to save on the cost
of postage from the antipodes. The Aussie dollar is roughly equal to 50 pence sterling.

Cheers
Al

3287. Re: Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 15:42:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dc8e2a822f0ca1@attbi.com>
Source record: 31147

>Anyone,
> I am looking for a program that can run a AUTOMATIC
>SCHEDULED BACKUP on my Falcon030?? Any suggestions???
>I have a program called Rational Sounds that does have
>an ALARM feature on it with a COMMAND line but I do
>not know what to enter in there to get it to backup my
>partitions to a completely different drive. And all
>of the DOCS are in some foreign language!! Any help
>from anyone would be greatly appreciated. Thanks in
>advance and long live all Atari computers
>everywhere!!!!!!
>
>Thanks,
>Carey Christenson

Hello Carey,

That would be a nice thing to have, but I would just get one of those programs that would pop up and remind you to make a backup. I usually backup my system every 2-4 weeks and I always have two backups available. You never know when you will backup a faulty system. I have done that and I am sure others have also. If you want to backup to a CD, CDBackup by Anodyne is great. If you backup to floppies, then Diamond Back III is suficient.

You can check out some ftp sites and see if you can come up with something. I know I have seen Atari programs that can be set to activate in the future.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3288. Re: Debian linux 2.2r7 (Potato)

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 15:42:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dc8e2a822f0ca2@attbi.com>
Source record: 31146

>> I thought I'd try to get Linux up on my Falcon (again, actually... I
>> succeeded about five years ago, but didn't do much with it).
>>
>> Right now, the computer is trying to install the base system. It has
>> been attempting this for several hours. Does anyone know how long
>> this takes ... i.e., is the Falcon locked up or real slow? The floppy
>> light keeps flashing, so I suspect the installer RAMdisk is still
>> doing something.
>
>It took me about 10-15 minutes to get into install program.

10-15 minutes sounds good for the program, but not for the base
system. On my Hades it took about 1-2 hours. I would like to give
Linux another try on my Hades, but ever since I upgraded my Hades
motherboard, Linux does not install properly.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3289. Re: development of MagiCNet

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 15:42:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dc8e2a822f0ca3@attbi.com>
Source record: 31148

>On Sat, 26 Oct 2002 19:41:46 +0200, BMaedicke@t-online.de (Bernd
>Maedicke) wrote:
>>
>>I have a question: Anybody have information about the further
>>development? Or it this project in the freeze state now?
>>
>
>I was working on a driver for the SCSI/Link hardware, but haven't
>heard from Vassilis for many months, so I assume he's too busy ...
>
>Roger Burrows

He is still around, but hard to get ahold of. I heard from him
about 6 weeks ago. He said he had an upgraded version of MagicNet,
but never sent me a copy. He sounded enthuisiastic about MagicNet.
I email him about every 1-3 days hoping he will answer.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3290. Re: mouse virus?

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 15:57:37 UTC
From: Starlord <starlord@in>
Message-ID: <GYay9.1343$DM1.503509119@news.inreach.com>
Source record: 31149

1st of all have you cleaned the rollers? and 2nd have you made sure it's fully pluged in right? Check the pins in the plug, sometimes one or more of them get bent and you plug it in and the mouse doesn't work right.

--
In Need of CAR Contact Starlord.

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com

"Richard van Vugt" <ricardo@euronet.nl> wrote in message
news:3DC7FAF4.6020406@euronet.nl...
> I have a mouse that does not respond. It only 'walks' to the left of the
> screen as the only mouse movement. I can get the mouse pointer at the
> right spot only with the ALT and arrow keys. At first I thought my mouse
> was faulty; I got an other one, but the problem did not go away. Is it a
> virus? And how can I get rid of it?
>
> Thanks for responding,
> Richard
>

3291. Re: Brand new DSDD disks for sale

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 17:04:00 UTC
From: exxos <chris@guesswhere.co.uk>
Message-ID: <3Yby9.39$uwT2.10813627@news2.randori.com>
Source record: 31150

"Al Ferrier" <sonik@whsmithnet.co.uk> wrote in message
news:3dc91dbd$1_2@news2.vip.uk.com...
> Hi folks
>
> It would seem that getting hold of new DD disks in the UK is harder than
it seems.

Its easy if you have a large stock of them ;-)

chris

> I did a search on Yahoo! using just UK sites and came up with very little
of use.
> I did a more general search and the Aussies seem to have more than they
know what
> to do with so if you want to order from Oz, have a look at this:
>
> http://www.downtown.com.au/cns1664.htm
>
> A box of ten Imation disks is going for A$9.12 at the moment including tax
although
> it might be worthwhile orderin say five boxes at the same time to save on
the cost
> of postage from the antipodes. The Aussie dollar is roughly equal to 50
pence sterling.
>
> Cheers
> Al
>
>

3292. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 17:16:28 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fl8m12.s9vof81akwsm4N%NOSPAMS@wanadoo.fr>
Source record: 31151

Brian Roland <BJRoland@bellsouth.net> wrote:

> I've a CT2b and one of these EtherNEC kits... Both of the STing drivers
> (enec.stx, enec3.stx) work in standard Falcon mode. While neither of them
> work in Turbo Mode.
>
> In the turbo mode...the mac address appears to be wrong, ping sends
> packets and the green light flickers on the NEC card, the swither's data
> light flicker, but ping reports 50 packets sent, none recieved. This is
> tested under CTb TOS (normal desktop) and with MagiC 5.01. Putting the
> driver in TT Ram doesn't help either...in fact...I recall some combination
> of TT ram flags on the enec3.stx not booting at all with NVDI.
>
> I've still not gotten anything to happen in mintnet at all with this kit.
> I do believe because I'm just clueless about now to set it up. ifconfig
> and route, I've experimented with...but I must be missing something.

Hi,

I had a CT2B (I have just received my CT60 ;-))
Timming are too shorts for the CT2B.
I have send some modifs to Lyndon/Redelberger during June.
I have just put the files at this adress:
http://perso.wanadoo.fr/didierm/files/enec_ct2.zip (400 KB)
EtherNEC works fine under Sting/MiNT.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3293. Re: Brand new DSDD disks for sale

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 18:00:38 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aqblcj$8gm98$1@ID-40235.news.dfncis.de>
Source record: 31152

At a recent computer rally "the computer junk shop" (0151 420 6671) was selling them for £2.5 per 100, packed as 10 boxes of 10, complete with labels. Might be worth giving them a ring to see where they are at next.

"Al Ferrier" <sonik@whsmithnet.co.uk> wrote in message
news:3dc91dbd$1_2@news2.vip.uk.com...
> Hi folks
>
> It would seem that getting hold of new DD disks in the UK is harder than
it seems.
> I did a search on Yahoo! using just UK sites and came up with very little
of use.
> I did a more general search and the Aussies seem to have more than they
know what
> to do with so if you want to order from Oz, have a look at this:
>
> http://www.downtown.com.au/cns1664.htm
>
> A box of ten Imation disks is going for A$9.12 at the moment including tax
although
> it might be worthwhile orderin say five boxes at the same time to save on
the cost
> of postage from the antipodes. The Aussie dollar is roughly equal to 50
pence sterling.
>
> Cheers
> Al
>

3294. Re: mouse virus?

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 18:08:46 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <aqblrg$8gmu0$1@ID-40235.news.dfncis.de>
Source record: 31153

Richard,
Its been a long time but the following springs to mind ....

1) You just need to undo the screws in the "square" holes to get the case apart

2) The metal screen is a right bugger to get off.

3) Some keys (space bar and/or return) I think have only one rubber contact cup but have space for two. End result you think you have lost one....

4) You might one to use some epoxy to secure the socket. (but you might not as if you need to replace it its then harder)

5) When re-fitting be careful not to bend the LED (power? Floppy?) that stick up from the keyboard.

6) Buy an extension cable so it does not happen again.

7) Fir you are even slightly unsure, or not neat with a soldering Iron get some one else to do it.

Dave

"Richard van Vugt" <ricardo@euronet.nl> wrote in message news:3DC8175C.6080008@euronet.nl...
> ...Yes I have a 1040STfm. So I'll just have to open up the thing and see
> what I can do. Is there anything I have to take care of when opening?
> And how do I open it up?
>

3295. Re: Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 18:36:28 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fl8p7x.jl5x3jgyoy9qN%donotusethisaddress@pandora.be.invalid>
Source record: 31154

Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:

> >Anyone,
> > I am looking for a program that can run a AUTOMATIC
> >SCHEDULED BACKUP on my Falcon030?? Any suggestions???
> >I have a program called Rational Sounds that does have
> >an ALARM feature on it with a COMMAND line but I do
> >not know what to enter in there to get it to backup my
> >partitions to a completely different drive. And all
> >of the DOCS are in some foreign language!! Any help
> >from anyone would be greatly appreciated. Thanks in
> >advance and long live all Atari computers
> >everywhere!!!!!!
> >
> >Thanks,
> >Carey Christenson
>
> If you backup to floppies, then Diamond Back III is suficient.

Diamond back is good but ONLY when on use the commom 8+3 file system. It fails badly when one use VFAT.
AFAIK, under MiNT on can use cron to run an automatic backup.

There is also a German application called E-backup. This package contains ebatch.acc. With this acc one can run up to 16 program, for instance E-backup at a given time.
AFAIK, E-backup is a commercial program. A few years ago one could get a copy from AG-Computertechnik. If he still sells it I don't know. I'll see him saturday morning. If I don't forget it I'll ask him.
Anyway the program is all German.

Another solution is jobtimer.acc which comes with Kobold (fast-copy program). Jobtimer can execute Kobold jobs (for instance a backup job) at a given time.
Kobold is a commercial program distribute by ASH see:
<URL:http://www.application-systems.de/kobold/index.html>
Its all Geman but I believe an English version is available somewhere on the net. For more info see the homepage of DDP:
<URL:http://www.cix.co.uk/~derryck/index.htm>

3296. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 19:34:18 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dc96cb8e4ac30@tripnet.se>
Source record: 31155

On Wed 06-11-2002 18:16 (+0100) Didier MEQUIGNON wrote:

>Brian Roland <BJRoland@bellsouth.net> wrote:
>
>> I've a CT2b and one of these EtherNEC kits... Both of the STing drivers
>> (enec.stx, enec3.stx) work in standard Falcon mode. While neither of them
>> work in Turbo Mode.

>I had a CT2B (I have just received my CT60 ;-))
>Timming are too shorts for the CT2B.
>I have send some modifs to Lyndon/Redelberger during June.
>I have just put the files at this adress:
>http://perso.wanadoo.fr/didierm/files/enec_ct2.zip (400 KB)
>EtherNEC works fine under Sting/MiNT.

Just took a long shot and tried your CT2B driver (ENEC2.STX) on my TT.
This was the worst one so far, did not even show up in teh STInG Port
Setup cpx :-)

Guess it doesn't like M68030...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3297. BBS program

Newsgroup: comp.sys.atari.st
Date: 2002-11-06 23:14:40 UTC
From: george@moulder77.freeserve.co.uk
Message-ID: <aqc7p0$ln8$1@news7.svr.pol.co.uk>
Source record: 31156

Your help is requested:-

I use an Atari fax program on two 4Mb ST machines without hard-drives for sending text between two telephone terminals, and wish to replace it by programs to send text-files instead.

The reason why this change is necessary is because of the increasing amount of fax corruption caused, I believe, by the new methods that telecommunication engineers are using to pass more and more information down each telephone circuit; and because of the lack of error-checking carried out by the fax-modems I use.

I have several good reasons for NOT using e-mails instead of faxes or file-transfer, so please don't suggest this.

Using the X-modem transfer protocol, I believe what is required could be acheived by a communications program AND a BBS program at each end. One end's BBS would be switched-on unattended and ready to receive for several hours each day, and the other end would need to be manned to UPLOAD a file to the remote BBS program using the communications program at its own end. It is not envisaged that down-loading will ever be required.

Could this be done more simply using the FTP protocol? If so, what programs would then be required at each end?

I have a suitable communications program but due to the extinction of BBS's I don't know of a simple BBS program that will fufill my needs, remembering that at each end of the system the programs must be contained on a 800k floppy-disk so that compact programs are essential. Has anyone personal experience of any particular basic BBS program, or can anyone suggest or even supply a PD one?

3298. Re: BBS program

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 00:03:07 UTC
From: lp <gfa@basic.net>
Message-ID: <B9EF17EB.A5B2%gfa@basic.net>
Source record: 31157

in article aqc7p0$ln8$1@news7.svr.pol.co.uk, George Moulder at
george@moulder77.freeserve.co.uk wrote on 11/6/02 6:14 PM:

> Your help is requested:-
>
> I use an Atari fax program on two 4Mb ST machines without hard-drives for
> sending text between two telephone terminals, and wish to replace it by
> programs to send text-files instead.
>
> The reason why this change is necessary is because of the increasing
> amount of fax corruption caused, I believe, by the new methods that
> telecommunication engineers are using to pass more and more information
> down each telephone circuit; and because of the lack of error-checking
> carried out by the fax-modems I use.
>
> I have several good reasons for NOT using e-mails instead of faxes or
> file-transfer, so please don't suggest this.
>
> Using the X-modem transfer protocol, I believe what is required could be
> acheived by a communications program AND a BBS program at each end. One
> end's BBS would be switched-on unattended and ready to receive for several
> hours each day, and the other end would need to be manned to UPLOAD a file
> to the remote BBS program using the communications program at its own
> end. It is not envisaged that down-loading will ever be required.
>
> Could this be done more simply using the FTP protocol? If so, what
> programs would then be required at each end?

Assuming you have an internet connection, if not then there is alot more
setup to do.

> I have a suitable communications program but due to the extinction of
> BBS's I don't know of a simple BBS program that will fufill my needs,
> remembering that at each end of the system the programs must be contained
> on a 800k floppy-disk so that compact programs are essential. Has anyone
> personal experience of any particular basic BBS program, or can anyone
> suggest or even supply a PD one?

I would look into something even easier, just run another terminal program
on the other end set to auto answer, auto download. Most terminal programs
have preset settings for these options and can be left unattended.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3299. Re: Brand new DSDD disks for sale

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 01:01:35 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0211061701.443b9e2d@posting.google.com>
Source record: 31158

sonik@whsmithnet.co.uk (Al Ferrier) wrote in message
news:<3dc91dbd$1_2@news2.vip.uk.com>...
> Hi folks
>
> It would seem that getting hold of new DD disks in the UK is harder than it seems.

Not really. You just have to know where to look.

Imation still makes ds/dd disks. A little surfing on www.imation.com
(then linking to the UK site) revealed several mail order houses,
including Viking Direct, a British-American firm that I have often
ordered from (in America).

Try http://www.viking-direct.co.uk/shop/search/results.asp?DD%5FCAT=00&SearchType=2&DIV%5F
ID=11&CATG%5FID=1102&SEARCH%5FCNT=2&ANDOR=&WILDCARDS=%2A&STEMMING=%2A%2A&advancedqu=ds%2Fd
d&freetext=&pagecnt=&SID=LXD7N57MV36Q9PF05NPFP6LH0FB598AB
or search for "DS/DD" at www.viking-direct.co.uk . They are a bit
pricey (About 7 pounds the 10 pack), but they're available.

Galen

3300. Re: Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 01:07:35 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0211061707.40e50531@posting.google.com>
Source record: 31159

> Diamond back is good but ONLY when on use the commom 8+3 file system. It
> fails badly when one use VFAT.
> AFAIK, under MiNT on can use cron to run an automatic backup.

Diamond Back has additional problems. I used to use it to backup 30MB partitions to other 30MB partitions on removable media without trouble. However, when I bought CDISO (from Anodyne) I thought I could use Diamond Back to copy all the files on my little partitions to one big partition. It couldn't, and bombed the system.

I hate to say it, but Diamond Back (& Diamond Edge) are rather dangerous on partitions greater than some size, and I suspect it's 256 MB.

Galen

3301. Re: Debian linux 2.2r7 (Potato)

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 01:13:14 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0211061713.2b6d61f4@posting.google.com>
Source record: 31160

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3dc8e2a822f0ca2@attbi.com>...
> >> I thought I'd try to get Linux up on my Falcon (again, actually... I
> >> succeeded about five years ago, but didn't do much with it).
> >>
> >> Right now, the computer is trying to install the base system. It has
> >> been attempting this for several hours. Does anyone know how long
> >> this takes ... i.e., is the Falcon locked up or real slow? The floppy
> >> light keeps flashing, so I suspect the installer RAMdisk is still
> >> doing something.
> >
> >It took me about 10-15 minutes to get into install program.
>
> 10-15 minutes sounds good for the program, but not for the base
> system. On my Hades it took about 1-2 hours. I would like to give
> Linux another try on my Hades, but ever since I upgraded my Hades
> motherboard, Linux does not install properly.
>
Actually, getting the install program started was under two minutes,
and I was provided with much scrolling text to read!

I let the base install run for 31 hours before I needed the computer
again. Believe it or not, I'm not sure I simply needed more time -- a
Mac iici user claimed a "nearly 24 hour" install time, and his system
is of similar power.

Does anyone have a good idea about how long it takes a stock Falcon to
unGZIP and unTAR 17 MB?

Galen

3302. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 02:05:08 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <%Ejy9.1974$uQ3.1380@news.bellsouth.net>
Source record: 31161

> Hi,
>
> I had a CT2B (I have just received my CT60 ;-))
> Timming are too shorts for the CT2B.
> I have send some modifs to Lyndon/Redelberger during June.
> I have just put the files at this adress:
> http://perso.wanadoo.fr/didierm/files/enec_ct2.zip (400 KB)
> EtherNEC works fine under Sting/MiNT.
>
> Regards,
>
> Didier.

This is great! I'll try these out asap :)
Many thanks...
Brian

3303. Re: [PROG] Need testers for video related p

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 09:48:20 UTC
From: swampfax@atlantic.net
Message-ID: <EFqy9.24$p5.24372@news1.atlantic.net>
Source record: 31163

On 5 Nov 2002 21:14:09 +, Patrice Mandin wrote:
>Hello Atari users,
>
>I made 3 simple programs using system functions to access the video
>hardware: AES, VDI and XBIOS:
>http://membres.lycos.fr/pmandin/download/video4.zip (156Kb).
>
>There are some bugfixes for the three programs. AES and VDI test programs
>can be run in whatever bpp (even monochrome), and whatever resolution.
>
>Feedback still needed for these programs. Thanks.
>
>--
>Patrice Mandin
>WWW: http://membres.lycos.fr/pmandin/
>Programmeur Linux, Atari
>Sp&#65533;cialit&#65533;: D&#65533;veloppement, jeux
>.

```
Hi Patrice,
Thought I'd run your test programs on my Falcon @ 32/50 mhz.
It would be nicer if a text file of the results is automatically saved.
However, there were no crashes and the low rez True color AES showed ok
but med and high rez @ 256 showed what seemed to be overlapping colors.
Is it only for the Milan?

Regards,
John G.
```

3304. Re: Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 14:55:38 UTC
From: <>
Message-ID: <1036677908-89897AEicMi@ntlworld.com>
Source record: 31164

From: donotusethisaddress@pandora.be.invalid (Martin "Nightowl" Byttebier)
Date: Wed, 06 Nov 2002 18:36:28 GMT

>Kobold is a commercial program distribute by ASH see:
><URL:http://www.application-systems.de/kobold/index.html>
>Its all Geman but I believe an English version is available somewhere on
>the net. For more info see the homepage of DDP:

One of our members did indeed translate Kobold into English (take a bow,
Peter), but I'm afraid that it isn't available for download. TBH I don't know
what the fate of the English version was, I'd have thought that Atari
Workshop would be the place to ask.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3305. [PROG] Need testers for video related programs (V5)

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 15:52:40 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <882eqa.9m6.ln@127.0.0.1>
Source record: 31165
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video5.zip (157Kb).

There are some bugfixes for the three programs. AES and VDI test programs
can be run in whatever bpp (even monochrome), and whatever resolution.
Output can now be redirected to a file (see doc in archive).

CentScreen (CT2) and Milan MVDI support are available in the XBIOS
program. Please test if you have them.

Feedback still needed for these programs. Thanks.

Sources available on my web site, in the cleancode-0.5.tar.gz archive.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3306. Re: [PROG] Need testers for video related programs

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 15:54:21 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <db2eqa.9m6.ln@127.0.0.1>
Source record: 31166

Dans l'article <EFqy9.24$p5.24372@news1.atlantic.net>, "John Garone"
<swampfax@atlantic.net> a tapoti¿½ avec ses petits doigts:

> However, there were no crashes and the low rez True color AES showed ok
> but med and high rez @ 256 showed what seemed to be overlapping colors.
> Is it only for the Milan?

No, these programs can be run on any machine. This is just a small bug in
the calculation of the 256 colours palette, not a problem.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spi¿½cialiti¿½: Di¿½veloppement, jeux

3307. Re: MagiCMac update -how much?

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 17:09:53 UTC
From: fmh@netzero.net
Message-ID: <B7xy9.6831$jy2.560428@newsfeed.slurp.net>
Source record: 31167

I'm sending this message from my mac 9500MP which is running OSX 10.1.5 and
BeOS R5.03. You need a 3rd party installer from
http://eshop.macsales.com/OSXCenter/XPostFacto/
OSX does run on my machine as does MagiCMac for OSX. Unless you have a G3 or
G4 upgrade card OSX on a 603 or 604 PPC CPU is going to be slow. I have 208
Meg of RAM and a dual 180 604 PPC's though only 1 is being used under OSX at
the moment. Speed is OK to check OSX out but to be productive it just won't
cut it.
I can answer any questions you may have about installation and what not.
Just E-mail me as I don't check this group on a regular basis.

Jo Vandeweghe <dipching@wanadoo.be> :

>
> Dennis Vermeire a ï¿½crit:
>
> >>I might upgrade to MacOS 9.2 though as a more experienced Mac user than
> >>me has recommended this, and it's apparently free.
> >>
> >>
> >
> >Unless you revert to using a hack this isn't possible. OS 9.1 was the last

> >OS supported by Apple for the PM 9500, OS 9.2 won't install on a PM 9500.
> >
> It's possible ..... using a patch ..... and it's also possible to
> install os X on a 9500.
>
> Jo
>

3308. Re: BBS program

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 20:00:25 UTC
From: george@moulder77.freeserve.co.uk
Message-ID: <aqegop$1t1$1@newsg3.svr.pol.co.uk>
Source record: 31168

My query was:-

>> I have a suitable communications program but due to the extinction of
>> BBS's I don't know of a simple BBS program that will fufill my needs,
>> remembering that at each end of the system the programs must be contained
>> on a 800k floppy-disk so that compact programs are essential. Has anyone
>> personal experience of any particular basic BBS program, or can anyone
>> suggest or even supply a PD one?

Lonny Purcell replied:-

>I would look into something even easier, just run another terminal program
>on the other end set to auto answer, auto download. Most terminal programs
>have preset settings for these options and can be left unattended.

Hi Lonny,

Great! I wasn't aware that this could be done.

The programs I have are FZSTterm, Connect (demo), and Teddyterm, and all seem to my inexperienced eye to be highly complex, with a multitude of variables very difficult to interpret how to give auto answer, auto download.

Are you familiar with any of these programs and which program would you consider is the simplest for me to use, or would you suggest another one?

Specific instruction on what variable to select would be ideal.

Thanks for your help!

George Moulder

3309. Re: Brand new DSDD disks for sale

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 20:04:39 UTC
From: nick@1632systems.co.uk
Message-ID: <aqeh0riad1@thorium.cix.co.uk>
Source record: 31169

Or you could try the web shop listed below... we have both brand new and second hand(used) DS/DD

Prices are
10 Brand new Double sided Double Density disks.... Ideal for Amiga or Atari
Price: ?2.50 [?4,13]
50 Brand new Double sided Double Density disks.... Ideal for Amiga or Atari
Price: ?11.00 [?18,15]
50 Used Double sided Double Density disks.... Ideal for Amiga or Atari
Price: ?3.50 [?5,78]

The link for disks is
http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_General_Hardware_and_Components_42.html

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3310. Re: BBS program

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 21:39:26 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dcadb904c39e0@tripnet.se>
Source record: 31170

On Thu 07-11-2002 20:00 (GMT) George Moulder wrote:

>
>My query was:-
>
>>> I have a suitable communications program but due to the extinction of
>>> BBS's I don't know of a simple BBS program that will fufill my needs,
>>> remembering that at each end of the system the programs must be contained
>>> on a 800k floppy-disk so that compact programs are essential. Has anyone
>>> personal experience of any particular basic BBS program, or can anyone
>>> suggest or even supply a PD one?
>
>Lonny Purcell replied:-
>
>>I would look into something even easier, just run another terminal program
>>on the other end set to auto answer, auto download. Most terminal programs
>>have preset settings for these options and can be left unattended.

>Great! I wasn't aware that this could be done.
>
>The programs I have are FZSTterm, Connect (demo), and Teddyterm, and all
>seem to my inexperienced eye to be highly complex, with a multitude of
>variables very difficult to interpret how to give auto answer, auto
>download.

The commercial communications terminal program STalker is also a
possibility. It has a sort of mini BBS mode that can do what you ask for.
There is also a rather complete programming language built in that can
automate lots of things. There are lots of different settings inside the
program to master but the manual is very good and the "mini BBS" mode is
fully described. I have not tried this function myself, though.

STalker runs both as an ACC and PRG file and will fit without problems on
a non harddisk system.

I suppose you still can get it from Gribnif Software. Should be easy to
locate via http://goggle.com/

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3311. ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-07 21:50:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211071339210.2901-100000@shell1.aracnet.com>
Source record: 31171
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering Bravo's Atari 20/20 ThanksGiving Discounts!2 20% Discounts. A 20% Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines!And a 20% Discount for my more regular/preferred Customers covering most HardWare,SoftWare, Books & Accessories for Classic Atari 8 Bit & Atari ST Lines. Got Questions? E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts! Get Catalogs at http://BensCatalogs.atari.org or Call (503)256-9974!!!! http://www.aracnet.com/~atari/specials.htm More Discount Information!

I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/maillist.htm E-Mail and Postal Mailings! http://www.aracnet.com/~atari/bravo_e.html Fill out contact Forms!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://www.atari.benjamin.net or else at http://BensCatalogs.atari.org or http://BenSells.atari.org Catalogs can be attached to, Requested by and Received Through E-Mail at atari@aracnet.com, BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3312. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-08 00:54:49 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <SSDy9.2469$ds6.1678@news.bellsouth.net>
Source record: 31172

> > I had a CT2B (I have just received my CT60 ;-))
> > Timming are too shorts for the CT2B.
> > I have send some modifs to Lyndon/Redelberger during June.
> > I have just put the files at this adress:
> > http://perso.wanadoo.fr/didierm/files/enec_ct2.zip (400 KB)
> > EtherNEC works fine under Sting/MiNT.

I did try these drivers in CTurbo mode and they work wonderfully!
Just some things I noticed...
On my system...in tests so far with MagiC 6.01, HDDriver 7.93, and STing...
In true Falcon mode (TOS 4.x, no cpu or bus upclocking, no TT RAM)...the
EtherNEC seems to be about the same speed as the Dynalink. In CTurbo mode...the
EtherNEC, at least on my system, is MUCH faster than the Dynalink solution (SCSI
timing remains consistant, therefore the dynalink gives the same transfer rates
[which aren't half bad] wether Falcon is upclocked or not).

Later, I'll post some of the numbers my Falcon reports after some more tests.
This might help Falcon owners in search of an ethernet solution select the
better kit for his needs. Personally, I'm very glad to have both...they can
both be installed on the same machine and work quite happily side by side,
different situations often make one or the other more convienent, and I also
have other TOS machines to gradually add to the LAN.

And yay!!! I also managed to get the mintnet driver from this kit working as
well. I'm still a bit stumped how the route and ifconfig all ties together in
conjunction with my LAN swither/adsl modem...but things look very good so far.

Brian

3313. Re: BBS program

Newsgroup: comp.sys.atari.st
Date: 2002-11-08 08:26:21 UTC
From: lp <gfa@basic.net>
Message-ID: <B9F0DF5D.A5E2%gfa@basic.net>
Source record: 31173

in article aqegop$1t1$1@newsg3.svr.pol.co.uk, George Moulder at
george@moulder77.freeserve.co.uk wrote on 11/7/02 3:00 PM:

> Hi Lonny,
>
> Great! I wasn't aware that this could be done.
>
> The programs I have are FZSTterm, Connect (demo), and Teddyterm, and all
> seem to my inexperienced eye to be highly complex, with a multitude of
> variables very difficult to interpret how to give auto answer, auto
> download.
>
> Are you familiar with any of these programs and which program would you
> consider is the simplest for me to use, or would you suggest another one?
>
> Specific instruction on what variable to select would be ideal.
>
> Thanks for your help!

Well, as Kenneth suggested I to recommend STalker if you wish to
have alot of control. I'm afraid I never used the ones you mentioned,
I purchased STalker quite sometime ago. I even highly modified
the included BBS script into a full featured BBS with message bases and
all. However, have not used it since I discovered the internet. ;-)

If you cannot find auto answer, try entering ATS0=1 [press return],
that sets the modem to auto answer, and the "1" is the number of rings
to pick up on.
Find the default download path and set that.
And perhaps set the default download protocol to zmodem, since zmodem
allows batch downloads.
I would think those prg's you mentioned could do this.
Especially Connect, I read may times it is quite good.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3314. FA - Falcon on Ebay

Newsgroup: comp.sys.atari.st
Date: 2002-11-08 08:31:18 UTC
From: markat@zetnet.co.uk
Message-ID: <5db42fbe.0211080031.471582f7@posting.google.com>
Source record: 31174

My Falcon is up for auction on Ebay (UK). You can find it at:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2068664032&ssPageName=ADME:B:LC:UK:1

3315. Re: Wanted: Pinball dreams files for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-11-08 09:13:01 UTC
From: moondog@atari.org
Message-ID: <b9316b56.0211080113.5568cea9@posting.google.com>
Source record: 31175

hello... i just wonder why you doni¿½t download it from...

http://ccs64.fatal-design.com/pinball/

isni¿½t it the easiest way?!

greetings, eric

3316. Re: What happened to the Milan?

Newsgroup: comp.sys.atari.st
Date: 2002-11-08 09:13:44 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0211080113.7fbd8fa2@posting.google.com>
Source record: 31176

sinclap@yahoo.com wrote in message
news:<27ff51c3.0211042115.1b38b45b@posting.google.com>...

> > This one thread? Really? The past 10 years of drivel from
> > sinclap never bothered you one bit. lol
>
> What drivel? Just the facts...

I was forced to use google groups whilst my cable modem was down.
Needless to say I actually saw this post.
You would not know a fact if it hit you square between the eyes.
The only fact that remains is you have no life.
If you are so full of facts then why would I filter you out?
Ponder that.
Also, you tend to read EVERY post here, so the mere mention of your
name generates yet another mindless reply.
Hense, I predict you will reply even knowing I'll never see it.
Am I right? Is the temptation that great?
Wait don't answer that I'll miss the reply.
What to do? ;-)

Anyway this is my last read from google, you are filtered out in my
daily reader.

3317. Re: Wanted: Pinball dreams files for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-11-08 10:04:39 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ExDPZ3H3w4y9Ewfu@atari.org.uk>
Source record: 31177

In article <b9316b56.0211080113.5568cea9@posting.google.com>, moondog
<moondog@atari.org> writes
>hello... i just wonder why you donï¿½t download it from...
>
>http://ccs64.fatal-design.com/pinball/
>
>isnï¿½t it the easiest way?!
>
>greetings, eric

Hi

It would be :) but i need the vga version and that hasnt been free to
download.

Some nice person sent me the files from the USA, but they dont seem to
work on a UK (pal) machine, the display was unusable.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3318. Re: BBS program

Newsgroup: comp.sys.atari.st
Date: 2002-11-08 11:16:00 UTC
From: <>
Message-ID: <1036830874-390462AEicMi@ntlworld.com>
Source record: 31184

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Thu, 07 Nov 2002 21:39:26 GMT

>>The programs I have are FZSTterm, Connect (demo),

No-one's mentioned that the full version of Connect is available BTW.

>The commercial communications terminal program STalker is also a
>possibility. It has a sort of mini BBS mode that can do what you ask for.

What about Starbox from the (German) suite of comms programs?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3319. [PUB] WinDom Release

Newsgroup: comp.sys.atari.st
Date: 2002-11-08 11:36:40 UTC
From: Dominique Bereziat <bereziat@cycloner.inria.fr>
Message-ID: <rw5bs50jnsn.fsf@cycloner.inria.fr>
Source record: 31178

```
New version of WinDom (a GEM library) avalaible in version
1.20 on http://windom.free.fr.

Have fun !
--
Dominique Bereziat
```

3320. Re: Atari Milan

Newsgroup: comp.sys.atari.st
Date: 2002-11-08 12:07:43 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211081306470.72-100000@easymint>
Source record: 31179

On Fri, 8 Nov 2002, Abraham Hidalgo wrote:

> I want more information about Milan Computer
> I live in Puerto Rico
>

http://www.milan-computer.de

Martin Tarenskeen

3321. Re: Harlekin desk acc

Newsgroup: comp.sys.atari.st
Date: 2002-11-08 20:41:42 UTC
From: nick@1632systems.co.uk
Message-ID: <aqh7ie$2i1$1@thorium.cix.co.uk>
Source record: 31180

Hmm sorry about late reply...been on Holiday to China/Bali... Bali is heaven on earth...China is fascinating...

I appreciate your point Steve, but I just quickly totalled my website/webshop and really don't think anyone would want a 30Mb d/l message..... (hehe). Think I will stick to reading the odd mesaage and replying with hopefully helpful suggestions...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3322. Re: BBS program

Newsgroup: comp.sys.atari.st
Date: 2002-11-08 20:50:26 UTC
From: george@moulder77.freeserve.co.uk
Message-ID: <aqh82i$4in$1@newsg4.svr.pol.co.uk>
Source record: 31181

My thanks to Kenneth Medin and Lonny Purcell for answering!

Gentlemen,

I see that you both recommend Stalker, but for the moment I have decided to
begin work with the advice that you have given me, and the programs that I
already have!

Inspecting these more closely, Teddyterm looks the least frightening, and
it has a box specifically to select auto-receive.
Then, as Lonny says, the modem itself can be set to auto-answer, and
hey-presto, I should be in business!

There is one other question before I disappear and do some experimenting:-

The difficulty in testing any set-up like this is that it can't be done at
one location unless one has TWO telephone lines.

Do either of you know of an easy way around this problem?

Thanks again for your help and encouragement,

George Moulder

3323. Re: BBS program

Newsgroup: comp.sys.atari.st
Date: 2002-11-08 23:25:07 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dcc47c83c08610@tripnet.se>
Source record: 31182

On Fri 08-11-2002 20:50 (GMT) George Moulder wrote:

>The difficulty in testing any set-up like this is that it can't be done at
>one location unless one has TWO telephone lines.
>
>Do either of you know of an easy way around this problem?

To test if it works you really need two telefone lines as the
recieving modem will respond to the incoming call by raising power to
special lines in the modem cable. Maybe it's possible to simulate this
with another computer? Atari or pc? I don't know if such applications
exist...

The communication part after the initial modem handshaking can be tested
by using a nullmodem cable and two computers.

Also note that TOS is rather buggy regarding serial connections.
You should have hsmodem7 in the AUTO folder to correct this. Easy to
find be searching for hsmodem + Atari.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3324. Re: BBS program

Newsgroup: comp.sys.atari.st
Date: 2002-11-09 01:11:12 UTC
From: lp <gfa@basic.net>
Message-ID: <B9F1CAE0.A618%gfa@basic.net>
Source record: 31183

in article aqh82i$4in$1@newsg4.svr.pol.co.uk, George Moulder at
george@moulder77.freeserve.co.uk wrote on 11/8/02 3:50 PM:

> Do either of you know of an easy way around this problem?

Null modem cable as Kenneth suggested is the only way I know to
do testing, but then that requires to machines close enough to
each other to hook up the null cable. Run the terminals on both,
set all the options on both, then start sending files.
I've also done this sort of testing. It's a snap really.
Good luck. Glad to help.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3325. Nostalgia on nostalgia: PDP-11 emulated on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-11-09 10:42:05 UTC
From: vdjole@EUnet.yu
Message-ID: <aqiopr$h75$1@news.eunet.yu>
Source record: 31185

Hi;

Maybe some older :) readers who remembers the days of PDP-11 computers might find it interesting that there is a free-source (C++) SIMH emulator of PDP-11 at http://simh.trailing-edge.com which is designed to be compiled on a variety of host machines/OS. Atari/TOS is not among them, but it looks as if with just a little tweaking it could be convinced to run on Atari computers. Gnu C/C++ should be the preferred compiler; I don't have it installed but even with Pure-C SIMH almost compiles- a lot of warnings is generated and few occasional errors. Build is not complicated, just about 20 files to be compiled and linked together.

Judging from comparison with similar emulators running on PCs, on faster Atari machines SIMH, if successfully built, should run at slightly higher speed than "real" PDP-11s, and even on a ST-series machine the speed should be satisfactory.

A number of disk-image files for system disks with various operating systems like RT-11, early Unix (Unix was created on a PDP, AFAIK), and RSX-11M (harder to find) is available on the Net, or one can create disk images from a live PDP if one is still available somewhere. At those times disks had small capacities, 5MB or so...

In fact, SIMH is notjust a PDP-11 emulator, but also includes emulators of Altair, Nova, VAX and some other computers of historical interest.

Not of any practical use for most people, but might be fun...

Regards;

3326. Zero X for Atari STE?

Newsgroup: comp.sys.atari.st
Date: 2002-11-09 11:37:53 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3dccf391_2@news2.vip.uk.com>
Source record: 31186

Hi folks

Situation: I have downloaded some WAV sound files from across the net and decided to import them into my Akai sampler. I started using a small freeware program called WaveDump (from the superb and much-missed Electronic Cow people) to transfer them. Most of the WAVs transferred well but some refused to be loaded for some reason.

I then decided to try Zero X, a bigger and more comprehensive program. I had two demo versions which were both demos and had sample transfer disabled.

Request: can anyone tell me where I can get Zero X (full version) or does anyone here have it? Alternatively, can anyone suggest a program that does transfer WAVs to Akai samplers? I know of one called Akai Sample Exchange but the link to that are dead.

Cheers
Al
Atarian since 1994

3327. Re: Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-09 13:30:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dccb95a108d275@attbi.com>
Source record: 31187

>Diamond back is good but ONLY when on use the commom 8+3 file
>system. It
>fails badly when one use VFAT.

Yes, but it is an oldie and a goodie. It served me well in the
past and I hold on to it just to remind me of simplier times.

>AFAIK, under MiNT on can use cron to run an automatic backup.

Will this program also back up an Mint partition to a CD or is it
just for a floppy back up?

>Another solution is jobtimer.acc which comes with Kobold (fast-copy
>program). Jobtimer can execute Kobold jobs (for instance a backup job)
>at a given time.
>Kobold is a commercial program distribute by ASH see:
><URL:http://www.application-systems.de/kobold/index.html>
>Its all Geman but I believe an English version is available somewhere on
>the net. For more info see the homepage of DDP:
><URL:http://www.cix.co.uk/~derryck/index.htm>

I did not know about this one either. Sounds good. I am trying to
get ahold of the latest version of Kobold (English) that will
handle long file names. I have version 2 and need version 3.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3328. Re: Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-09 13:30:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dccb95a108d276@attbi.com>
Source record: 31189

>> Diamond back is good but ONLY when on use the commom 8+3 file system. It
>> fails badly when one use VFAT.
>> AFAIK, under MiNT on can use cron to run an automatic backup.
>
>Diamond Back has additional problems. I used to use it to backup 30MB
>partitions to other 30MB partitions on removable media without
>trouble. However, when I bought CDISO (from Anodyne) I thought I
>could use Diamond Back to copy all the files on my little partitions
>to one big partition. It couldn't, and bombed the system.
>
>I hate to say it, but Diamond Back (& Diamond Edge) are rather
>dangerous on partitions greater than some size, and I suspect it's 256
>MB.
>
>Galen

I would never use Diamond Back on big partitions anyway. The
amount of floppies would be very high and I did not like using the
Tape backup. It is good for backing up some partitions or certain
files on partition. For anybody with a regular ST/STe, this
program will be fine. It needs an upgrade and hopefully will get
one by the guy who bought the rights to it.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3329. Problem printing with Calamus SL under Magic

Newsgroup: comp.sys.atari.st
Date: 2002-11-09 13:30:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dccb95a108d278@attbi.com>
Source record: 31188

Hello,

Every year about this time, I print out my Christmas address labels. I just recieved Calamus SL 2002 and used it to formulate my labels. Everything worked out fine except when I went to print them. The labels printed fine, but on the sheet I also got 7 nasty red lines. I am using the VDIprint driver that allows me to use any printer that NVDIis compatible with. This all worked fine last year. About the only things I have added are the newer Calamus and MagicNet.

I tried to print the labels under plain TOS and Geneva. Those times the labels came out fine, so I just printed them out under Geneva.

Anyone have an idea as to what the problem is? Or is it just a bug with Magic that has to be solved? I did use one of the other printer drivers that came with Calamus. The labels printed (did not look too good) and I got no red lines. I guess maybe that VDIprint needs an upgrade. I did post this on the Calamus forum, so maybe they have some ideas...

Cheers....

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3330. Re: Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-09 16:54:52 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1036835726-196326AEicMi@williams-net.com>
Source record: 31190

Edward and Martin,
I am trying to backup ALL partitions on my 40 GB IDE
drive to another Hard Drive!! Not Floppy backups or
CD's, lord knows I have quite a few CD backups, been
doing that once a month for the last year or so at
least. I found a program that has TIME STARTER option
in it. It does not look very complicated and has MANY
other features beside the Time starting option.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3331. Re: Zero X for Atari STE?

Newsgroup: comp.sys.atari.st
Date: 2002-11-09 17:10:52 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <aqjf9n$77e$1@news2.tilbu1.nb.home.nl>
Source record: 31191

http://www.copson.com/Zero-X/
He still sells it for 1500 SEK (Swedish Krones) which is approx. 165 Euro.
Or
http://www.atari-workshop.co.uk/products/soundpool.htm
More expensive...

"Al Ferrier" <sonik@whsmithnet.co.uk> schreef in bericht
news:3dccf391_2@news2.vip.uk.com...
> Hi folks

> Request: can anyone tell me where I can get Zero X (full version) or
> does anyone here have it?

3332. Re: Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-09 18:03:12 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1036869780-331146AEicMi@xs4all.nl>
Source record: 31193

Hi Edward,

You wrote:

>I would never use Diamond Back on big partitions
>anyway. The
>amount of floppies would be very high and I did
>not like using the
>Tape backup.

It works okay with me on a ZIP. The JAZ is
something different: it is somehow not being
recognized by Diamond Backup. I still use it on
a very regular basis: about two or three times a
week to make backups..

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3333. Re: Porthos 3.01

Newsgroup: comp.sys.atari.st
Date: 2002-11-09 18:19:18 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1036869782-331726AEicMi@xs4all.nl>
Source record: 31194

Peter wrote:

>If you haven't yet tried Porthos I can recommend
>it.

Me too! It's made great improvements even on an
atounishing level compared to previous versions.
Output on screen and printer is also better then
the earlier ones..

Compliments for Wolfgang.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3334. Re: BBS program

Newsgroup: comp.sys.atari.st
Date: 2002-11-09 19:01:20 UTC
From: vdjole@EUnet.yu
Message-ID: <aqjm1uljb1@news.eunet.yu>
Source record: 31192

On 8 Nov 2002 23:25:07 G, "Kenneth Medin" wrote:
>On Fri 08-11-2002 20:50 (GMT) George Moulder wrote:
>
>>The difficulty in testing any set-up like this is that it can't be done at
>>one location unless one has TWO telephone lines.
>>
>>Do either of you know of an easy way around this problem?
>
>To test if it works you really need two telefone lines as the
>recieving modem will respond to the incoming call by raising power to
>special lines in the modem cable. Maybe it's possible to simulate this
>with another computer? Atari or pc? I don't know if such applications
>exist...

I am not sure about this, but I -think- that somewhere on the 'net I saw
that a telephone line can be simulated with a suitable power source,
some resistors and possibly diodes. Carrier-detect should be disabled
on both modems in this configuration. I do not know anything more, e.g.
how is the ringing simulated, if it need be simulated at all?

cu;

3335. Re: Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-09 23:17:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aqk522iha1@thorium.cix.co.uk>
Source record: 31195

In message <3dccb95a108d275@attbi.com>, edbaizjr@attbi.com said:

>I did not know about this one either. Sounds good. I am trying to
>get ahold of the latest version of Kobold (English) that will
>handle long file names. I have version 2 and need version 3.

Note that LFNs are only catered for with Kobold 3.5. To date, no
English version has been published, since there has been no
interest from the ASH UK distributors - possibly because they
believed that V4 was due to come out soon, though AFAIK this never
appeared. I translated 3.5 for my own purposes with Harlekin's
Monitor (HEX editor), but since it is commercial I can't pass it on.

If you get hold of a German copy, I could mail you the English
strings that you can put in yourself (there are quite a few :-(
but it should be manageable).

Regards, /Peter/

3336. Atari Online News, Etc. #04-45

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 02:22:33 UTC
From: danap8@aol.com
Message-ID: <20021109212233.28479.00003407@mb-fy.aol.com>
Source record: 31096

A-ONE #0445 11/08/02

~ AOL Loses Privacy Suit ~ People Are Talking! ~ Atari On Pocket PC!
~ Code Contest Cracked! ~ FBI Finds Attack Source~ ICWHEN Vault Opens!
~ No College Monitoring! ~ Acclaim Mellows A Tad! ~ Lord of the Rings!
~ MS Settlement Changes ~ Symantec Goes Too Far? ~ Ghostly 'Fatal Frame'

-* Keeper of the Flame Returns! *-
-* Microsoft Gets A Slap On The Wrist! *-
-* U.S. Won't Oversee Additional MS Sanctions *-

___ ___
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-| o o |- E-mail subscription: dpj@atarinews.org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

3337. Mega STe for sale on eBay (North America only)

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 02:23:33 UTC
From: Ken Seumas <k_seumas@sympatico.ca>
Message-ID: <1103_1036895013@news1.on.sympatico.ca>
Source record: 31097

http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=2067570114

g'day k_seumas@sympatico.ca - www3.sympatico.ca/k_seumas
Toronto Atari Federation - TAF.atari.org - welcome.to/taf
16MHz Falcon4MB-32MHzNemesisFalcon16MB-50MHzCT2Falcon68MB

3338. Atari 130XE, would like to recover whatever I can from my old floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 02:30:18 UTC
From: piclistguy@yahoo.com
Message-ID: <97d41df6.0211091830.33f90fa4@posting.google.com>
Source record: 31098
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

I received an Atari 130XE as a gift in 1986. It was my first computer.
It has a nostalgic value to me. I miss all of those games on my
collection of floppy disks. I would like to see again some of the many
programs I created in basic. However, it is now 2002 and I haven't
touched the 130XE in over 10 years and its at my parents home
thousands of miles away. At this point, all I can hope for is to
salvage some of the data on my floppies. I don't worry at all about
the hardware, since if my 130XE doesnt work anymore, I could try to
have it repaired or buy an old one from ebay.
But my data is something that can't be replaced.
Is their any way I can recover the data on my old floppies?
I don't want to setup my old computer to salvage the data. I am
concerned that the 130XE disk drive could potentially damage the
disks, since the drive itself is quite old. Ideally I would like to
find a way to use a PC with a 5-1/4" disk drive that can read an atari
diskette and write the exact bit pattern to a brand new 5-1/4" disk.
Even better if there is some utility that can perform some type of
error correction on corrupt sectors. Or perhaps there is some service
center that specialized in what I need done.
Please explain what I options I have to recover my old data.
Thanks

3339. new URL for TAF Flee Market and Geneva English2German project

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 06:20:06 UTC
From: Ken Seumas <k_seumas@sympatico.ca>
Message-ID: <1104_1036909206@news1.on.sympatico.ca>
Source record: 31099

I've moved the TAF Flee Market page and the Geneva English2German
project pages to a new (free) site. please excuse the banner ads!
I no longer had room on my site.
the new address is:
http://taflee.tripod.com
all the best
slainte mhath!

k_seumas@sympatico.ca - www3.sympatico.ca/k_seumas
Toronto Atari Federation - TAF.atari.org - welcome.to/taf
16MHz Falcon4MB-32MHzNemesisFalcon16MB-50MHzCT2Falcon68MB

3340. Re: Atari 130XE, would like to recover whatever I can from my old floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 08:54:17 UTC
From: mo <momo@atariland.com>
Message-ID: <Z8pz9.313149$Fw2.9143725@twister.austin.rr.com>
Source record: 31100
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

If you want, I have a decent drive setup which is attached to my PC via an SIO2PC cable. I can copy your disks into ATR files for use in an emulator, or just dump them to TXT files for you to look at on your PC. All I'd charge is the actual disk media itself to recycle for my own use. The drive I use has very little millage on it so I don't think there would be any problems there, although your disks are 10+ years old and may or may not be readable (I'm sure they are though). Let me know,
Mo
momo@atariland.com

"Sanjay Punjab" <piclistguy@yahoo.com> wrote in message
news:97d41df6.0211091830.33f90fa4@posting.google.com...
> I received an Atari 130XE as a gift in 1986

3341. Re: Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 09:30:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1036944774-237195AEicMi@gmx.net>
Source record: 31104

From: donotusethisaddress@pandora.be.invalid (Martin "Nightowl" Byttebier)
Date: Wed, 06 Nov 2002 18:36:28 GMT

Hi Martin,

>AFAIK, E-backup is a commercial program. A few years ago one could get a
>copy from AG-Computertechnik. If he still sells it I don't know. I'll
>see him saturday morning. If I don't forget it I'll ask him.
>Anyway the program is all German.

Back in 1996 I translated the program, from version 2.05 onwards it was sold
with the German & English versions on the installation disk, and the English
manual was available on demand.
AFAIK, the development of E-Backup stopped in 1998 and afters selling it at
discount prices at several German Atari computer shows the remaining stock
was sold to Peter Denk Computers.

>Kobold is a commercial program distribute by ASH see:
><URL:http://www.application-systems.de/kobold/index.html>
>Its all Geman but I believe an English version is available somewhere on
>the net. For more info see the homepage of DDP:
><URL:http://www.cix.co.uk/~derryck/index.htm>

Although Peter West translated it, the English distributor has never released
it. But there's a patch floating around for version 3.50 that will translate
more or less 80% of the program. That patch however is not supported by DDP.

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3342. Re: Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 09:44:24 UTC
From: <>
Message-ID: <1037089622-115884AEicMi@ntlworld.com>
Source record: 31126

From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Date: Sat, 09 Nov 2002 13:30:12 GMT

>I did not know about this one either. Sounds good. I am trying to
>get ahold of the latest version of Kobold (English) that will
>handle long file names. I have version 2 and need version 3.

Kobold returns to using GEMDOS when it encounters LFNs!

No speed increase I'm afraid.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3343. Re: Automatic (scheduled) backups??

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 09:47:20 UTC
From: <>
Message-ID: <1037089624-116232AEicMi@ntlworld.com>
Source record: 31127

From: xlator@cix.compulink.co.uk
Date: Sat, 9 Nov 2002 23:17:22 +0000 (UTC)

[English/German Kobold]

>If you get hold of a German copy, I could mail you the English
>strings that you can put in yourself (there are quite a few :-(
>but it should be manageable).

Easiest way forward with this would be RGF's EED.

We're already using this approach with the Papillon English patch.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3344. ATARI 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 12:01:04 UTC
From: robert_k_corrie@yahoo.com
Message-ID: <3e896d8c.0211100401.34931a4d@posting.google.com>
Source record: 31101

Hi,

I have an ATARI import from the states for sale. Following hardware:

ATARI 520ST
ATARI colour monitor
ATARI Sf354 external disk
ATARI printer
power transformer (will work in UK)

The beastie needs to be picked up from East Sussex. Please let me
know if anyone is interested. Thanks,

Robert Corrie
robert_k_corrie@yahoo.com

3345. Searching Bengy...

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 13:11:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1036944778-237799AEicMi@gmx.net>
Source record: 31105

Hi guys,

Does anyone know if Bengy Collins is still alive and kicking? It's been ages since his website has been updated and mails remain unanswered. I need to get in touch with him urgently...

Cheers from Belgium
Dennis
--

Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3346. DSDD vs DSHD floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 14:29:11 UTC
From: Michael Livsey <nina.michaelNOSPAM@btinternet.com>
Message-ID: <aqlqfm$ns7$1@helle.btinternet.com>
Source record: 31102

I've been experiencing a few problems with data on my Atari 1040 recently, and it's been pointed out to me that the high density discs can cause problems - I've been using a few alongside the double density discs, and in my naivity I thought they were OK - at least they seemed to work. Would simply taping up that other hole and carrying on with them be more reliable, or should I tape the hole up and re-format first, or chuck them away altogether? Any ideas? To be honest I don't understand the difference.

--
http://www.twoforjoy.btinternet.co.uk
http://www.electromancer.com/Artists/Beingthere/index.htm

3347. Re: DSDD vs DSHD floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 15:59:26 UTC
From: Nicholas Harlow <nick@1632systems.co.uk>
Message-ID: <aqlvp8$h55$1@thorium.cix.co.uk>
Source record: 31103

I believe that the magnetic flux on the HD is lower than DD's... you can use HD's but eventually you will lose data.... maybe not straight away, but you will lose it at some point.

Nick Harlow

"Michael Livsey" <nina.michaelNOSPAM@btinternet.com> wrote in message news:aqlqfm$ns7$1@helle.btinternet.com...
> I've been experiencing a few problems with data on my Atari 1040 recently,
> and it's been pointed out to me that the high density discs can cause
> problems - I've been using a few alongside the double density discs, and in
> my naivity I thought they were OK - at least they seemed to work. Would
> simply taping up that other hole and carrying on with them be more reliable,
> or should I tape the hole up and re-format first, or chuck them away
> altogether? Any ideas? To be honest I don't understand the difference.
>
> --
> http://www.twoforjoy.btinternet.co.uk
> http://www.electromancer.com/Artists/Beingthere/index.htm
>
>

3348. Re: DSDD vs DSHD floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 16:50:57 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1036947057@news.frii.com>
Source record: 31106

On Sun, 10 Nov 2002 07:59:26 -0800, "Nicholas Harlow" <nick@1632systems.co.uk> wrote:
> I believe that the magnetic flux on the HD is lower than DD's... you can use
> HD's but eventually you will lose data.... maybe not straight away, but you
> will lose it at some point.
>
>
> Nick Harlow
>
>
>
> "Michael Livsey" <nina.michaelNOSPAM@btinternet.com> wrote in message
> news:aqlqfm$ns7$1@helle.btinternet.com...
> > I've been experiencing a few problems with data on my Atari 1040 recently,
> > and it's been pointed out to me that the high density discs can cause
> > problems - I've been using a few alongside the double density discs, and
> in
> > my naivity I thought they were OK - at least they seemed to work. Would
> > simply taping up that other hole and carrying on with them be more
> reliable,
> > or should I tape the hole up and re-format first, or chuck them away
> > altogether? Any ideas? To be honest I don't understand the difference.
> >
> > --
> > http://www.twoforjoy.btinternet.co.uk
> > http://www.electromancer.com/Artists/Beingthere/index.htm
> >
> >

I believe Nick is right. And I remember either hearing or reading the magnetic coating on the disks themselves was also different. I had no problems with the HD disks when they first came out, but eventually (basically) none of them would work for me.

Ken

3349. MultiTos

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 17:56:53 UTC
From: exxos <chris@guesswhere.co.uk>
Message-ID: <F5xz9.2027$Xy24.16318571@news2.randori.com>
Source record: 31107

Hello all,

Can anyone send me a copy of the 030 MultiTos disc ? I've lost mine
somewhere and can't find it :(

Thanks,
Chris

--
--
----
www.cps-games.co.uk

3350. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 18:49:49 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211101942550.144-100000@easymint>
Source record: 31108

On Sun, 10 Nov 2002, exxos wrote:

> Hello all,
>
> Can anyone send me a copy of the 030 MultiTos disc ? I've lost mine
> somewhere and can't find it :(
>

Why would anyone need that outdated disc?

Better replace it with a newer kernel (FreeMiNT 1.15.12), a much better AES (XaAES 0.960 or newer), and a better desktop (THiNG 1.27).

You could also take a look at the EasyMiNT installation, if your Atari is powerfull enough. (030 or better, enough memory)

http://www.freemint.de is a good place to start.

Martin Tarenskeen

3351. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 19:31:24 UTC
From: Odd Skancke <ozk@atari.org>
Message-ID: <Pine.MNT.4.31.0211102029440.155-100000@hadesbox>
Source record: 31109

On Tue, 5 Nov 2002, Kenneth Medin wrote:

> On Tue 05-11-2002 12:51 (-0600) Brian Roland wrote:
>
> >I've a CT2b and one of these EtherNEC kits...
> >Both of the STing drivers (enec.stx, enec3.stx) work in standard Falcon mode.
> >While neither of them work in Turbo Mode.
>
> >I've still not gotten anything to happen in mintnet at all with this kit. I do
> >believe because I'm just clueless about now to set it up. ifconfig and route,
> >I've experimented with...but I must be missing something.
>
> I did setup MagicNet here on this TT just to check what would happen. The
> results are similar to STinG. I manage to get the MAC address but nothing
> more.
>
> I have not tested this setup with my other pocket Ethernet adaptor yet so
> I am not sure if I got MagicNet setup properly. It does seem to work,
> though. I can Ping localhost and the local Ethernet port.
>
> I also tried the other driver for MinTNet by Odd Skancke with MagicNet
> but that one did not work at all during a quick test.

You are aware that ne2kenec (my driver) uses interface 'ne0' and not
'en0'? In anycase, I would be interested in hearing from you if you can't
make it work.

--
Regards,

Odd Skancke - ozk.atari.org - http://assemsoft.atari.org

3352. XaAES v0.961

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 19:53:38 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DCEB832.1735DBCF@chello.nl>
Source record: 31110

LS

There is a new version available on my homepage (in sig)

1
Various fixes causing more robust behaviour of modal dialogues.
Some programs (ScanxPro) lock only the mouse when displaying a modal dialogue.
This is now recognized.

2
evnt_multi: if parameter 'clicks' is zero, treat it as 1 where applicable.
This fixes another problem in ScanxPro.

3
Fixed the bug resulting in unwanted and irritating flimmering of the menus.

4
Increased intuitivity of debugging.
Changed syntax of 'debug all' and 'except'
'except follows 'all' on the same line.

A 'typical' debug setting could look like this:

```
options testprg
{
debugpoint all except kern,a,i,k,o,r,s,v,x
}
```

'but' can be used as a synomym of 'except'

The example reduces the output for testprg a little bit.
At the same time the debugging system provides a little bit more info
from the environment. This increases the chances of getting the info I need.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3353. Re: Atari 130XE, would like to recover whatever I can from my old floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-10 23:01:10 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <WyBz9.4720$tW4.594002@newsread1.prod.itd.earthlink.net>
Source record: 31111
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Only a really old PC with archaic disk controller would be able to read the single density FM coded Atari 5.25 floppies. Even the 1050 non-standard MFM enhanced density does not seem compatible with PC floppy controllers.

Building an SIO2PC cable involves using your XE and drive for the transfers as does use of a null modem cable. BTW the A8 drives use a crc type checksum when reading the sectors.

When you remove your hardware from the picture, you only leave 3rd party hardware. I am unaware of any commercial providers of transfer service; just a few afficionados like Mo and myself who have done it for other former Atarians.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Sanjay Punjab" <piclistguy@yahoo.com> wrote in message
news:97d41df6.0211091830.33f90fa4@posting.google.com...
> I received an Atari 130XE as a gift in 1986. It was my first computer.
> It has a nostalgic value to me. I miss all of those games on my
> collection of floppy disks. I would like to see again some of the many
> programs I created in basic. However, it is now 2002 and I haven't
> touched the 130XE in over 10 years and its at my parents home
> thousands of miles away. At this point, all I can hope for is to
> salvage some of the data on my floppies. I don't worry at all about
> the hardware, since if my 130XE doesnt work anymore, I could try to
> have it repaired or buy an old one from ebay.
> But my data is something that can't be replaced.
> Is their any way I can recover the data on my old floppies?
> I don't want to setup my old computer to salvage the data. I am
> concerned that the 130XE disk drive could potentially damage the
> disks, since the drive itself is quite old. Ideally I would like to
> find a way to use a PC with a 5-1/4" disk drive that can read an atari
> diskette and write the exact bit pattern to a brand new 5-1/4" disk.
> Even better if there is some utility that can perform some type of
> error correction on corrupt sectors. Or perhaps there is some service
> center that specialized in what I need done.
> Please explain what I options I have to recover my old data.
> Thanks
>

3354. Falcon FAQ

Newsgroup: comp.sys.atari.st
Date: 2002-11-11 01:08:17 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3DCF02C6.46D24C78@ataritimes.com>
Source record: 31112

Can anyone point me to a FAQ for the Falcon? I did a web serach with no
results. :-(

Thanks,

--
Gregory D. George

=-=-=-

3355. Re: Atari 130XE, would like to recover whatever I can from my old floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-11 01:14:50 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DCF04AD.B8F4134B@rogers.com>
Source record: 31113
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Sanjay Punjab wrote:

> I received an Atari 130XE as a gift in 1986. It was my first computer.
> It has a nostalgic value to me. I miss all of those games on my
> collection of floppy disks. I would like to see again some of the many
> programs I created in basic. However, it is now 2002 and I haven't
> touched the 130XE in over 10 years and its at my parents home
> thousands of miles away. At this point, all I can hope for is to
> salvage some of the data on my floppies. I don't worry at all about
> the hardware, since if my 130XE doesnt work anymore, I could try to
> have it repaired or buy an old one from ebay.
> But my data is something that can't be replaced.
> Is their any way I can recover the data on my old floppies?
> I don't want to setup my old computer to salvage the data. I am
> concerned that the 130XE disk drive could potentially damage the
> disks, since the drive itself is quite old. Ideally I would like to
> find a way to use a PC with a 5-1/4" disk drive that can read an atari
> diskette and write the exact bit pattern to a brand new 5-1/4" disk.
> Even better if there is some utility that can perform some type of
> error correction on corrupt sectors. Or perhaps there is some service
> center that specialized in what I need done.
> Please explain what I options I have to recover my old data.
> Thanks

Hi Sanjay,

If you do pick up a used 130XE and drive, you could probably test it out one some blanks or duplicates of stuff. Or you could also pick up a drive from one of the remaining mail order dealers, theres a few around. That way you could get yourself a drive that works reliably to recover your old stuff. Believe it or not I got a couple well used 1050's and 810's that I've managed to kept in good order. Wasnt too hard either.

I can see what you mean bout not bothering with the one you left in your parents house. If its in another country the shipping would be expensive and it would probably be a different video standard and perhaps require different power supplies as well.

3356. Re: Brand new DSDD disks for sale

Newsgroup: comp.sys.atari.st
Date: 2002-11-11 13:47:09 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3dcfb4dd_1@news1.vip.uk.com>
Source record: 31114

In article <aqblcj$8gm98$1@ID-40235.news.dfncis.de>, g8mqw@yahoo.com says...
>
>At a recent computer rally "the computer junk shop" (0151 420 6671) was
>selling them for ï¿½2.5 per 100, packed as 10 boxes of 10, complete with
>labels. Might be worth giving them a ring to see where they are at next.
>

Did you say ï¿½2.50 for 100? Boy that seems cheap! I shall give them a
shout. Cheers for the info. By the way, are these disks the unbranded
sort or from known manufacturers?

Cheers
Al

PS cheers to everyone who has posted info on this subject. Maybe
DSDD for sale info could be added to the FAQ?

3357. Re: DSDD vs DSHD floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-11 13:53:29 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3dcfb659_1@news1.vip.uk.com>
Source record: 31115

In article <aqlqfm$ns7$1@helle.btinternet.com>, nina.michaelNOSPAM@btinternet.com says...
>
>I've been experiencing a few problems with data on my Atari 1040 recently,
>and it's been pointed out to me that the high density discs can cause
>problems - I've been using a few alongside the double density discs, and in
>my naivity I thought they were OK - at least they seemed to work. Would
>simply taping up that other hole and carrying on with them be more reliable,
>or should I tape the hole up and re-format first, or chuck them away
>altogether? Any ideas? To be honest I don't understand the difference.
>
>--
>http://www.twoforjoy.btinternet.co.uk
>http://www.electromancer.com/Artists/Beingthere/index.htm
>
>
Hi Nina

I think there is a fundamental difference between single sided, double sided and high density floppies. I'm not big into the actual technology of them but the tracks on a HD are closer together than a DD and the drives on STs are not designed to use them as they experience problems both reading from the format and writing to it. You can buy a HD drive for your ST (anyone know where? My local place is Analogic in Surrey and I think they do them). I would suggest not using HD disks with your ST and buying some new DDs instead as they are much friendlier to our ageing machines!

Cheers
Al

ps DSDD brand new disks:

The link for disks is
http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_General_Hardware_and_Components_
42.html

3358. Re: FS: Falcon hardware

Newsgroup: comp.sys.atari.st
Date: 2002-11-11 16:37:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <aqombc$9bh$1@tyfon.itea.ntnu.no>
Source record: 31116

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

>> Been trying to contact you about this but email address don't work,
>> get sent back with permanent errors. Please get back to me, Thanks

> That's weird, it works fine from here. Try mailing me at joska@online.no.

Hmm... There seems to be some problems with email. Another person - Eric
Kaljumagi - apparently doesn't receive any of the mails I send him. Eric,
if you read this, can you try the adress above?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3359. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-11-11 17:44:46 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@freegates.be.invalid>
Message-ID: <3dcfec90d249d0@freegates.be>
Source record: 31117
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

New at the Belgian ftp-site chapelie.rma.ac.be

****
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
****

audio-video
ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-221.zip
(2.413.128 bytes) Media player. Decode - Movies: MOV, AVI, FLI/FLC/FLH, RM, MPEG 1/2 (MPG)
- Interactive Video: QuickTime VR (MOV with mouse control)
- Sounds: AVR, WAV, AIF, DVS, RA 14.4K and 28.8K MPEG 1/2 Audio Layer 1,2 (MP1/2),
AC3 Dolby Digital (AC3), Ogg Vorbis (OGG)
- JPEG images

editors
ftp://chapelie.rma.ac.be/atari/editors/ahcx-102.zip
(63.867 bytes) Another Home Cooked teXteditor.

html-edit
ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/gemtidy_082.zip
(234.499 bytes) GEMtidy is "HTML tidy" with a graphical user interface (GUI), with support
for some useful GEM message protocols to interact with other software like
Joe (an HTML editor), LUNA, EZ_EDIT...

mathematics
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka211.zip
(831.954 bytes) 2D Graph Describer, 3D Modeller, complete version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka211-020.zip
(841.529 bytes) 68020 version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka211-fpu.zip
(801.886 bytes) fpu version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka211-lite.zip
(232.301 bytes) light version which run ST with 780 kb floppy drive

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/lib_dgem.zip
(123.232 bytes) Dynamic libraries extension for Eureka

programming
ftp://chapelie.rma.ac.be/atari/programming/windom-1.20.zip
(1.122.359 bytes) Windom is a tool for GEM programming. It allows you to easily handle windows and many other GEM features. This version is now available for Pure C, Sozobon C and Gnu C compiler (with 32 bits int size).

ftp://chapelie.rma.ac.be/atari/programming/open_gl/tinylib043.zip
(277.580 bytes) TinyGL is intended to be a very small implementation of a subset of OpenGL* for embedded systems or games. It is a software only implementation.

ftp://chapelie.rma.ac.be/atari/utilities/keytab09.lzh
(184.303 bytes) his is a small system extension which provides routines to convert characters tables.(e.g. Atari<-->Windows) Freeware incl. utilities

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3360. Re: Falcon FAQ

Newsgroup: comp.sys.atari.st
Date: 2002-11-11 19:59:16 UTC
From: exxos <chris@guesswhere.co.uk>
Message-ID: <n_Tz9.23$7e.1900731@news2.randori.com>
Source record: 31118

http://translate.google.com/translate?hl=en&sl=it&u=http://www.emmesoft.com/atari/falconfaq.htm&prev=/search%3Fq%3Datari%2B%2522falcon%2Bfaq%2522%26hl%3Den%26lr%3D%26ie%3DUTF-8%26oe%3DUTF-8%26safe%3Doff

--
--
----
www.cps-games.co.uk

"Gregory D. George" <greg@ataritimes.com> wrote in message
news:3DCF02C6.46D24C78@ataritimes.com...
> Can anyone point me to a FAQ for the Falcon? I did a web serach with no
> results. :-(
>
> Thanks,
>
> --
> Gregory D. George
>
> =-=
> - ||| ||| -
> = ||| Visit The Atari Times Website! ||| =
> - / | \ http://www.ataritimes.com / | \ -
> = ATARI ATARI =
> - DO+THE 2002 Year-End Issue! HYPAT? -
> = MATH Coming soon to a mailbox near you! =
> - -
> = http://www.ataritimes.com/store/ =
> -=-
>

3361. Re: DSDD vs DSHD floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-11 20:02:01 UTC
From: exxos <chris@guesswhere.co.uk>
Message-ID: <Y0Uz9.24$7e.4128802@news2.randori.com>
Source record: 31119

"Al Ferrier" <sonik@whsmithnet.co.uk> wrote in message
news:3dcfb659_1@news1.vip.uk.com...
> In article <aqlqfm$ns7$1@helle.btinternet.com>,
nina.michaelNOSPAM@btinternet.com says...
> >
> >I've been experiencing a few problems with data on my Atari 1040
recently,
> >and it's been pointed out to me that the high density discs can cause
> >problems - I've been using a few alongside the double density discs, and
in
> >my naivity I thought they were OK - at least they seemed to work. Would
> >simply taping up that other hole and carrying on with them be more
reliable,
> >or should I tape the hole up and re-format first, or chuck them away
> >altogether? Any ideas? To be honest I don't understand the difference.
> >
> >--
> >http://www.twoforjoy.btinternet.co.uk
> >http://www.electromancer.com/Artists/Beingthere/index.htm
> >
> >
> Hi Nina
>
> I think there is a fundamental difference between single sided, double
sided and
> high density floppies. I'm not big into the actual technology of them but
the
> tracks on a HD are closer together than a DD and the drives on STs are not
> designed to use them as they experience problems both reading from the
format
> and writing to it. You can buy a HD drive for your ST (anyone know where?
My
> local place is Analogic in Surrey and I think they do them).

I have some HD kits which I have just produced.
www.cps-games.co.uk

I would suggest
> not using HD disks with your ST and buying some new DDs instead as they
are
> much friendlier to our ageing machines!
>
> Cheers
> Al
>

> ps DSDD brand new disks:
>
> The link for disks is
>
http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_General_Har
dware_and_Components_
> 42.html
>
>
>

3362. Re: mouse virus?

Newsgroup: comp.sys.atari.st
Date: 2002-11-11 20:05:42 UTC
From: exxos <chris@guesswhere.co.uk>
Message-ID: <q4Uz9.25$7e.3342448@news2.randori.com>
Source record: 31120

"Richard van Vugt" <ricardo@euronet.nl> wrote in message
news:3DC8175C.6080008@euronet.nl...
> ...Yes I have a 1040STfm. So I'll just have to open up the thing and see
> what I can do. Is there anything I have to take care of when opening?
> And how do I open it up?
>
>

http://www.cps-games.co.uk/hdapart/main.htm

Its probably a faulty wire on the mouse either where hte wire goes into the plug or from the wire out gromet on the mouse. This is not uncommon for any mouse.

chris

3363. WTB TT030 and/or Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-11-11 22:13:58 UTC
From: Bob Luneski <res0eyeq@verizon.net>
Message-ID: <3DD02BB0.66B9639A@verizon.net>
Source record: 31121

Greetings,

I am the former owner of Oregon Research and author of Diamond Back 3, Diamond Edge 2, etc.. I have some interest in porting my former commercial Amiga Internet programs to my original platform of choice: the Atari. I am looking for a TT030 with TOS 3.06 and 1.44mb floppy, 16 mb TT ram preferred. I am also looking for a Falcon with internal HD and 16 MB.

I am also looking for some original Atari programming documentation, including the original Atari Developers Kit, Falcon addendum, and Lattice C 5.60 documentation.

Thanks you very much,

Bob Luneski
res0eyeq@verizon.net

3364. Re: WTB TT030 and/or Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-11-11 23:20:14 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnat0ekg.349.atari@core.preferuje.luzik.pl>
Source record: 31122

> I am the former owner of Oregon Research and author of Diamond Back 3,
> Diamond Edge 2, etc.. I have some interest in porting my former
> commercial Amiga Internet programs to my original platform of choice:
> the Atari. I am looking for a TT030 with TOS 3.06 and 1.44mb floppy, 16
> mb TT ram preferred. I am also looking for a Falcon with internal HD
> and 16 MB.

Hello

Diamond Edge is a great program, sadly it has some bugs and is incompatibile
with modern enchacements (long filenames). would it be possible for you to
release them for free, or even release sourcecodes?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3365. Re: WTB TT030 and/or Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-11-12 00:51:16 UTC
From: lp <gfa@basic.net>
Message-ID: <B9F5BAB3.A6BE%gfa@basic.net>
Source record: 31123

in article 3DD02BB0.66B9639A@verizon.net, Bob Luneski at
res0eyeq@verizon.net wrote on 11/11/02 5:13 PM:

> I am the former owner of Oregon Research and author of Diamond Back 3,
> Diamond Edge 2, etc.. I have some interest in porting my former
> commercial Amiga Internet programs to my original platform of choice:
> the Atari. I am looking for a TT030 with TOS 3.06 and 1.44mb floppy, 16
> mb TT ram preferred. I am also looking for a Falcon with internal HD
> and 16 MB.
>
> I am also looking for some original Atari programming documentation,
> including the original Atari Developers Kit, Falcon addendum, and
> Lattice C 5.60 documentation.

You can start here, Atari Compendium online, which is more or
less the Atari devkit rearranged into a book.
http://www.fortunecity.com/skyscraper/apple/308/

Porting some useful programs is very cool idea.
please don't port another tcp/ip stack though, we got too many as it is.
;-)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3366. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-12 05:03:12 UTC
From: captainvimes@myrealbox.com
Message-ID: <u421tucne65unvi467g6udf9067ugocdi0@4ax.com>
Source record: 31124

A further update on my TT testing. Although the Thomas test programs & driver totally failed to obtain the MAC address from the card, Odd Skancke's driver (run under MagicNet) succeeded. Unfortunately when I then activated Magicnet, the system crashed badly after about two seconds, so more debugging is necessary :-(.

I think it would be useful to collect some info from anyone with a TT and the EtherNEC interface so that we can try to determine exactly wher the problem is. Please email me with the following info & I will summarise for the net:
. does your setup work?
. what is your TT config (ST / TT RAM) & motherboard rev (if known)?
. what operating system / version are you using?
. what network software / version are you using?
. which drivers are you using?
. when the network card is plugged in but the network is idle, what LEDs are lit on the card?

Roger

3367. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 2002-11-12 07:39:38 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <aqqaqc$rp3$1@news.comnet.co.nz>
Source record: 31125

"exxos" <chris@guesswhere.co.uk> wrote ...
>
> Can anyone send me a copy of the 030 MultiTos disc ? I've lost mine
> somewhere and can't find it :(

There was an '030 version of MultiTOS? I don't recall there ever being one available for sale

I purchased MultiTOS from Hisoft in mid 1994 when I finished upgrading my TT development software [Lattice C 5.60, Devpac 3.10] and purchased system software [SpeedoGDOS 4.10, MultiTOS]

I only ever knew of one commercial version of MultiTOS : it contained MINT 1.04 and AES 4.0 - neither of which were '030 optimised

At present, I am still using Lattice C v5.60 to do most of my application development, and Devpac v3.10 for some system software (primarily my DLL manager which is partway through a 10th anniversary tidy-up)

I also use MiNT 1.15.9 and AES 4.10 (from the net), and still use Speedo 4.1 (is it worth upgrading Speedo to 5.7? and if so, where? how much?)

--

Download the latest DLL manager for the Atari ST. Visit http://www.atari.net.nz/gem/software/tlbx.html and download the Toolbox today!

--

Quote for the month

"It's a bit hard to drink when it's upside down"
(Overheard while I was working at a recent Rugby League match)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

3368. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 2002-11-12 09:41:34 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnat1j1f.487.atari@core.preferuje.luzik.pl>
Source record: 31128

> I also use MiNT 1.15.9 <cut>

Why not upgrade to 1.15.12 stable or even 1.16 alpha?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3369. ATARI ST SOFTWARE for sale

Newsgroup: comp.sys.atari.st
Date: 2002-11-12 12:50:29 UTC
From: ACE <acesoftwarenospam@talk21.com>
Message-ID: <aqqu5b$cbsdf$3@ID-111735.news.dfncis.de>
Source record: 31129

email me at acesoftware@talk21.com for huge list of
Atari ST software/books/magazines for sale

Alan
Ace Software

UK based mail-order business supplying software
for most classic computers - please mention lists required.

3370. ST+books,mags,software

Newsgroup: comp.sys.atari.st
Date: 2002-11-12 15:59:22 UTC
From: strgh@mimosa.csv.warwick.ac.uk
Message-ID: <aqr8gqhis1@wisteria.csv.warwick.ac.uk>
Source record: 31130

I have in my loft (West Midlands area) a load of ST stuff:
STF1020 (upgraded to a gargantuan 4Mb)
monochrome monitor
HD (can't remember capacity)
books (Compute! tech ref guides 1,2,3; Atari ST internals,...)
mags (ST Applications, ST User, ST World...)
software (Lattice C, APL68000...)
industrial quantities of freeware from ST Club etc.
Is anyone interested?
--
J.E.H.Shaw [Ewart Shaw] strgh@uk.ac.warwick TEL: +44 2476 523069
Department of Statistics, University of Warwick, Coventry CV4 7AL, U.K.
http://www.warwick.ac.uk/statsdept/Staff/JEHS/
3 ((4&({*.(=+/))++/=3:)@([:,/0&,^:(i.3)@|:"2^:2))&.>@]^:(i.@[) <#:3 6 2

3371. [PROG] cleancode-0.6

Newsgroup: comp.sys.atari.st
Date: 2002-11-12 20:40:45 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <d0prqa.al4.ln@127.0.0.1>
Source record: 31131
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello everybody,

I am still working on my test programs for Atari systems.
The latest archive is there (88 Kb, only sources, no binary):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.6.tar.gz

It contains:
- Bugfixes
- Video: Added cookie detection for Overscan hardware.
- CD-ROM: Preliminary test program for Metados.

I need the Metados developper disk from Atari, so if anybody can send it
to me, I will be grateful. I don't need the bindings for Metados
functions, I have them.

Thanks.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3372. Re: Atari 130XE, would like to recover whatever I can from my old floppies *PING* Ron & Mo

Newsgroup: comp.sys.atari.st
Date: 2002-11-12 20:49:25 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211121249.5a4283be@posting.google.com>
Source record: 31132
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

I'm pretty much in the same dilema. Could help me out ? i'll through
in an 800xl & 1025 printer as payment or something. email me at

rtdos at yahoo dawt com (the spambots keep getting smarter).

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<WyBz9.4720$tW4.594002@newsread1.prod.itd.earthlink.net>...
> Only a really old PC with archaic disk controller would be able to read the
> single density FM coded Atari 5.25 floppies. Even the 1050 non-standard MFM
> enhanced density does not seem compatible with PC floppy controllers.
>
> Building an SIO2PC cable involves using your XE and drive for the transfers
> as does use of a null modem cable. BTW the A8 drives use a crc type checksum
> when reading the sectors.
>
> When you remove your hardware from the picture, you only leave 3rd party
> hardware. I am unaware of any commercial providers of transfer service; just
> a few afficionados like Mo and myself who have done it for other former
> Atarians.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Sanjay Punjab" <piclistguy@yahoo.com> wrote in message
> news:97d41df6.0211091830.33f90fa4@posting.google.com...
> > I received an Atari 130XE as a gift in 1986. It was my first computer.
> > It has a nostalgic value to me. I miss all of those games on my
> > collection of floppy disks. I would like to see again some of the many
> > programs I created in basic. However, it is now 2002 and I haven't
> > touched the 130XE in over 10 years and its at my parents home
> > thousands of miles away. At this point, all I can hope for is to
> > salvage some of the data on my floppies. I don't worry at all about
> > the hardware, since if my 130XE doesnt work anymore, I could try to
> > have it repaired or buy an old one from ebay.
> > But my data is something that can't be replaced.
> > Is their any way I can recover the data on my old floppies?
> > I don't want to setup my old computer to salvage the data. I am
> > concerned that the 130XE disk drive could potentially damage the
> > disks, since the drive itself is quite old. Ideally I would like to
> > find a way to use a PC with a 5-1/4" disk drive that can read an atari

> > diskette and write the exact bit pattern to a brand new 5-1/4" disk.
> > Even better if there is some utility that can perform some type of
> > error correction on corrupt sectors. Or perhaps there is some service
> > center that specialized in what I need done.
> > Please explain what I options I have to recover my old data.
> > Thanks
> >

3373. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 2002-11-12 22:10:24 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <k%eA9.19357$eX.51866@news-server.bigpond.net.au>
Source record: 31133

As far as Speedo goes, look at NVDI 5. Much better.

Mark

"G Swaine" <g.swaine@the.gluepot.com> wrote in message
news:aqqaqc$rp3$1@news.comnet.co.nz...
> "exxos" <chris@guesswhere.co.uk> wrote ...
> >
> > Can anyone send me a copy of the 030 MultiTos disc ? I've lost mine
> > somewhere and can't find it :(
>
> There was an '030 version of MultiTOS? I don't recall there ever being
> one available for sale
>
> I purchased MultiTOS from Hisoft in mid 1994 when I finished upgrading
> my TT development software [Lattice C 5.60, Devpac 3.10] and purchased
> system software [SpeedoGDOS 4.10, MultiTOS]
>
> I only ever knew of one commercial version of MultiTOS : it contained
> MINT 1.04 and AES 4.0 - neither of which were '030 optimised
>
>
> At present, I am still using Lattice C v5.60 to do most of my
> application development, and Devpac v3.10 for some system software
> (primarily my DLL manager which is partway through a 10th anniversary
> tidy-up)
>
> I also use MiNT 1.15.9 and AES 4.10 (from the net), and still use
> Speedo 4.1 (is it worth upgrading Speedo to 5.7? and if so, where? how
> much?)
>
> --
>
> Download the latest DLL manager for the Atari ST. Visit
> http://www.atari.net.nz/gem/software/tlbx.html and download the
> Toolbox today!
>
> --
>
> Quote for the month
>
> "It's a bit hard to drink when it's upside down"
> (Overheard while I was working at a recent Rugby League match)
>
> --

>
> g.swaine@the.gluepot is a bogus address. I can be contacted via an
> intermediary: gem at gem win co nz. I apologise to the genuine
> respondents that this may inconvenience.
>
>
>

3374. Sound file transfer PRGs: update!

Newsgroup: comp.sys.atari.st
Date: 2002-11-12 22:40:16 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3dd18350_3@news1.vip.uk.com>
Source record: 31134

Hi folks

Firstly, a big thank you to everyone who posted info or sent me links etc for various sample processing progs, including the full version of Zero-X which doesn't run on my STE but I've been told is fine on a Falcon.

Cheers to Jos in Holland for sending me Avalon which is a real pain in the arse! This program boots only in hi res and manages to disable my mouse in the process which is a pain. It is an interesting program but I'm slightly wary of its ability to handle WAV files...it doesn't seem to like them.

By the way, does anyone know of a program called Midian which does much the same as the above? That sends SND files over MIDI but not WAVs! It would be nice to have a program that does both!

Cheers
Al

3375. Re: WTB TT030 and/or Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 00:32:33 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0211121632.1c47d1e8@posting.google.com>
Source record: 31135

Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnat0ekg.349.atari@core.preferuje.luzik.pl>...
> > I am the former owner of Oregon Research and author of Diamond Back 3,
> > Diamond Edge 2, etc.. I have some interest in porting my former
> > commercial Amiga Internet programs to my original platform of choice:
> > the Atari. I am looking for a TT030 with TOS 3.06 and 1.44mb floppy, 16
> > mb TT ram preferred. I am also looking for a Falcon with internal HD
> > and 16 MB.
>
> Hello
>
> Diamond Edge is a great program, sadly it has some bugs and is incompatibile
> with modern enchacements (long filenames). would it be possible for you to
> release them for free, or even release sourcecodes?

Bob is the author of the Diamond programs, but I remember that he sold
them some time back, so I doubt he is at liberty to release them.

Galen (who bought one of Bob's Falcons when Oregon Research stopped
supporting the Atari)

3376. Re: FS: Falcon hardware

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 00:37:44 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0211121637.3bc64ceb@posting.google.com>
Source record: 31136

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<aqombc$9bh$1@tyfon.itea.ntnu.no>...
> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
> >> Been trying to contact you about this but email address don't work,
> >> get sent back with permanent errors. Please get back to me, Thanks
>
> > That's weird, it works fine from here. Try mailing me at joska@online.no.
>
> Hmm... There seems to be some problems with email. Another person - Eric
> Kaljumagi - apparently doesn't receive any of the mails I send him. Eric,
> if you read this, can you try the adress above?

Done. Galen (aka Eric)

3377. Re: Brand new DSDD disks for sale

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 00:42:03 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0211121642.40e77e1a@posting.google.com>
Source record: 31137

nick@1632systems.co.uk wrote in message news:<aqeh0riad1@thorium.cix.co.uk>...
> Or you could try the web shop listed below... we have both brand new and
> second hand(used) DS/DD
>
>
> Prices are
> 10 Brand new Double sided Double Density disks.... Ideal for Amiga or Atari
> Price: ï¿½2.50 [ï¿½4,13]
>
> The link for disks is
> http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_General_Hardware_and_Co
mponents_42.html

A most excellent suggestion!

Galen

3378. Re: WTB TT030 and/or Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 01:51:00 UTC
From: Bob Luneski <res0eyeq@verizon.net>
Message-ID: <3DD1B005.87A47C20@verizon.net>
Source record: 31138

Correct, I am not at liberty to release the code. I sold the original code to DB2 and DE2 when I exited
the Atari market in 1997. I believe the Rodger Burrows of Anodyne Software currently has the rights to the
original code.

Galen wrote:

> Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnat0ekg.349.atari@core.preferuje.luzik.pl>...
> > > I am the former owner of Oregon Research and author of Diamond Back 3,
> > > Diamond Edge 2, etc.. I have some interest in porting my former
> > > commercial Amiga Internet programs to my original platform of choice:
> > > the Atari. I am looking for a TT030 with TOS 3.06 and 1.44mb floppy, 16
> > > mb TT ram preferred. I am also looking for a Falcon with internal HD
> > > and 16 MB.
> >
> > Hello
> >
> > Diamond Edge is a great program, sadly it has some bugs and is incompatibile
> > with modern enchacements (long filenames). would it be possible for you to
> > release them for free, or even release sourcecodes?
>
> Bob is the author of the Diamond programs, but I remember that he sold
> them some time back, so I doubt he is at liberty to release them.
>
> Galen (who bought one of Bob's Falcons when Oregon Research stopped
> supporting the Atari)

3379. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 05:59:10 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <aqspa3$1t73$1@news.comnet.co.nz>
Source record: 31139

"Adam Klobukowski" <atari@gabo.pl> wrote ...
> > I also use MiNT 1.15.9 <cut>
>
> Why not upgrade to 1.15.12 stable or even 1.16 alpha?

What advantages are there to those versions?

I'd love a Lattice C friendly debugger - that works with memory protection turned ON. (Hisofts MON works OK, but hangs the system when invoked within Multitos. I have to boot to singletasking TOS and debug within that - which isn't so good)

--

Download the latest DLL manager for the Atari ST. Visit http://www.atari.net.nz/gem/software/tlbx.html and download the Toolbox today!

--

Quote for the month

"It's a bit hard to drink when it's upside down"
(Overheard while I was working at a recent Rugby League match)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

3380. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 06:45:35 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnat3t3g.7bj.atari@core.preferuje.luzik.pl>
Source record: 31140

W artykule <aqspa3$1t73$1@news.comnet.co.nz> G Swaine napisaďż˝(a):
> "Adam Klobukowski" <atari@gabo.pl> wrote ...
>> > I also use MiNT 1.15.9 <cut>
>>
>> Why not upgrade to 1.15.12 stable or even 1.16 alpha?
>
> What advantages are there to those versions?

You should read changelog, but the most important things are bugfixes.

Aditionally 1.16a offers some more funcionality, but most of it is invisible
to the end-user (more for programmers).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3381. Re: DSDD vs DSHD floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 10:45:35 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Y2qA9.797$B92.222430@newsfep2-win.server.ntli.net>
Source record: 31141

Hello.

"Michael Livsey" <nina.michaelNOSPAM@btinternet.com> wrote in message
news:aqlqfm$ns7$1@helle.btinternet.com...
> I've been experiencing a few problems with data on my Atari 1040 recently,
> and it's been pointed out to me that the high density discs can cause
> problems.....

Ten years experience with customers says stay away from HD floppies. 90% of
failed discs are HD.

Before fitting an HD floppy remember that if your ST fails you will not be
able to access your data until you have it fixed unless you have another
compatible machine.

Barrie at Keychange.

3382. SCSI- Atari ST

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 11:06:20 UTC
From: Michael Becker <becker@mechatronik.uni-duisburg.de>
Message-ID: <aqtbpk$14d$1@a1-hrz.uni-duisburg.de>
Source record: 31142

Hi,

is there anybody who owns a Steinberg DMA-to-SCSI interface ? I am looking
for the drivers!!!
I don't know their names, so this seems to be the only way of asking.

As far as I know, there exists an interface called LACOM with compatible
drives.

Any help is very welcome!

Thanks, Mike

3383. how to insert ST files into ST disk images

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 18:08:25 UTC
From: none@none.com
Message-ID: <3dd28ce7.91834@news.tiscalinet.it>
Source record: 31143

[replace "-at-" with adequate char and last dash is a dot]
Hello,

I have just found out Pacifist and begun to look for some old games
ovre the internet.

The problem I couldn't solve throught the FAQs I found is:

some archives contain ST files in IBM-PC Dos format, so how can I
"copy" these files into an ST disk image?

Thank you

Frank

mail address: clintflicker-at-ada2.unipv-it

3384. recasing a falcon

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 18:33:53 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0211131033.3afaf6e4@posting.google.com>
Source record: 31144

I'm planning one putting 1 of my Falcons in a tower case when my CT60
gets here. Can anyone direct me to articles, preferably with pictures,
on ways to do this?
Wayne Martz

3385. Re: Sound file transfer PRGs: update!

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 20:04:04 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <aquaun$cs2$1@news2.tilbu1.nb.home.nl>
Source record: 31145

No Avalon only reads SMP (native format) and SD1 files. Version 2.1 can read
AIF.
Use 525 sample converter to convert your waves in SD1.

Again, Avalon only disables my serial mouse with genmouse drivers when I'm
in the editor, normal Atari mouseport shouldn't be a problem.

Cheers,

Jos

"Al Ferrier" <sonik@whsmithnet.co.uk> schreef in bericht
news:3dd18350_3@news1.vip.uk.com...
> Hi folks
>
> Firstly, a big thank you to everyone who posted info or sent me links etc
> for various sample processing progs, including the full version of Zero-X
> which doesn't run on my STE but I've been told is fine on a Falcon.
>
> Cheers to Jos in Holland for sending me Avalon which is a real pain in the
> arse! This program boots only in hi res and manages to disable my mouse
> in the process which is a pain. It is an interesting program but I'm
> slightly wary of its ability to handle WAV files...it doesn't seem to
> like them.
>
> By the way, does anyone know of a program called Midian which does much
> the same as the above? That sends SND files over MIDI but not WAVs!
> It would be nice to have a program that does both!
>
> Cheers
> Al
>

3386. ATARItoday

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 23:06:40 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0211131506.2044d37a@posting.google.com>
Source record: 31046

Hi all,

This is quick post asking for your help. I will shortly be launching a new site called ATARItoday. It is a portal site for Atari users that features all the latest headlines (from Atari.Org, AtariAge, Atari Users Network, Atari-Source, ST-Computer and Polish Atari News Page) as well as links and reviews of Atari web sites.

I need your help to beta test the site at www.ataritoday.com and to suggest links to include in the web directory. Please send any suggestions and comments to me ASAP so I can fine tune the site before officially launching it.

Many thanks,

Matt Bacon, ATARItoday

3387. Re: recasing a falcon

Newsgroup: comp.sys.atari.st
Date: 2002-11-13 23:28:43 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0211131528.67b6f081@posting.google.com>
Source record: 31047

wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0211131033.3afaf6e4@posting.google.com>...
> I'm planning one putting 1 of my Falcons in a tower case when my CT60
> gets here. Can anyone direct me to articles, preferably with pictures,
> on ways to do this?
> Wayne Martz

Try the following articles at MyAtari magazine.

http://www.myatari.net/issues/dec2001/casemod.htm
http://www.myatari.net/issues/nov2002/spcase.htm

3388. Re: recasing a falcon

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 00:58:18 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1037237056.13065@blade.atari-source.com>
Source record: 31048

Matthew Bacon wrote:

> wmartz@firstpresdalton.org (Wayne Martz) wrote in message
> news:<2f399fc7.0211131033.3afaf6e4@posting.google.com>...
>> I'm planning one putting 1 of my Falcons in a tower case when my CT60
>> gets here. Can anyone direct me to articles, preferably with pictures,
>> on ways to do this?
>> Wayne Martz
>
> Try the following articles at MyAtari magazine.
>
> http://www.myatari.net/issues/dec2001/casemod.htm
> http://www.myatari.net/issues/nov2002/spcase.htm

Or you can also view my somewhat half-assed guide here:

http://portal.atari-source.com/modules.php?op=modload&name=Sections&file=index&req=viewarticle&artid=8&page=1

Mark
http://atari-source.com

3389. Any free ST editor/librarian for MKS-80 or TX-802

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 01:56:58 UTC
From: Yala <tyala@tm.net.my>
Message-ID: <3DD302EA.E7E810B@tm.net.my>
Source record: 31049

Anyone know of any free (or nearly free) editor or librarian software for
the following synths? :-
Roland MKS-80
Yamaha TX-802

--
| YALA, your hero and mine
| Synthesizers, Music, Television
| http://www.angelfire.com/in2/yala/ http://tyala.freeyellow.com/
| http://www.geocities.com/tyala.geo/ http://yala.isCool.net/

3390. Re: recasing a falcon

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 02:20:33 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0211131820.47355606@posting.google.com>
Source record: 31050

Hmm, I thought I was starting a new thread! Sorry for the redundancy. :-/
Wayne

3391. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 06:14:23 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B9F88DD8.27A0D%nameerf@flash.net>
Source record: 31051
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article fc3033eaa3c7eb3a59b36e75176e16c5@anonymous.poster, Bravo Sierra Computers at squirrel@echelon.alias.net wrote on 11/13/02 8:17 PM:

>[Offensive filth-laden spoof of adv. snipped]

Ok, I realize that Ben's advertising annoys some people. But come on, is this really necessary? I'd gladly dig through a million advertisements if I never had to see a post like this in here ever again. Very offensive and tasteless. Besides, he is one of the *extremely few* Atari supporting companies left here in North America, if not the only one. Give the guy a break. We should be supporting peoples' efforts to eek out some kind of living while giving us one more way to keep our machines alive (especially here in the U.S.). His posts aren't very large and only come once every week or two. Just deal with the extra 2-seconds' download time (if you have to work offline - if not, just ignore it).

Mike Freeman
nameerf@flash.net

3392. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 06:39:01 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dd3454a$0$46605$e4fe514c@news.xs4all.nl>
Source record: 31052
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi,

Everywhere I come people are happy to see if someone still supports 8-bit by selling software/hardware or even repair.

There aren't that many active people anymore where you can get replacements or even new hardware for the 8-bit.

When you don't want to read the news don't, but give Ben a break here. He is just one of those people that's still around in the Atari scene where so many already left....

TXG / MNX

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message news:B9F88DD8.27A0D%nameerf@flash.net...
> in article fc3033eaa3c7eb3a59b36e75176e16c5@anonymous.poster, Bravo Sierra
> Computers at squirrel@echelon.alias.net wrote on 11/13/02 8:17 PM:
>
> >[Offensive filth-laden spoof of adv. snipped]
>
> Ok, I realize that Ben's advertising annoys some people. But come on, is
> this really necessary? I'd gladly dig through a million advertisements if
I
> never had to see a post like this in here ever again. Very offensive and
> tasteless. Besides, he is one of the *extremely few* Atari supporting
> companies left here in North America, if not the only one. Give the guy a
> break. We should be supporting peoples' efforts to eek out some kind of
> living while giving us one more way to keep our machines alive (especially
> here in the U.S.). His posts aren't very large and only come once every
week
> or two. Just deal with the extra 2-seconds' download time (if you have to
> work offline - if not, just ignore it).
>
> Mike Freeman
> nameerf@flash.net
>

3393. Re: Harlekin desk acc

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 06:49:14 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3dd347f8@news.alphalink.com.au>
Source record: 31053

<nick@1632systems.co.uk> wrote in message
news:aqh7ie$2i1$1@thorium.cix.co.uk...
> Hmm sorry about late reply...been on Holiday to China/Bali... Bali is
> heaven on earth..

but for some of late, its been hell on earth...

gra

.China is fascinating...
>
> I appreciate your point Steve, but I just quickly totalled my
> website/webshop and really don't think anyone would want a 30Mb d/l
> message..... (hehe). Think I will stick to reading the odd mesaage and
> replying with hopefully helpful suggestions...
>
>
>
> --
> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

3394. Melboure MACE Monthly meet

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 06:52:53 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3dd348d2$1@news.alphalink.com.au>
Source record: 31054

Hi Folks...Melbourne MACE, now a SIG of the Melbourne PC Users Group is having its monthly meeting this Sunday 17th November......its always the 3rd Sunday of the month. Come and have a coffee and a biscuit if you are in the area (South Melbourne)

Cheers
Graham H

Hi Mark
--

3395. Re: ADV: Atari 20/20 ThanksGiving Disco

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 09:00:56 UTC
From: swampfax@atlantic.net
Message-ID: <cDJA9.71$Ka1.77697@news1.atlantic.net>
Source record: 31055

On 14 Nov 2002 06:14:23 , Michael and Nicole Freeman wrote:
>in article fc3033eaa3c7eb3a59b36e75176e16c5@anonymous.poster, Bravo Sierra
>Computers at squirrel@echelon.alias.net wrote on 11/13/02 8:17 PM:
>
>>[Offensive filth-laden spoof of adv. snipped]
>
>Ok, I realize that Ben's advertising annoys some people. But come on, is
>this really necessary? I'd gladly dig through a million advertisements if I
>never had to see a post like this in here ever again. Very offensive and
>tasteless. Besides, he is one of the *extremely few* Atari supporting
>companies left here in North America, if not the only one. Give the guy a
>break. We should be supporting peoples' efforts to eek out some kind of
>living while giving us one more way to keep our machines alive (especially
>here in the U.S.). His posts aren't very large and only come once every week
>or two. Just deal with the extra 2-seconds' download time (if you have to
>work offline - if not, just ignore it).
>
> Mike Freeman
> nameerf@flash.net
>
>.

ditto!
John G.

3396. Cable modem/DHCP

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 12:14:44 UTC
From: "Derryck Croker"
Message-ID: <1037272552-045871AEicMi@ntlworld.com>
Source record: 31056

Hi all,

I'm on the verge of going broadband :-)

The connection will be Ethernet (from an ntl: set-top cable box), and I'd obviously like to use it with my Falcon.

The Falcon is already part of an Ethernet network with my Mac clone and a laptop computer using MagxNet and the ROM port/Genius parallel port Ethernet adaptor.

I think that the problem will be that the ISP uses DHCP to assign your IP address, and if I'm not mistaken, there are no suitable drivers (STinG or MagxNet) for this protocol?

Any experience with this setup out there please?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3397. Re: Cable modem/DHCP

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 12:34:20 UTC
From: lp <gfa@basic.net>
Message-ID: <B9F9027C.A75E%gfa@basic.net>
Source record: 31057

in article 1037272552-045871AEicMi@ntlworld.com, Derryck Croker at derryck@.NOT~THIS~cix.co.uk wrote on 11/14/02 7:14 AM:

> Hi all,
>
> I'm on the verge of going broadband :-)
>
> The connection will be Ethernet (from an ntl: set-top cable box), and I'd
> obviously like to use it with my Falcon.
>
> The Falcon is already part of an Ethernet network with my Mac clone and a
> laptop computer using MagxNet and the ROM port/Genius parallel port
> Ethernet adaptor.
>
> I think that the problem will be that the ISP uses DHCP to assign your IP
> address, and if I'm not mistaken, there are no suitable drivers (STinG or
> MagxNet) for this protocol?
>
> Any experience with this setup out there please?

The best solution is to get a router that has DHCP support built in
and plop it between your falcon and the modem? The Falcon can then
avoid having DHCP software on it's end. There was a package for Mint
last I heard, but it was not tested as far as I know. If that would work
under magxnet is yet another issue in itself.
I have router wedged into my setup. Perhaps someone else can add to this
as I am not an expert. ;-)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3398. Re: Cable modem/DHCP

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 15:24:01 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <aod0ra.qtq.ln@speaker.rodsbooks.com>
Source record: 31058

In article <1037272552-045871AEicMi@ntlworld.com>,
Derryck Croker <derryck@.NOT~THIS~cix.co.uk> writes:
>
> I'm on the verge of going broadband :-)
>
> The connection will be Ethernet (from an ntl: set-top cable box), and I'd
> obviously like to use it with my Falcon.
>
> The Falcon is already part of an Ethernet network with my Mac clone and a
> laptop computer using MagxNet and the ROM port/Genius parallel port
> Ethernet adaptor.

In this situation, you'll almost certainly want, and possibly need,
some sort of NAT router. Most cable modem providers deliver just one IP
address unless you shell out more money for additional addresses. Thus,
broadband cable routers from NetGear, Linksys, and others are popular.
These devices connect to the cable modem and obtain the external IP
address. They then use a built-in or external hub or switch to connect
to all of the computers on your LAN. These computers use the Internet
connection via Network Address Translation (NAT), which means they're
assigned IP addresses in a private address range, and the broadband
router modifies their outgoing packets so that they appear to come from
the router itself. Return packets are also modified so that they reach
the destination. The end result is that you can run several computers
on a single external IP address. There are also software packages for
"regular" computers that will let them perform this function, but it's
usually easier to set up a broadband router.

On the local network, you can continue using static IP addresses if you
like. Alternatively, most broadband routers provide simple DHCP servers.
You could use DHCP for computers that support it, and ignore it for
those that don't -- just be sure to assign static addresses outside of
the range that the DHCP server will be providing!

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

3399. Re: Harlekin desk acc

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 17:46:50 UTC
From: Nicholas Harlow <nick@1632systems.co.uk>
Message-ID: <ar0ni4sls1@thorium.cix.co.uk>
Source record: 31059

yeah i'know... I was in Kuta 5 days before it happened, and that message was written a day before the bomb... still I have to say the Balinese (mainly Hindu) are one of the friendliest people I have met. It seems the organization that did the bombing was from N. Indonesia (mainly Muslim).

But all said, Bali is going to nose dive ecnomically cause most tourists espec from Australia (only 2 hrs to Darwin) aren't going now.

Nick

"Graham" <hurfy@alphalink.com.au> wrote in message news:3dd347f8@news.alphalink.com.au...
>
> <nick@1632systems.co.uk> wrote in message
> news:aqh7ie$2i1$1@thorium.cix.co.uk...
> > Hmm sorry about late reply...been on Holiday to China/Bali... Bali is
> > heaven on earth..
>
> but for some of late, its been hell on earth...
>
> gra
>
>
> .China is fascinating...
> >
> > I appreciate your point Steve, but I just quickly totalled my
> > website/webshop and really don't think anyone would want a 30Mb d/l
> > message..... (hehe). Think I will stick to reading the odd mesaage and
> > replying with hopefully helpful suggestions...
> >
> >
> >
> > --
> > Nick Harlow
> > 16/32 Systems
> > Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> > Web Site: http://www.1632systems.co.uk
>
>

3400. Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 18:13:37 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0211141013.21dea66c@posting.google.com>
Source record: 31060

The wellknown desktop replacement from dutch coder Wout Klaren has
been released as GPL. Many will recall this application as efficient
in terms of speed and memory useage, and now it also seems to become
the first open source desktop for the Atari! Amazingly it also seems
like Teradesk has found a new maintainer in Henk Robbers
(XaAES, TT-digger, AHCX, etc) who intends to
maintain future versions of Teradesk.

URL for TOPP:

http://topp.atari-users.net

3401. PopGEM updated on TOPP

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 18:23:34 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0211141023.1a2715f6@posting.google.com>
Source record: 31061

Hi all,

I recently put a little work into PopGEM (the POP-inbox tool by
Kellis) and fixed some things in it. Most noticeably:

1) The shareware limitations are removed
2) The bug (in version on TOPP) causing probs to download emails, is
fixed
3) Problems with building incoming mail as HTML has been fixed
4) Cleaned up and restructured some parts of the code

You will find sources and binaries on The Orphaned Projects Page.

http://topp.atari-users.net

Regards,

Joakim

3402. Re: Cable modem/DHCP

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 18:49:14 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1037301601.375299@blade.atari-source.com>
Source record: 31062

Derryck Croker wrote:

> Hi all,
>
> I'm on the verge of going broadband :-)
>
> The connection will be Ethernet (from an ntl: set-top cable box), and I'd
> obviously like to use it with my Falcon.
>
> The Falcon is already part of an Ethernet network with my Mac clone and a
> laptop computer using MagxNet and the ROM port/Genius parallel port
> Ethernet adaptor.
>
> I think that the problem will be that the ISP uses DHCP to assign your IP
> address, and if I'm not mistaken, there are no suitable drivers (STinG or
> MagxNet) for this protocol?
>
> Any experience with this setup out there please?
>
>
> Cheers
>
> Derryck
>

Derryck,

This would be probably more challenging to do under STiK/STiNG but under MiNT, although while there is no dhcpcd package compiled I'm sure I could get it running. Once it runs under MiNT with MiNTnet, it should work pretty well under Magx with Magxnet. This is all in theory though. In practice it may be better to get one of those linksys cable/dsl routers that handle the dhcp of the public ip and give you an internal network of 192.168.1.0-255 so you can hook up other computers if you feel like it. The same can easily be accomplished with a linux box with ethernet of any sort and probably some day an atari with mint. (if not already). You could also go for a less consumerish, more expensive cable/dsl that will give you a static ip (or 6) like I have ;-)

Our solution was $5 Sparcstation IPX, install linux, sit it in the corner and make it the slave of everything, email, web, ftp, ip nat, firewall, etc.

--
Mark
- http://atari-source.com

- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

3403. Re: Cable modem/DHCP

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 20:24:32 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3dd4043e$0$17654$6d5eecc5@news.eurekanet.com>
Source record: 31063

Mark Duckworth <mduckworth@spaamnot.atari-source.com> wrote in message
news:1037301601.375299@blade.atari-source.com...
> Derryck Croker wrote:
>
> > Hi all,
> >
> > I'm on the verge of going broadband :-)
> >
> > The connection will be Ethernet (from an ntl: set-top cable box), and
I'd
> > obviously like to use it with my Falcon.
> >
> > The Falcon is already part of an Ethernet network with my Mac clone and
a
> > laptop computer using MagxNet and the ROM port/Genius parallel port
> > Ethernet adaptor.
> >
> > I think that the problem will be that the ISP uses DHCP to assign your
IP
> > address, and if I'm not mistaken, there are no suitable drivers (STinG
or
> > MagxNet) for this protocol?
> >
> > Any experience with this setup out there please?
> >
> >
> > Cheers
> >
> > Derryck
> >
>
> Derryck,
>
> This would be probably more challenging to do under STiK/STiNG but under
> MiNT, although while there is no dhcpcd package compiled I'm sure I could
> get it running. Once it runs under MiNT with MiNTnet, it should work
> pretty well under Magx with Magxnet. This is all in theory though. In

Why would this be so hard for STiK/STiNG? A DHCP client for either would
not be that hard, it's a fairly simple prospect. Not really much more
complex than having a program to automatically check you popmail account
after some period of time.

There is/was a DHCP server for MiNT Net announced a couple of years ago. I
have no knowledge

of is operation or location. You should be able to find it with a bit of searching.

Dan
aka baldrick

3404. Re: Cable modem/DHCP

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 22:30:42 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <ar186i$6sq$1@tyfon.itea.ntnu.no>
Source record: 31064

Derryck Croker <derryck@.not~this~cix.co.uk> wrote:

> I think that the problem will be that the ISP uses DHCP to assign your IP
> address, and if I'm not mistaken, there are no suitable drivers (STinG or
> MagxNet) for this protocol?

If your ISP use a simple "modem" where your PC needs to run PPPoE or
something similar, you can set up your PC (or Mac) as your local network's
gateway using NAT. Or if your ISP use a modem/router with built-in NAT and
DHCP (like mine), you can just ignore DHCP and just assign each computer
static adresses. In either case you don't need to bother with DHCP on your
Atari.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3405. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-14 23:11:37 UTC
From: captainvimes@myrealbox.com
Message-ID: <e9b8tu4ianimpb9530ltoam9g9ut23dnq6@4ax.com>
Source record: 31065

```
On Tue, 12 Nov 2002 00:03:12 -0500, captainvimes@myrealbox.com wrote:
>
>I think it would be useful to collect some info from anyone with a TT
>and the EtherNEC interface so that we can try to determine exactly
>wher the problem is. Please email me with the following info & I will
>summarise for the net:
> . does your setup work?
> . what is your TT config (ST / TT RAM) & motherboard rev (if known)?
> . what operating system / version are you using?
> . what network software / version are you using?
> . which drivers are you using?
> . when the network card is plugged in but the network is idle, what
>LEDs are lit on the card?
>

Hmmm, no-one has emailed me, so I guess I'm the only one still having
problems :-(. BTW, the board gave me the MAC address once (using Odd
Skancke's driver), then refused to do even that the next day ...

Roger Burrows
```

3406. PageStream and Postscript

Newsgroup: comp.sys.atari.st
Date: 2002-11-15 03:41:46 UTC
From: "Thomas J. Andrews" <tjatari@dreamscape.com>
Message-ID: <ut8rcf2u0ace04@corp.supernews.com>
Source record: 31066

I have several PageStream 2.2b documents I'd like to try to print with my Linux PC and Epson inkjet printer. I tried outputting to a Postscript file, but when I load into a Linux viewer/printer the paper orientation comes out mismatched to the layout. For example, a portrait layout looks ok, but the paper is displayed as landscape. If I print it, the printer prints in landscape, but the printed material is laid cross-wise on the paper, portrait-style. It's difficult to describe. I hope you get the idea.

I believe the problem is in PageStream's Postscript driver, and that it's putting out the wrong code for paper orientation. Does anybody know if there's a Postscript driver for PageStream 2.2b that corrects the problem? Or, failing that, does anybody know where I could find information on how to edit the paper orientation code by hand?

TJ

3407. Re: PageStream and Postscript

Newsgroup: comp.sys.atari.st
Date: 2002-11-15 06:13:16 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1037342377.828121@blade.atari-source.com>
Source record: 31067

Thomas J. Andrews wrote:

> I have several PageStream 2.2b documents I'd like to try to print with
> my Linux PC and Epson inkjet printer. I tried outputting to a Postscript
> file, but when I load into a Linux viewer/printer the paper orientation
> comes out mismatched to the layout. For example, a portrait layout looks
> ok, but the paper is displayed as landscape. If I print it, the printer
> prints in landscape, but the printed material is laid cross-wise on the
> paper, portrait-style. It's difficult to describe. I hope you get the
> idea.
>
> I believe the problem is in PageStream's Postscript driver, and that
> it's putting out the wrong code for paper orientation. Does anybody know
> if there's a Postscript driver for PageStream 2.2b that corrects the
> problem? Or, failing that, does anybody know where I could find
> information on how to edit the paper orientation code by hand?
>
> TJ

TJ,

I printed this article out from knode in landscape mode and portrait mode
and then I ran diff on the postscript files and got this: I imagine this
could help you hunt down what is wrong with the page dimensions or
orientations in your own postscript files.

```
sh-2.05b$ diff print.ps printland.ps
4,5c4,5
< %%CreationDate: Fri Nov 15 01:10:28 2002
< %%Orientation: Portrait
---
> %%CreationDate: Fri Nov 15 01:10:43 2002
> %%Orientation: Landscape
93,94c93,94
< % 185*280mm (portrait)
< 0 793.92 translate 0.96 -0.96 scale/defM matrix CM d } d
---
> % 185*280 mm (landscape)
> 90 rotate 0.96 -0.96 scale/defM matrix CM d } d
219c219
< 546 110 10 HL
---
> 827 110 10 HL
sh-2.05b$
```

3408. ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-15 07:35:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211142330060.10150-100000@shell1.aracnet.com>
Source record: 31068
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering Bravo's Atari 20/20 ThanksGiving Discounts!2 20% Discounts. A 20% Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines!And a 20% Discount for my more regular/preferred Customers covering most HardWare,SoftWare, Books & Accessories for Classic Atari 8 Bit & Atari ST Lines. Got Questions? E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts! Get Catalogs at http://BensCatalogs.atari.org or Call (503)256-9974!!!! http://www.aracnet.com/~atari/specials.htm More Discount Information!

I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/maillist.htm E-Mail and Postal Mailings! http://www.aracnet.com/~atari/bravo_e.html Fill out contact Forms!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org or atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at http://BenSells.atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3409. Re: Cable modem/DHCP

Newsgroup: comp.sys.atari.st
Date: 2002-11-15 10:25:10 UTC
From: "Derryck Croker"
Message-ID: <1037353190-056921AEicMi@ntlworld.com>
Source record: 31069

From: Derryck Croker <derryck@.NOT~THIS~cix.co.uk>
Date: Thu, 14 Nov 2002 12:14:44 -0000

>Any experience with this setup out there please?

I'm commenting to my own message because of the number of replies, thank you every one who's responded :-)

I've come to the conclusion that a hardware router is the best solution for me, and at about 60UKP isn't too expensive as it can be hidden as an early Xmas present ;-)

I'd still like to hear of a solution to the business of using a Mac's Ethernet port under MagiCMac, I'm surprised that this apparently hadn't been addressed a long time ago. I'd like to continue to use some Atari Internet clients under MagiCMac, Emailer is still the easiest and neatest mail and usenet client IMHO, although I'd be happy to use Okami.

Of course there's not really any competition to using the usual browsers under the native OS for web browsing :-(

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3410. Re: PopGEM updated on TOPP

Newsgroup: comp.sys.atari.st
Date: 2002-11-15 10:37:10 UTC
From: "Derryck Croker"
Message-ID: <1037353194-057770AEicMi@ntlworld.com>
Source record: 31070

From: gokmase@bigfoot.com (Joakim Hï¿½gberg)
Date: 14 Nov 2002 10:23:34 -0800

>I recently put a little work into PopGEM (the POP-inbox tool by
>Kellis) and fixed some things in it. Most noticeably:

Thanks!

>You will find sources and binaries on The Orphaned Projects Page.
>
>http://topp.atari-users.net

Error 403.

You don't have permission to access [this directory/file]

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3411. Re: PopGEM updated on TOPP

Newsgroup: comp.sys.atari.st
Date: 2002-11-15 12:52:16 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10211150652040.2762-100000@www.coazter.com>
Source record: 31072

Excellent :)
Thank you Joakim!

On 14 Nov 2002, [ISO-8859-1] Joakim H&#65533;gberg wrote:

> Hi all,
>
> I recently put a little work into PopGEM (the POP-inbox tool by
> Kellis) and fixed some things in it. Most noticeably:
>
> 1) The shareware limitations are removed
> 2) The bug (in version on TOPP) causing probs to download emails, is
> fixed
> 3) Problems with building incoming mail as HTML has been fixed
> 4) Cleaned up and restructured some parts of the code
>
> You will find sources and binaries on The Orphaned Projects Page.
>
> http://topp.atari-users.net
>
>
> Regards,
>
> Joakim
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.coazter.com

3412. Re: Lyndon/Redelberger EtherNEC and TT problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-15 17:46:51 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ar3buc$eumnn$1@ID-40235.news.dfncis.de>
Source record: 31071

I have one working, but have not had time to to look and see what inof is returned. It is my experience that the NE2000 clone is critical. Do you have another RTL8019AS card to try...

<captainvimes@myrealbox.com> wrote in message news:e9b8tu4ianimpb9530ltoam9g9ut23dnq6@4ax.com...
> On Tue, 12 Nov 2002 00:03:12 -0500, captainvimes@myrealbox.com wrote:
> >
> >I think it would be useful to collect some info from anyone with a TT
> >and the EtherNEC interface so that we can try to determine exactly
> >wher the problem is. Please email me with the following info & I will
> >summarise for the net:
> > . does your setup work?
> > . what is your TT config (ST / TT RAM) & motherboard rev (if known)?
> > . what operating system / version are you using?
> > . what network software / version are you using?
> > . which drivers are you using?
> > . when the network card is plugged in but the network is idle, what
> >LEDs are lit on the card?
> >
>
> Hmmm, no-one has emailed me, so I guess I'm the only one still having
> problems :-(. BTW, the board gave me the MAC address once (using Odd
> Skancke's driver), then refused to do even that the next day ...
>
> Roger Burrows

3413. Monitor question

Newsgroup: comp.sys.atari.st
Date: 2002-11-15 18:49:27 UTC
From: az268@chebucto.ns.ca
Message-ID: <ar3fjn$d4n$1@News.Dal.Ca>
Source record: 31073

I have a Sony Multiscan 100sx monitor. Will it work with all video modes
on an Atari ST?

--

3414. GEM Candy Programming Competition

Newsgroup: comp.sys.atari.st
Date: 2002-11-15 18:58:12 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3dd5417a$0$17655$6d5eecc5@news.eurekanet.com>
Source record: 31074
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

If you would be interested in joining in a small GEM programming competition this holiday season, send me an email at my netset account. If there is enough interest I'll finalize everything up next week via email.

Entries would be a small GEM Toy or Game with a seasonal theme.

No cash or Prizes, just programming for the glory and fun.

Please drop by http://gemcandy.atari-users.net and vote in the poll as well ;)

Dan Ackerman
aka baldrick @ netset DOT com

3415. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-15 21:51:22 UTC
From: James Spong <nim@numb.com>
Message-ID: <8fdatus5gv205to70hm7tp1s8sjf83256f@4ax.com>
Source record: 31075
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

>I'm currently offering fags a 20% discount

>Be sure to call me cuz I'm a big fag fucking loser!

Now this I believe..

Moron.

3416. Re: Cable modem/DHCP

Newsgroup: comp.sys.atari.st
Date: 2002-11-15 22:19:02 UTC
From: vdjole@EUnet.yu
Message-ID: <ar3rsi$e0k$1@news.eunet.yu>
Source record: 31077

On 14 Nov 2002 15:24:01 , Rod Smith wrote:
> Derryck Croker <derryck@.NOT~THIS~cix.co.uk> writes:
>>
>> I'm on the verge of going broadband :-)
>>
>> The connection will be Ethernet (from an ntl: set-top cable box), and I'd
>> obviously like to use it with my Falcon.

>In this situation, you'll almost certainly want, and possibly need,
>some sort of NAT router. Most cable modem providers deliver just one IP
>address unless you shell out more money for additional addresses. Thus,
>broadband cable routers from NetGear, Linksys, and others are popular.
>These devices connect to the cable modem and obtain the external IP
>address. They then use a built-in or external hub or switch to connect
>to all of the computers on your LAN. These computers use the Internet
>connection via Network Address Translation (NAT), which means they're
>assigned IP addresses in a private address range, and the broadband
>router modifies their outgoing packets so that they appear to come from
>the router itself. Return packets are also modified so that they reach
>the destination. The end result is that you can run several computers
>on a single external IP address.

Note that, AFAIK, the NAT router has to have a sort of extended capability
in order for the FTP to work. I think that most, but not all NAT
implementations have this feature (this has something to do with the
network address being contained in the packets themselves when FTPing,
contrary to other TCP/IP traffic- or something like that).

>There are also software packages for
>"regular" computers that will let them perform this function, but it's
>usually easier to set up a broadband router.

It may be of interest that there seems to be some old and fairly simple but
probably sufficiently good routing/gateway stuff for the PCs, running in
plain DOS (don't know if it handles NAT). According to the docs, even an old
PC AT at 10 or 16 MHz, equipped with two network cards and running DOS
has sufficient capability to handle 10Mbit/s Ethernet routing without
bottlenecks. In this way one could provide himself with a router at no
cost at all.

cu;

3417. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-15 22:19:05 UTC
From: vdjole@EUnet.yu
Message-ID: <ar3rsn$e0k$2@news.eunet.yu>
Source record: 31078

On 14 Nov 2002 10:13:37 , =?ISO-8859-1?Q?Joakim_H=F6gberg?= wrote:
>The wellknown desktop replacement from dutch coder Wout Klaren has
>been released as GPL. Many will recall this application as efficient
>in terms of speed and memory useage

I am very glad to see this! I have always regarded Teradesk as the only practical solution for a desktop in a multitasking environment on small machines (the ST/MegaST range) and I have very few complaints regarding its functionality, i.e. only: the absence of "Search" , "Format", "Delete" and "Shutdown" menu items, the inability to set program running mode (single, parallel, limited memory...) in a multitasking environment and the inability to reconfigure keyboard shortcuts (it seems that only TOS desktop of them all can do that?). Otherwise it is just great and works nicely with Geneva, Magic, Mint...

Hopely, with any new versions it will remain a small and efficient program, as opposed to nice but very demanding Thing and Jinnee.

> Amazingly it also seems like Teradesk has found a new maintainer in
>Henk Robbers (XaAES, TT-digger, AHCX, etc) who intends to
>maintain future versions of Teradesk.

Funny... liking that desktop, I have meant several times to ask Henk if he, by any chance, knew anything more about the fate of Teradesk, being from the same country as the author of that program :)

best regards;

3418. Re: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 00:01:54 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <SVfB9.84485$e6.3767680@Flipper>
Source record: 31076
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hm, this guy is confusing newsgroups. Probably posts Atari messages in the gay-group.

I hope his messages soon get a little more original and hopefully on-topic.

Freddy.

P.S. I've never been in a flame-war. It's so exciting! ;-)

"Bravo Sierra Computers" <Anonymous-Remailer@See.Comment.Header> wrote in message news:A2GZ6HA737576.0242476852@Gilgamesh-frog.org...
> I'm still offering all of Benny's Fagboys out there to get a crack at my crack!
> I'm bendin' over for ya now just ease it in very slowly! I'll keep my ass
> facing the door, you just come on in for good 'ole ho'down!
>
> I'll be the Ho, and you go down on me! Yeah!
>
>
>
> And now, my Thanksgiving special for the fags and lamers, it's only $1.99 per
> minute to call me! Yes, you heard it right! A new low price for boomboom
> on the bum!
>
>
>
> They call me Gay Benny and I'm here for the ride!

3419. Re: Monitor question

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 01:09:49 UTC
From: Jeffery Archer <feedmespam@unreal.co.uk>
Message-ID: <ar460i$42p$1@newsg3.svr.pol.co.uk>
Source record: 31080

"Jonathan Adams" <az268@chebucto.ns.ca> wrote in message
news:ar3fjn$d4n$1@News.Dal.Ca...
> I have a Sony Multiscan 100sx monitor. Will it work with all video modes
> on an Atari ST?
>
> --
>
>

I don't know!!, Hope this helps
Jeff

3420. Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 01:10:26 UTC
From: danap8@aol.com
Message-ID: <20021115201026.11693.00000035@mb-cc.aol.com>
Source record: 31079

```
A-ONE #0446 11/15/02

~ FTC Sues Six Spammers! ~ People Are Talking! ~ ASMA Update News!
~ Opera Readies Browser! ~ Million AOL CDs Collect ~ What Is Lindows??
~ Mac OS X Update News! ~ GEM Library WinDom! ~ Net Taxes Reality?
~ Case For OpenOffice! ~ MyWay: Yahoo! Is Toast! ~ Xbox Live Goes Live!

-* Kid-Friendly Zone Approved! *-
-* Microsoft Temps Case Clears Hurdle! *-
-* Supreme Court To Hear Library Filter Case! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3421. Re: Cable modem/DHCP

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 01:54:02 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <t084ra.gmb.ln@speaker.rodsbooks.com>
Source record: 31081

In article <ar3rsi$e0k$1@news.eunet.yu>,
vdjole@EUnet.yu (Djordje Vukovic) writes:
>
> Note that, AFAIK, the NAT router has to have a sort of extended capability
> in order for the FTP to work. I think that most, but not all NAT
> implementations have this feature (this has something to do with the
> network address being contained in the packets themselves when FTPing,
> contrary to other TCP/IP traffic- or something like that).

True. FTP isn't unique in this respect, either. Some NAT routers fail
with specific protocols. Most NAT implementations work fine with all
the common protocols, though, including FTP. Some gaming, multimedia,
and VPN protocols don't work well with many NAT implementations.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

3422. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 03:23:50 UTC
From: Walter Best <rictherbumbaclart@aol.com>
Message-ID: <c7ebtuoq8b0ti5a0cg0nptqa3mkf4gjh7t@4ax.com>
Source record: 31082
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 15 Nov 2002 23:34:55 -0000, Anonymous-Remailer@See.Comment.Header
(Bravo Sierra Computers) wrote:

>I'm still offering all of Benny's Fagboys out there to get a crack at my crack!
> I'm bendin' over for ya now just ease it in very slowly! I'll keep my ass
>facing the door, you just come on in for good 'ole ho'down!

>They call me Gay Benny and I'm here for the ride!

Aw bless, too thick to post normally...

You poor child

Maybe you can take up masturbation....again....

3423. Re: 2dd diskettes

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 05:08:33 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3dd5d35f@news.alphalink.com.au>
Source record: 31083

up till a few months back (haven't checked recently) my local Post office
in East Melbourne was selling DD disks for about $AU7.
Selling on ebay seems a slight overkill but if you can buy em for $AU7 and
sell for $AU20, go for it :)

gra

--

"Peter Zaini" <tunesmith@bigpond.com> wrote in message
news:7_7y9.70469$g9.200499@newsfeeds.bigpond.com...
> Hi,
>
> I have a brand new box of 10x 2DD (double density) 720kb, 3.5 floppies
for
> auction on ebay... these tend to work better in the Atari than HD 1.44meg
> disks ...
>
> heres a link if you're interested..
>
> http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&item=2067010213&rd=1
>
> Thanx!
>
>
>

3424. Re: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 05:58:17 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <DaudnZ9LKZPlQ0igXTWcpw@comcast.com>
Source record: 31084
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm no fan of BS by any means, but what you're doing is even worse. What good do you think can come from your post? Coward...

"Bravo Sierra Computers" <Anonymous-Remailer@See.Comment.Header> wrote in message news:A2GZ6HA737576.0242476852@Gilgamesh-frog.org...
> I'm still offering all of Benny's Fagboys out there to get a crack at my crack!
> I'm bendin' over for ya now just ease it in very slowly! I'll keep my ass
> facing the door, you just come on in for good 'ole ho'down!
>
> I'll be the Ho, and you go down on me! Yeah!
>
>
>
> And now, my Thanksgiving special for the fags and lamers, it's only $1.99 per
> minute to call me! Yes, you heard it right! A new low price for boomboom
> on the bum!
>
>
>
> They call me Gay Benny and I'm here for the ride!
>
>
>
>
>
>

3425. Re: ATARItoday

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 10:01:11 UTC
From: nick@1632systems.co.uk
Message-ID: <ar5517$mh5$1@thorium.cix.co.uk>
Source record: 31085

well it looks nice, still can't find my name in it though... guess I just don't support Atari enough (grin)

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3426. Re: [PROG] Need testers for video related programs (V7)

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 13:20:41 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <9ng5ra.bq1.ln@127.0.0.1>
Source record: 31086
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video7.zip (157Kb).

Bugfixes in Milan MVDI support (vixb.ttp): Please test and report.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3427. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 13:54:01 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DD64CF6.78271A0D@chello.nl>
Source record: 31087

Hi Djordje

Djordje Vukovic wrote:
>
>
> Funny... liking that desktop, I have meant several times to ask Henk if he,
> by any chance, knew anything more about the fate of Teradesk, being from the
> same country as the author of that program :)
>

That last remark would have made perfect sense if every country had no more
than 150 inhabitants.

Acording to anthropologists 150 is the largest group in which every member is able
to know everybody else.

;-)

But you are right, I wanted to see teradesk for a long time.
It was only recently that I got time for it and did a google search for Wout Klaren.
Luckily Wout's email address was still valid after so many years.

A email of mine to Wout coincided with the contacts between
Wout and Joakim (TOPP)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3428. Various Atari-Related Auctions

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 16:32:58 UTC
From: Marshall Lake <mlake@melake.erols.com>
Message-ID: <slrnatcspq.vf3.mlake@melake.erols.com>
Source record: 31088

```
Atari Developer Newsletters
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1584664933&ssPageName=ADME:B:LC:US:1

Miscellaneous Atari-Related Periodicals
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1584669757&ssPageName=ADME:B:LC:US:1

ST Action & ST User Magazines
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1584671258&ssPageName=ADME:B:LC:US:1

STart Magazines
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1584673500&ssPageName=ADME:B:LC:US:1

ST Format Magazines
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1584676034&ssPageName=ADME:B:LC:US:1

ST-Log Magazines
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1584676956&ssPageName=ADME:B:LC:US:1

--
Marshall Lake -- mlake@melake.erols.com -- http://melake.erols.com
```

3429. Re: Cable modem/DHCP

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 17:07:39 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ar5u0rpge1@nets3.rz.RWTH-Aachen.DE>
Source record: 31089

In article <ar3rsi$e0k$1@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>Note that, AFAIK, the NAT router has to have a sort of extended capability
>in order for the FTP to work. I think that most, but not all NAT

Correct. Some protocols (FTP, IRC DCC, H.323, IpSec come to mind) require
special support from the NAT device.

>It may be of interest that there seems to be some old and fairly simple but
>probably sufficiently good routing/gateway stuff for the PCs, running in
>plain DOS (don't know if it handles NAT). According to the docs, even an old

http://www.fli4l.de/

has a popular, free solution - since it is Linux-based, you will need at
least a 386, but 486 to 586 machines can be had for free nowadays, so that
should not be a problem.

cu
Michael

--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

3430. Re: PageStream and Postscript

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 17:52:59 UTC
From: atoz <atoz@home.net>
Message-ID: <%BvB9.4248$aB1.77@nwrddc02.gnilink.net>
Source record: 31090

Thomas,

Some time ago I had to convert a bunch of Pagestream documents
from the ST onto my PC. I managed to convert them into Adobe
Acrobat. It was a tedious process, but here is the basics of it. I
did all this on my PC running TOSBOX emulator.

1. Use the IFFILBM.PRT driver with density set to 7. Print each
page into a seperate .IFF image file. Unfortunately I couldn't find
a way to get Pagestream to print each page to a seperate file.

2. Use a graphic editor (i.e. Photoshop) and convert the files from
.IFF to Postscript (.EPS). I created an automatic script in Photoshop so
that all I needed to do on each picture was do a CTRL-F2 to perform
the conversion. I still had to open the files, but Photoshop allows
multiple file opens at one time.

3. Then used the feature in Acrobat 5.0 where I copied the postscript
images (.EPS) into a directory and Acrobat converted each .EPS file
to a .PDF file. Then I just used Acrobat to place all the pages in the
right
order into a single .PDF file.

Like I said, it was a lengthy process. But it was the only method I could
do to get the documents converted.

For your job, you could just do step 1 and then use a program on your PC
to print the .IFF (or convert it to another format then print).

Good luck.

Glenn Bruner
glenn.bruner@verizon.net

"Thomas J. Andrews" <tjatari@dreamscape.com> wrote in message
news:ut8rcf2u0ace04@corp.supernews.com...
> I have several PageStream 2.2b documents I'd like to try to print with
> my Linux PC and Epson inkjet printer. I tried outputting to a Postscript
> file, but when I load into a Linux viewer/printer the paper orientation
> comes out mismatched to the layout. For example, a portrait layout looks
> ok, but the paper is displayed as landscape. If I print it, the printer
> prints in landscape, but the printed material is laid cross-wise on the
> paper, portrait-style. It's difficult to describe. I hope you get the
idea.
>
> I believe the problem is in PageStream's Postscript driver, and that
> it's putting out the wrong code for paper orientation. Does anybody know

> if there's a Postscript driver for PageStream 2.2b that corrects the
> problem? Or, failing that, does anybody know where I could find
> information on how to edit the paper orientation code by hand?
>
> TJ
>

3431. Milan SCSI problems

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 18:43:49 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3dd691e5.0@entanet>
Source record: 31094

Can anyone help, I am having serious problems with my Milan SCSI devices.

At boot-up the SCSI driver detects the attached device (Scanner or Syquest) and HD-Drivers config utility can detect and identify them but any attempt to access the device causes the Milan to lock-up and the LED on the SCSI card stays lit.

The problem seems to have started when I removed my PCI and ISA cards while trying to get my 68060 upgrade working. I know the 68060 isn't the cause because it happened with the 68040.

Scan-X Pro doesn't report any error as the Milan just crashes and I have to press Reset. I have tried my Syquest and an internal SCSI drive on the PCI cards internal connector and they all have the same problem.

I am beginning to think I may have damaged the SCSI PCI card. Is there any way to test for this ?

The card I have is a Topsys CI-2520/60 Rev C Ultra SCSI

I will welcome any suggestions. I think I may have to get another SCSI card just to make sure it isn't that. What type of card should I get ?

Regards,

Peter

3432. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 20:00:30 UTC
From: MJ <misterjordan@NOSPAMyahoo.com>
Message-ID: <fg8dtuk2hn7knu8e3ko6l9pb3ss18amcu1@4ax.com>
Source record: 31091

OK, did I miss something here? I see one Atari-releated item in that
article list below. What the fuck does "Mac OS X Update News!" have
to do with Atari? Someone enlighten me please...

On 16 Nov 2002 01:10:26 GMT, danap8@aol.com (DANAP8) wrote:

>A-ONE #0446 11/15/02
>
> ~ FTC Sues Six Spammers! ~ People Are Talking! ~ ASMA Update News!
> ~ Opera Readies Browser! ~ Million AOL CDs Collect ~ What Is Lindows??
> ~ Mac OS X Update News! ~ GEM Library WinDom! ~ Net Taxes Reality?
> ~ Case For OpenOffice! ~ MyWay: Yahoo! Is Toast! ~ Xbox Live Goes Live!
>
> -* Kid-Friendly Zone Approved! *-
> -* Microsoft Temps Case Clears Hurdle! *-
> -* Supreme Court To Hear Library Filter Case! *-
>
>
> ___ ___
> / \----/ \ Dana P. Jacobson - Publisher - A-ONE
> |-----| |-----| Atari Online News, Etc.
> /_0_/ _0_/\
> -| o o |- E-mail subscription: dpj@atarinews.org
> / _____________/ \ A-ONE's WEB Site
> \ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
> ww ooooo----ooooo ww http://www.atarinews.org

3433. Re: Cable modem/DHCP

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 20:33:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dd656fa64fab0@attbi.com>
Source record: 31092

>Hi all,
>
>I'm on the verge of going broadband :-)
>
>The connection will be Ethernet (from an ntl: set-top cable box), and I'd
>obviously like to use it with my Falcon.
>
>The Falcon is already part of an Ethernet network with my Mac clone and a
>laptop computer using MagxNet and the ROM port/Genius parallel port
>Ethernet adaptor.
>
>I think that the problem will be that the ISP uses DHCP to assign your IP
>address, and if I'm not mistaken, there are no suitable drivers (STinG or
>MagxNet) for this protocol?
>
>Any experience with this setup out there please?
>Cheers
>Derryck

Yes, I have and use MagicNet and I have a router that has the DHCP
protacol built in. Works great for me even under MintNet.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3434. Re: Monitor question

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 20:33:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dd656fa64fab1@attbi.com>
Source record: 31093

>I have a Sony Multiscan 100sx monitor. Will it work with all video modes
>on an Atari ST?

I would think it would be possible if you used a piece of ST
hardware called a Video Key and a video converter. I have used
this setup to hook my STe up to my Compaq monitor.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3435. Re: ATARItoday

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 21:07:52 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0211161307.2105f981@posting.google.com>
Source record: 31095

nick@1632systems.co.uk wrote in message news:<ar5517$mh5$1@thorium.cix.co.uk>...
> well it looks nice, still can't find my name in it though... guess I just
> don't support Atari enough (grin)

Ah, don't be glum as ATARItoday is still in beta-testing (final
stages). ATARItoday would be more than happy to include a link to your
web site (personal or business). To do so, please visit
http://www.ataritoday.com/link.htm

That goes for anyone else!

3436. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 21:31:22 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0211162222260.71-100000@easymint>
Source record: 30997

On Sat, 16 Nov 2002, Henk Robbers wrote:

> Djordje Vukovic wrote:
> >
> >
> > Funny... liking that desktop, I have meant several times to ask Henk if he,
> > by any chance, knew anything more about the fate of Teradesk, being from the
> > same country as the author of that program :)
> >

> But you are right, I wanted to see teradesk for a long time.
> It was only recently that I got time for it and did a google search for Wout Klaren.
> Luckily Wout's email address was still valid after so many years.
>
> A email of mine to Wout coincided with the contacts between
> Wout and Joakim (TOPP)
>
>

Does this mean there is a chance to have a new, up-to-date, and FREE,
desktop for Atari computers in the future ??!! This could be important in
combination with the development of FreeMiNT and XaAES. THiNG is not free
but shareware, it's beginning to show it's age, and development has
stopped. (If we're lucky a version 1.30 might be released one day, and
that will probably be the end of it - if I have understood correctly).

Martin Tarenskeen

3437. Re: PopGEM updated on TOPP

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 21:37:04 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.jbmmnoro@localhost>
Source record: 30996

Derryck Croker wrote:

> >You will find sources and binaries on The Orphaned Projects Page.
> >
> >http://topp.atari-users.net
>
> Error 403.
>
> You don't have permission to access [this directory/file]

Indeed, the zip archive couldn't be downloaded (for some unknown reason)
but I have uploaded it again now, and the download link seems to work
just fine now :)

Regards,

Joakim

3438. Re: PopGEM updated on TOPP

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 21:46:21 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.ajbcdlga@localhost>
Source record: 30998

Frederic Fouche wrote:
>
> Excellent :)
> Thank you Joakim!

My pleasure,
thanks for releasing the sources! :)

Regards,

Joakim

3439. Re: how to insert ST files into ST disk images

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 22:05:30 UTC
From: DG <amplitude@koloth.co.uk.removeme>
Message-ID: <3dd6c140$0$1290$cc9e4d1f@news.dial.pipex.com>
Source record: 30999

just plain copy to a 720kb disk - the atari is ms-dos format compatible.

<none@none.com> wrote in message news:3dd28ce7.91834@news.tiscalinet.it...
>
> [replace "-at-" with adequate char and last dash is a dot]
> Hello,
>
> I have just found out Pacifist and begun to look for some old games
> ovre the internet.
>
> The problem I couldn't solve throught the FAQs I found is:
>
> some archives contain ST files in IBM-PC Dos format, so how can I
> "copy" these files into an ST disk image?
>
> Thank you
>
> Frank
>
> mail address: clintflicker-at-ada2.unipv-it
>

3440. Re: DSDD vs DSHD floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 22:20:24 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3dd6c4a6$0$252$4c56ba96@master.news.zetnet.net>
Source record: 31000

On 13 Nov 2002 10:45:35 , "Barrie at Keychange" wrote:
>Hello.
>
>"Michael Livsey" <nina.michaelNOSPAM@btinternet.com> wrote in message
>news:aqlqfm$ns7$1@helle.btinternet.com...
>> I've been experiencing a few problems with data on my Atari 1040 recently,
>> and it's been pointed out to me that the high density discs can cause
>> problems.....
>
>Ten years experience with customers says stay away from HD floppies. 90% of
>failed discs are HD.

Eek! That frightens me, Barry. I had my TT upgraded with a HD floppy drive some years ago: no problems -- yet -- but then I back up my important files twice, on separate disks.

>Before fitting an HD floppy remember that if your ST fails you
>will not be able to access your data until you have it fixed unless you
>have another compatible machine.

Unless of course you have an external B drive (DD), as I have and recommend.

BTW don't reply on backing on to another external hard disk: my one blew up last week with an enormous cloud of white smoke, even after the local repair shop said there was nothing wrong with it -- he could read it perfectly on his PC.

C'est la vie :(
Charles.

3441. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-16 22:32:42 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DD6C688.40C29A82@chello.nl>
Source record: 31001

Martin Tarenskeen wrote:
>
>
> Does this mean there is a chance to have a new, up-to-date, and FREE,
> desktop for Atari computers in the future ??!! This could be important in
> combination with the development of FreeMiNT and XaAES. THiNG is not free
> but shareware, it's beginning to show it's age, and development has
> stopped. (If we're lucky a version 1.30 might be released one day, and
> that will probably be the end of it - if I have understood correctly).
>

Teradesk's most appreciated aspect is that it is small fast simple and compact.

My intention is to keep it that way. (Because I like small fast simple and compact)
I only make sure it looks modern and works well with modern MiNT,TOS,XaAES and MagiC.

I would like to reserve the name 'Teradesk' for such a version and the
name 'xa_desk' for a even more compact version for XaAES.

Anybody who wants to make a KDE out it is free to do so. Thats what GPL is for.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3442. Re: DSDD vs DSHD floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-17 04:26:01 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20021116232601.10909.00000040@mb-cu.aol.com>
Source record: 31002

Ah, Charles. I think what Barrie was saying is that the HD floppies that fail are the ones formatted as DD. TTs and MegaSTEs fitted with AJAX chips should read/write HD disks just fine as they were made/designed with HD floppy drives in mind. (same with the Falcon).

So don't worry about your TT with HD drive and floppies..

>>Ten years experience with customers says stay away from HD floppies. 90% of
>>failed discs are HD.
>
>Eek! That frightens me, Barry. I had my TT upgraded with a HD floppy drive
>some years ago: no problems -- yet -- but then I back up my important
>files twice, on separate disks.

3443. Re: ATARItoday

Newsgroup: comp.sys.atari.st
Date: 2002-11-17 04:29:00 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20021116232900.10909.00000041@mb-cu.aol.com>
Source record: 31003

Matthew,

I hope you're not going to leave the myatari.net staff, are you? It just seems like an awful lot of work (to me at least) to maintain two web sites and a monthly magazine.

Later, Phil

3444. Re: PopGEM updated on TOPP

Newsgroup: comp.sys.atari.st
Date: 2002-11-17 10:52:08 UTC
From: "Derryck Croker"
Message-ID: <1037526816-870201AEicMi@ntlworld.com>
Source record: 31004

From: GokMasE <fake@email.se>
Date: Sat, 16 Nov 2002 21:37:04 GMT

>> You don't have permission to access [this directory/file]
>
>Indeed, the zip archive couldn't be downloaded (for some unknown reason)
>but I have uploaded it again now, and the download link seems to work
>just fine now :)

Thanks Joakim, the download works as you say :-)

I also left a message about the faulty download via the TOPP website FWIW.

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3445. Re: Melboure MACE Monthly meet

Newsgroup: comp.sys.atari.st
Date: 2002-11-17 12:22:49 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3dd78aab@news.alphalink.com.au>
Source record: 31005

--

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3dd348d2$1@news.alphalink.com.au...
>
> Hi Folks...Melbourne MACE, now a SIG of the Melbourne PC Users Group is
> having its monthly meeting this Sunday 17th November......its always the
3rd
> Sunday of the month. Come and have a coffee and a biscuit if you are in
the
> area (South Melbourne)
>
> Cheers
> Graham H
>
> Hi Mark

we had a lovely time today. Bill has been having problems with
Gemulator..after trying every possible combination, it turned out that we
were using a "bad" tos image. Once we located a bed image, it worked like a
bought on :)
and finally, we were able to get Saint running..it needs Direct x and
although I have it on my PC, it looked as though we didn't have it on the PC
Users group PC...so we installed it and like Gemulator, she worked.Its a bit
fiddly to use but doesn't bomb much..

my question is, it uses .st files........is it possible to make a prg such
as Word Writer into a .st and then use Word Writer in Saint. The only
Makedisk we had has to used via DOS...is there a shell exe anywhere ??

gra

> --
>
>
>

3446. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-17 14:24:02 UTC
From: danap8@aol.com
Message-ID: <20021117092402.08703.00000040@mb-da.aol.com>
Source record: 31006

>Subject: Re: Atari Online News, Etc. #04-46
>From: MJ misterjordan@NOSPAMyahoo.com

>OK, did I miss something here? I see one Atari-releated item in that
>article list below. What the fuck does "Mac OS X Update News!" have
>to do with Atari? Someone enlighten me please...

You must be a first-time reader!! Not a problem - we're always glad to have
more.
Actually, there is more than one Atari-related item in that list. And there
are other Atari-related items that weren't highlighted there.

A-ONE is not, and never has been, solely an Atari-specific online magazine.
While we would relish the idea of it being so, there's not enough Atari news in
the world today to be so. The staff has its roots with Atari machines and we
all still use them regularly. But we know that most Atari users also use other
platforms and are interested in general computing and technology news, with
gaming as an extra feature. We try to keep our readers up-to-date on the news
of interest as it relates to computing. If you're not interested in that, then
A-ONE isn't for you. We have hundreds of other readers who are.

-Dana @ A-ONE

3447. Hardware giveaway (Stacy, Mega2, others) - Yorkshire, UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-17 16:14:18 UTC
From: Jaimie Vandenbergh <jaimie@usually.sessile.org>
Message-ID: <t0bftugfvnrqhu9smjd1l0428svki1djrf@4ax.com>
Source record: 31007

Hi all -

I've had a pile of ST hardware dropped on me, and having no time to play with it I thought I'd pass it on to anyone who wants it - it's free to a good home. Don't bite me, but I was more a Sinclair and Amiga kid when this stuff was originally current, though I did have an 800XL too!

I'm near Bradford, N Yorkshire. Collection very much preferred, given that it's all bulky delicates - it'd take me hours to parcel up, and I'll bill for that time...

Not much in the way of cables/mice/joysticks, but there are free coffee stains etc. It looks like much of it was in hard use up to the original owner's sudden demise, poor chap. I'm sure he'd like to see it go to someone who'd appreciate it.

Here's the kit:

* Stacy4 - All the goodness of an ST, as a laptop. Well, it's a bit hefty for laptop, but certainly portable for those who still gig with an ST doing the MIDI. I don't know if it works, it needs an 18v 2A PSU.

* 520STE F - Might be dead, doesn't wake up the monitor but lights the green "on" light.

* 520STE F - Comes up okay, reads floppies.

* 1040STFM - Comes up okay, reads floppies.

* SM124 mono monitor - Not a happy device, top few lines of pixels are scattered down the screen, and the picture's too small. The usual too-old-monitor effects, easily fixable if you know how (apparently).

* MegaST2 - Comes up okay, reads floppies. Main box, mouse, keyboard (missing */ from numberpad, 520 ones don't fit but could be adapted easily).

* Megafile 30 - When plugged into the Mega2, shows AHDI v3.00 Apr 11 1989 and then three bombs. Doesn't continue to boot, and I don't know if it's software bitrot or hardware failure. The disk spins up and selftests, though.

* Pace 5.25" floppy drive, no PSU.

* SuperCharger by Beta Systems - "Der PC-Emulator" it cheerfully explains on the box. Looks like a little hardware 8086 device ("Mit

1MB!"), connects by DMA cable. There's a manual! Less fortunately, it refers to three utility disks none of which are here. Bah.

* Supradrive FD-10 - not 100% sure what this is, it's got a 5.25" floppy disk slot, but a DMA interface cable with "10mb supradrive" scribbled on it. It's also got a DMA passthrough type socket, and a DB25 female on the back, unlabelled. Seems to work as a floppy drive...

* Third Coast Technologies external hard disk enclosure. Fires up fine, but the MegaST2 doesn't notice it when I plug it directly in. These last two seem likely to be adjuncts to the SuperCharger, I guess.

Misc - one (!) DMA cable, and a printer cable.

Oh, and Easycalc and Scrabble Deluxe. For some reason I've not got a huge pile of floppies, we don't know what happened to all the software.

So, anyone interested in coming and getting it? If it's not gone soon, it's going to get skipped. And please don't pick and choose - take the lot, I need the room!

I'll try and keep up here, but I'm just passing through so email will likely get faster responses.

Cheers - Jaimie
--
"Power corrupts, but we need the electricity."

3448. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-17 18:24:29 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <dXQB9.17935$dr6.8994@news.bellsouth.net>
Source record: 31008

> >OK, did I miss something here? I see one Atari-releated item in that
> >article list below. What the fuck does "Mac OS X Update News!" have
> >to do with Atari? Someone enlighten me please...

It is part of the tech industry. The personalities, history, laws, markets, trends, and users all have the same roots. Many (hopefully most) of the old Atari employees are still alive and out there doing great things with computers and companies.
Since there is no actual Atari company making computers anymore...only reporting on Atari products doesn't leave much to report.

One reason I've always enjoyed Atari, is because it seemed more about people than machines. Atari never really put much into software R&D for the 16bit computers. Instead, they relied on third party companies and individuals, and often worked with publications and such to give them what I'd call "Rock Star" personalities. I.E. I've never seen anything quite like the Manuals for old Dr. T software (which came out on several platforms btw). It's difficult to explain, but the entire experience was very personable in comparison to the competition of the era (such as CakeWalk for the PC). The software was designed that way...and the manuals touted life itself. With Atari, it always seemed about people, the little guy with some hope or dream to accomplish using a set of tools. Manuals had educational material at large, rather than just about software features (I.E. PageStream's manuals give tons of useful insight on publishing at large. To this day, I still use PageStream in schools to teach printing and publishing terminolgy that simply has never been explained so well in a single publication.). They often talked about inspiration and pitfalls for the software, and sometimes even went so far as to build a kind of legacy into the products...such as naming a feature or bug after the author's new kid that was born between line 8000 and 9000 in the code.

What you have to remember...
The entire gaming and personal computing industry all started in the same place with a hand full of personalities and small burst of venture capitol. It makes for a much more interesting publication to report on industry happenings at large. It's also nice to see some that focus more on the PEOPLE than buttons and gadgets. Check it out, and maybe you'll see what I mean. A-One is very much like the kind of discussions you might hear if a handfull of Atari old timers were to gather at the local pub next Saturday for a beer and chat. It's about the people man.

> You must be a first-time reader!! Not a problem - we're always glad to have
> more.
> Actually, there is more than one Atari-related item in that list. And there
> are other Atari-related items that weren't highlighted there.

Indeed...
I recently signed on and have recieved two issues. I find them very interesting and informative. They're also FUN, and obviously about PEOPLE. Keep up the good work.

Brian

3449. Re: Hardware giveaway (Stacy, Mega2, others) - Yorkshire, UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-17 19:11:50 UTC
From: Jaimie Vandenbergh <jaimie@usually.sessile.org>
Message-ID: <afqftug1tl2vg3jplag4r8n1edvaviaur2@4ax.com>
Source record: 31009

On Sun, 17 Nov 2002 16:14:18 GMT, Jaimie Vandenbergh
<jaimie@usually.sessile.org> wrote:

>I've had a pile of ST hardware dropped on me,

All now gone! Blimey, some people are quick off the mark...

Cheers - Jaimie
--
"It should always be a Sunday but, unfortunately, it hardly ever is."
- Jeff Noon, Automated Alice

3450. [OT?] Searching for Juergen Piscol

Newsgroup: comp.sys.atari.st
Date: 2002-11-17 20:05:44 UTC
From: Nils Schneider <Nils.Schneider@gmx.net>
Message-ID: <ar8sq0$a9p$05$1@news.t-online.com>
Source record: 31010

Hello together,

Maybe someone can help me out here: I'm currently searching for Juergen Piscol, the one who created the music for MidiMaze II. Does someone know an address how to contact him? I need a contact adress because I want to use his music for WinMaze (www.winmaze.de), but I can't remix from Juergen Piscol without asking him. So, if you know an address, it would be very nice!

Nils

3451. New on TAMW: New beta version of Pulsar Available.

Newsgroup: comp.sys.atari.st
Date: 2002-11-17 21:16:00 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0211171316.556172c3@posting.google.com>
Source record: 31011

New beta version of Pulsar Available at TAMW (Tims Atari MIDI World)

NEW! NOV 2002. Neil has made another beta version of PULSAR (which brings us to version 2.14.) This was at my request to increase the tempo limit which can now be set to 999! This means you can create nice fast sequencer effects. I have also included some new PULS in the file, one of which is the sequence used by Pink Floyd on their "Dark Side of the Moon" album and the song : "On the run". (thus the file is called: "ontherun.pul")This featured an EMS Synthi AKS doing a very fast sequence, which now you can replicate using Pulsar! Another neat trick is to program a nice up and down scale, then speed up the tempo, and then use the transpose keys to "play" the arpegio effects in real time. Feedback is appreciated.

http://tamw.atari-users.net/pulsar.htm

Tim
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

3452. Sample transfers: thank you

Newsgroup: comp.sys.atari.st
Date: 2002-11-17 21:23:54 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3dd808ea_3@news2.vip.uk.com>
Source record: 31012

Hi folks

I'd like to say a big thank you to everyone who has either sent me programs or links to programs to overcome the problems I have faced with trying to transfer WAV samples over MIDI to my sampler.

I happened to drop a line to Danny McAleer (former head honcho of superb Atari MIDI software house Electronic Cow) and he advised me to give one of his programs a try by the name of Squash-It!. I downloaded it at his site (www.cow-net.co.uk) and it does the business good style.

As well as sending WAVs, AVRs etc over MIDI, it is a fair bit like Zero X in that it can manipulate the samples too so you can reverse, cut, copy them etc and it comes with a load of processing tools built in including digital delay building, ring and phase modulations, chorusing etc. Dead useful.

All the Leccy Cow stuff is now freeware, can be downloaded straight from the site and the printed manuals are just a fiver each. I think there are links to it from both Tim's fine portal and the Atari Launchpad. By the way have you noticed how many dead links there are from the Launchpad site?

"This week, I will be mostly using Squash-It!" Suit you, sir....

Al

ps cheers to Jos in Holland, Tim Conrardy and Danny himself

3453. Re: Hardware giveaway (Stacy, Mega2, others) - Yorkshire, UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-17 23:26:56 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ar98k0$ggb3f$1@ID-40235.news.dfncis.de>
Source record: 31013

"Jaimie Vandenbergh" <jaimie@usually.sessile.org> wrote in message
news:afqftug1tl2vg3jplag4r8n1edvaviaur2@4ax.com...
> On Sun, 17 Nov 2002 16:14:18 GMT, Jaimie Vandenbergh
> <jaimie@usually.sessile.org> wrote:
>
> >I've had a pile of ST hardware dropped on me,
>
> All now gone! Blimey, some people are quick off the mark...
>
> Cheers - Jaimie
> --
> "It should always be a Sunday but, unfortunately, it hardly ever is."
> - Jeff Noon, Automated Alice

Not suprised, Staceys are rare beasts

3454. Re: ATARItoday

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 00:17:11 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3dd83218@news.alphalink.com.au>
Source record: 31014

--

"Matthew Bacon" <matthew@myatari.net> wrote in message
news:28889b8e.0211131506.2044d37a@posting.google.com...
> Hi all,
>
> This is quick post asking for your help. I will shortly be launching a
> new site called ATARItoday. It is a portal site for Atari users that
> features all the latest headlines (from Atari.Org, AtariAge, Atari
> Users Network, Atari-Source, ST-Computer and Polish Atari News Page)
> as well as links and reviews of Atari web sites.
>
> I need your help to beta test the site at www.ataritoday.com and to
> suggest links to include in the web directory. Please send any
> suggestions and comments to me ASAP so I can fine tune the site before
> officially launching it.
>
> Many thanks,
>
>
> Matt Bacon, ATARItoday

I think it bloody excellent but in the emulation page, I didn't see mention
of gemulator, Winston.Tosbox or SAINT. A lot of the links seeme dto be for 8
bit...nothing wrong with that.....

what would be wonderful would be a list of addresses of all the Atari clubs
about the world
cheers

gra

3455. Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 00:56:01 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3dd83aa0$0$253$4c56ba96@master.news.zetnet.net>
Source record: 31015

After extensive explorations, I have to conclude that Papyrus is finally dead as the Dodo. After all the promises.....

Charles.

3456. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 01:41:36 UTC
From: danap8@aol.com
Message-ID: <20021117204136.28372.00005606@mb-fy.aol.com>
Source record: 31016

Thanks, Brian - we're glad that you enjoy the magazine. And you're correct, A-ONE is more than just computing. You picked up on an extremely important factor in the magazine - the people. I think the people plays more of a role in Atari computing than the technology. Without the people, I would have given up on my Atari machines ages ago. Thanks again!

-Dana @ A-ONE

>Check it out, and maybe you'll see what I mean. A-One is very
>much like the kind of discussions you might hear if a handfull of Atari old
>timers were to gather at the local pub next Saturday for a beer and chat.
>It's
>about the people man.
>
>> You must be a first-time reader!! Not a problem - we're always glad to
>have
>> more.
>> Actually, there is more than one Atari-related item in that list. And
>there
>> are other Atari-related items that weren't highlighted there.
>
>Indeed...
>I recently signed on and have recieved two issues. I find them very
>interesting
>and informative. They're also FUN, and obviously about PEOPLE. Keep up the
>good work.

3457. Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 07:18:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211172256420.30154-100000@shell1.aracnet.com>
Source record: 31017
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm giving Notice to all those who E-Mail me using either an anonymous
remailer, send me a threatening E-Mail or E-Mail me with a Block on their
E-Mail so I can't reply to them. If you do any of the above to me, I will
post the evidence of their Cowardice in the NewsGroups for all to see.
Just like the Cowardly Act below.

===Ben===

From nobody@remailer.privacy.at Sat Nov 16 18:57:37 2002
Date: Sun, 17 Nov 2002 03:23:12 +0100 (CET)
From: Anonymous <nobody@remailer.privacy.at>
To: atari@aracnet.com
Subject: Howdy Doody Ben!

This is how it works Benny Boy...
You can either stop posting anything related to Bravo Sierra or we can continue
to make a mockery out of everything you post. It's very simple.
When you stop, we will stop. That includes all the retards posting in your
favor. You have various other places to post your useless spam so you determine
what the best way to go is. Stop posting your adverts on the newsgroups or
we just keep causing a tremendous amount of trouble. As you can clearly see,
the atari newsgroup is nothing more than a warzone and we are able to post
as you using your very own topics. Everyone is going off topic and it's because
of YOUR postings!

Simple deal Ben. When you stop, we will stop. Everyone wins the very moment
that you quit posting advertisments. Make no mistake about it, we haven't
been kicked from any emailing service or remailer and we will continue as long
as you continue to post adverts.

We are prepared to stop *right now* so long as you stop posting *right now*.
Upto you. How do you want to play this out?

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3458. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 10:47:11 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aragfg$j35$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31018
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

Howdy folks

> This is how it works Benny Boy...

This has gone far enough. You don't have to like Ben's ads or posting from other people, but threatening people? Come on. Grow up.

CU Mathy van Nisselroy

PS anybody know how to find where this wimp is hidding. Let's tell his mom about him, so he'll be grounded for a year.

3459. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 10:54:18 UTC
From: "Derryck Croker"
Message-ID: <1037633288-330214AEicMi@ntlworld.com>
Source record: 31023

From: danap8@aol.com (DANAP8)
Date: 17 Nov 2002 14:24:02 GMT

>You must be a first-time reader!! Not a problem - we're always glad to have
>more.

A nice response to a rather over-excited post. Thanks! :-)

Cheers

Derryck

3460. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 10:59:10 UTC
From: "Derryck Croker"
Message-ID: <1037633294-331534AEicMi@ntlworld.com>
Source record: 31024

From: cstanley@zetnet.co.uk (Charles Stanley)
Date: 18 Nov 2002 00:56:01 GMT

>After extensive explorations, I have to conclude that Papyrus is finally
>dead as the Dodo. After all the promises.....

The web page explains that there are problems taking credit card orders ATM,
is that cause to give up hope?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3461. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 14:42:42 UTC
From: Wef Dinaini <wef@dinaini.com>
Message-ID: <3dd8fc57$0$234$4d4ebb8e@news.nl.uu.net>
Source record: 31019
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi all,

up until now, I have been looking a bit bemusedly on the whole discussion about Ben's adverts. The solution which seems to be reached (the ADV: in the advert headers) seems to be satisfying the majority of regulars here by making the posts even easier to ignore.

For me, sometimes I view them, and sometimes I ignore them; the Bravo Sierra sender is indication enough for me.

This latest message to Ben, however, shows that some individuals do not know where to draw the line of what is viewed as 'acceptable behaviour' by most people.

It seems like these days, if someone seems something (s)he doesn't like it isn't sufficient to simply ignore it.
No - it has to be stamped out, deleted, eradicated and the individual responsible threatened or cowed into submission, at any price. * Sigh *

In this case, some sad git has seen fit to threaten Ben, which I think is completely over the top in relation to his alleged wrongdoings. Moreover, I suspect the one responsible knows that his/her actions are not acceptable, hence the fact that the message has been sent anonymously.

I think that if someone is truly offended and takes appropriate measures, they should be doing so in public, or at least under their own name. To do it like this is far more despicable as anything Ben seems to have done. Furthermore, I haven't seen any indication that Ben responds to dissenters with threats or somesuch... He doesn't seem dangerous to me.

Well, I could go on for a few more paragraphs in this manner, but I think I got my point across now without too much namecalling. Feel free to disagree, I'd say, and let me know what you think.

To Ben I'd like to say: I think that a lot of people on both sides of the argument don't agree with the practices shown in the message to you.

On a more personal note: my dealings with Ben have always been pleasant and he seems to me like an honest man, even telling me about customers who are or were not satisfied with his service. He has my support !

To the sender-of-threats I'd like to say: who appointed you as defender of the content of csa8 ? And why do you think you can speak for us all ?

Kind regards to all,
Wef Dinaini

PS: Yeah, I know the return address on this message bounces, so I'm also posting anonymously, in a way. A number of regulars here (waves to Fox & Mathy) know who I am, however.

3462. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 14:59:56 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3dd9006e$0$1451$272ea4a1@news.execpc.com>
Source record: 31020
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I don't remember who it was, but at first the person
complained with a name. That might tell who is
harassing Ben. At least Ben's ISP has said Ben
can continue his ads. I don't pay much attention
to Ben's, or Dean Garrahty (sp wrong), actually, as
I'm not looking for anything right now. I appreciate
Ben telling the group about this, and I hope it
clears up and the harasser quits.
I'm one of the 'retards' that support Ben's reasonable
and on topic posts about 8-bit stuff. If he was selling
ST or some other off topic stuff, that would be different.
Ben is a contributor and participant, which is important
to me. (Well, he also sells ST stuff.)
The 'we' in the threat message isn't a 'we', it is a 'me'
only one person can send an e-mail.
Rambling Russg

3463. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 15:35:47 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uti26hda9601ce@corp.supernews.com>
Source record: 31021
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The sender of these anonymous hate postings and e-mails to Ben, AKA "Bravo Sierra Computers" does indicate the individual has sociopath tendencies and though carries a tone of threat in the messages is more than likely too cowardly to act upon serious action. I would guess the individual has few friends. S/he (more than likely a guy 22 to 24 in age but there are pointers in the messages that there is a deep desire to be a woman). And though an adult in years is childish in inter-personal skills. S/he uses this form of annoyance to gain attention. Somewhat like an only, lonely child. We would better serve the individual with pitty rather than anger for "Percy" is in need of help.

I've nick-named the individual "Percy from the Green Mile". Seems fitting.

An interesting subject. I hope to get an "A" in my Sociology course.

Don
Vancouver, USA

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0211172256420.30154-100000@shell1.aracnet.com...
> I'm giving Notice to all those who E-Mail me using either an anonymous
> remailer, send me a threatening E-Mail or E-Mail me with a Block on their
> E-Mail so I can't reply to them. If you do any of the above to me, I will
> post the evidence of their Cowardice in the NewsGroups for all to see.
> Just like the Cowardly Act below.
>
> ===Ben===
>
> From nobody@remailer.privacy.at Sat Nov 16 18:57:37 2002
> Date: Sun, 17 Nov 2002 03:23:12 +0100 (CET)
> From: Anonymous <nobody@remailer.privacy.at>
> To: atari@aracnet.com
> Subject: Howdy Doody Ben!
>
> This is how it works Benny Boy...
> You can either stop posting anything related to Bravo Sierra or we can
continue
> to make a mockery out of everything you post. It's very simple.
> When you stop, we will stop. That includes all the retards posting in
your
> favor. You have various other places to post your useless spam so you
determine
> what the best way to go is. Stop posting your adverts on the newsgroups
or

> we just keep causing a tremendous amount of trouble. As you can clearly
see,
> the atari newsgroup is nothing more than a warzone and we are able to post
> as you using your very own topics. Everyone is going off topic and it's
because
> of YOUR postings!
>
> Simple deal Ben. When you stop, we will stop. Everyone wins the very
moment
> that you quit posting advertisments. Make no mistake about it, we haven't
> been kicked from any emailing service or remailer and we will continue as
long
> as you continue to post adverts.
>
> We are prepared to stop *right now* so long as you stop posting *right
now*.
> Upto you. How do you want to play this out?
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or
at
> http://BenSells.atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

3464. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 16:28:22 UTC
From: dlormand@aztec.asu.edu
Message-ID: <arb4f6$nh7$1@news.asu.edu>
Source record: 31022

Is it just my impression, or is the amount of traffic on comp.sys.atari.st way, WAY down? I hope it isn't my newsfeed that is failing to pick everything up.

If I'm right, and the level of traffic is down, then either Ben's weekly posting and the accompanying deluge of flames is (partially) at fault, or it is not. I do not personally believe that the Bravo Sierra advertisement is driving loyal or potential Atarians off the newsgroup. If it is not at fault, then, we should welcome even a weekly advertisement from any of the surviving vendors to bolster the dwindling traffic on the newsgroup. Only those with a self-destructive axe to grind about the purity of the newsgroup topics should have anything to complain about.

I am also a TI-99/4A user. I notice the comp.sys.ti newsgroup is basically dead. In this case, it was the migration to a private mailing list that killed the newsgroup. I would be absolutely delighted to see ANYTHING show up in the TI newsgroup, even a weekly advertisement. Do people really want to see comp.sys.atari.st end up like comp.sys.ti?
--

3465. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 17:07:08 UTC
From: "Derryck Croker"
Message-ID: <1037782232-99460AEicMi@ntlworld.com>
Source record: 30960

From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Date: Mon, 18 Nov 2002 16:28:22 +0000 (UTC)

>Is it just my impression, or is the amount of traffic on comp.sys.atari.st
>way, WAY down? I hope it isn't my newsfeed that is failing to pick
>everything
>up.

Yes, it IS quiet.

I'd guess that people are getting fed up with the constant "hate mail"
messages and such :-(

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3466. WANTED: external 5.25" floppy drive for ST

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 17:49:41 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <C6n+buC1gS29EweA@atari.org.uk>
Source record: 31025

Hi

I'm not having a good week:(((first 2 of my 6-cd changers cd-rom drives
gave up the ghost, and now my external 5.25 drive has decided to part
with it's drive heads:(((so it's now 'skip fodder'.

So I'm after a replacement, either a cumana duel (3.5 & 5.25) of a
single unit.

I'm in the UK:)

thanx in advance

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3467. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 18:05:28 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <YqA4v7DovS29Ew9s@atari.org.uk>
Source record: 31026
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <3dd8fc57$0$234$4d4ebb8e@news.nl.uu.net>, Wef Dinaini
<wef@dinaini.com> writes
>On a more personal note: my dealings with Ben have always been
>pleasant and he seems to me like an honest man, even telling me
>about customers who are or were not satisfied with his service.
>He has my support !

Hi all

I've had dealings with Ben in the past and as far as trading with Ben I have no problems and will more than likely trade again with Ben in the future.

I've always stated that, it's just the overdoing on the advert posting front that's a tad annoying.

I tend to read, again, posts that are for selling, wanted or trading/swapping (amongst others) and it does get a little repetitive if you are reading several postings with the SAME content but different subject.

I dont believe in threatening people, if it was the posting that was annoying! Make a comment about your displeasure and get on with your life (if you have one).

--
-- Cheers! For Now
Steve <><
WWW: www.the-asx.co.uk * * *
Email: steve@the-asx.co.uk * * *
Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3468. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 20:18:42 UTC
From: Pete <spamtrap@hotmail.com>
Message-ID: <arbl4u$h7njd$1@ID-15679.news.dfncis.de>
Source record: 31027
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Steve,

> I've always stated that, it's just the overdoing on the advert
>posting front that's a tad annoying.

Quite, that was my view too.

I kept out of the recent arguments about this though (what's the point, after all, doesn't your newsreader software offer filtering facilities?) and I thought that the compromise that was reached was a very good one.

Everyone seemed happy with the situation. So *WHY* has all this kicked off again now?

Personally, and without pointing any fingers, I think that those individuals who started posting Bens' advert for him need to take a large share of responsibility for this....considering how emotionally charged an issue this seems to be, the *ONLY* possible result of doing such a thing would be to stir everything up again. Which seems to be exactly what has happened! :-(

Thanks guys.

Now, can we PLEASE leave Ben alone to do his thing (and let him post his own adverts, he doesn't need our help).

> I dont believe in threatening people, if it was the posting that
>was annoying! Make a comment about your displeasure and get on with
>your life (if you have one).

Absolutely, that is COMPLETELY out of order. Obviously the child has nothing better to do.

TTFN - Pete.

3469. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 22:34:53 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037667068.40218.0@despina.uk.clara.net>
Source record: 31032

Hi Derryck

> >After extensive explorations, I have to conclude that Papyrus is finally
> >dead as the Dodo. After all the promises.....
>
> The web page explains that there are problems taking credit card orders
ATM,
> is that cause to give up hope?

That alone is not reason to declare it dead, although its been receiving CPR
for some while now as we've discussed before.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

3470. Re: Searching Bengy...

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 22:36:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037667069.40218.1@despina.uk.clara.net>
Source record: 31033

Hi Dennis,

> Does anyone know if Bengy Collins is still alive and kicking? It's been
ages
> since his website has been updated and mails remain unanswered. I need to
get
> in touch with him urgently...

I recently asked this question elsewhere, no answer yet!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002

3471. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 23:05:38 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <6neC9.993$s02.114@news4.srv.hcvlny.cv.net>
Source record: 31029
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I guess many people here know that I don't have Atari hardware for several years now, and I do all my 8-bitting in emulation. (If you didn't know it, you just found out <G!>) But if circumstances were different and I still had my hardware, I'd be happy for any reference to retail sources of hardware and/or software for my Atari no matter if it happened to be an advert submitted by the retailer, a reference made by another poster, or something in snail-mail. It's getting pretty tough to find anything Atari these days unless you're "in the know."

So, my advice can be summed up in three words:

PLAY NICE, CHILDREN!

Take care.

Alan

"Wef Dinaini" <wef@dinaini.com> wrote in message
news:3dd8fc57$0$234$4d4ebb8e@news.nl.uu.net...
> Hi all,
>
> up until now, I have been looking a bit bemusedly on the whole
> discussion about Ben's adverts. The solution which seems to be
> reached (the ADV: in the advert headers) seems to be satisfying
> the majority of regulars here by making the posts even easier
> to ignore.
>
> For me, sometimes I view them, and sometimes I ignore them; the
> Bravo Sierra sender is indication enough for me.
>
> This latest message to Ben, however, shows that some individuals
> do not know where to draw the line of what is viewed as
> 'acceptable behaviour' by most people.
>
> It seems like these days, if someone seems something (s)he
> doesn't like it isn't sufficient to simply ignore it.
> No - it has to be stamped out, deleted, eradicated and the
> individual responsible threatened or cowed into submission, at
> any price. * Sigh *
>
> In this case, some sad git has seen fit to threaten Ben, which
> I think is completely over the top in relation to his
> alleged wrongdoings. Moreover, I suspect the one responsible
> knows that his/her actions are not acceptable, hence the fact
> that the message has been sent anonymously.

>
> I think that if someone is truly offended and takes appropriate
> measures, they should be doing so in public, or at least under
> their own name. To do it like this is far more despicable as
> anything Ben seems to have done. Furthermore, I haven't seen any
> indication that Ben responds to dissenters with threats or
> somesuch... He doesn't seem dangerous to me.
>
> Well, I could go on for a few more paragraphs in this manner, but
> I think I got my point across now without too much namecalling.
> Feel free to disagree, I'd say, and let me know what you think.
>
> To Ben I'd like to say: I think that a lot of people on both
> sides of the argument don't agree with the practices shown in
> the message to you.
>
> On a more personal note: my dealings with Ben have always been
> pleasant and he seems to me like an honest man, even telling me
> about customers who are or were not satisfied with his service.
> He has my support !
>
> To the sender-of-threats I'd like to say: who appointed you as
> defender of the content of csa8 ? And why do you think you can
> speak for us all ?
>
> Kind regards to all,
> Wef Dinaini
>
> PS: Yeah, I know the return address on this message bounces, so
> I'm also posting anonymously, in a way. A number of regulars here
> (waves to Fox & Mathy) know who I am, however.
>
>
>

3472. Re: DSDD vs DSHD floppies

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 23:06:49 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3dd97287$0$257$4c56ba96@master.news.zetnet.net>
Source record: 31028

On 17 Nov 2002 04:26:01 , PuffPuffin wrote:
>Ah, Charles. I think what Barrie was saying is that the HD floppies that fail
>are the ones formatted as DD. TTs and MegaSTEs fitted with AJAX chips should
>read/write HD disks just fine as they were made/designed with HD floppy drives
>in mind. (same with the Falcon).
>
>So don't worry about your TT with HD drive and floppies..
>
>>>Ten years experience with customers says stay away from HD floppies. 90% of
>>>failed discs are HD.
>>
>>Eek! That frightens me, Barry. I had my TT upgraded with a HD floppy drive
>>some years ago: no problems -- yet -- but then I back up my important
>>files twice, on separate disks.

Right-oh :) Thanks for the encouragement.
Charles.

3473. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 23:26:17 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <tGeC9.120723$F9.5098349@Flipper>
Source record: 31030
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sorry about that Pete.
Next time I will try alternative lyrics again. I know it's much more fun.
;-)

Regards,
Freddy.

"Pete" <spamtrap@hotmail.com> wrote in message
news:arbl4u$h7njd$1@ID-15679.news.dfncis.de...
....
> Personally, and without pointing any fingers, I think that those
individuals
> who started posting Bens' advert for him need to take a large share of
> responsibility for this....considering how emotionally charged an issue
this
> seems to be, the *ONLY* possible result of doing such a thing would be to
> stir everything up again. Which seems to be exactly what has happened! :-(
>
> Thanks guys.
....

3474. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-18 23:47:15 UTC
From: danap8@aol.com
Message-ID: <20021118184715.14102.00000034@mb-fm.aol.com>
Source record: 31031

Hi Derryck,

Thanks. As you can probably tell, I've been around long enough to know that "taking the high road" is often the best route to take in such instances.

-Dana @ A-ONE

>>You must be a first-time reader!! Not a problem - we're always glad to have
>>more.
>
>A nice response to a rather over-excited post. Thanks! :-)
>
>Cheers

3475. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 00:55:43 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <C-Ccneevn5WNEUSgXTWcpg@comcast.com>
Source record: 31034
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

What good would that do except keep it going? Just ignore it. We'll ignore your posts, and the person clamoring for attention will get bored and go away.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0211172256420.30154-100000@shell1.aracnet.com...
> I'm giving Notice to all those who E-Mail me using either an anonymous
> remailer, send me a threatening E-Mail or E-Mail me with a Block on their
> E-Mail so I can't reply to them. If you do any of the above to me, I will
> post the evidence of their Cowardice in the NewsGroups for all to see.
> Just like the Cowardly Act below.
>
> ===Ben===
>
> From nobody@remailer.privacy.at Sat Nov 16 18:57:37 2002
> Date: Sun, 17 Nov 2002 03:23:12 +0100 (CET)
> From: Anonymous <nobody@remailer.privacy.at>
> To: atari@aracnet.com
> Subject: Howdy Doody Ben!
>
> This is how it works Benny Boy...
> You can either stop posting anything related to Bravo Sierra or we can continue
> to make a mockery out of everything you post. It's very simple.
> When you stop, we will stop. That includes all the retards posting in your
> favor. You have various other places to post your useless spam so you determine
> what the best way to go is. Stop posting your adverts on the newsgroups or
> we just keep causing a tremendous amount of trouble. As you can clearly see,
> the atari newsgroup is nothing more than a warzone and we are able to post
> as you using your very own topics. Everyone is going off topic and it's because
> of YOUR postings!
>
> Simple deal Ben. When you stop, we will stop. Everyone wins the very moment
> that you quit posting advertisments. Make no mistake about it, we haven't
> been kicked from any emailing service or remailer and we will continue as long
> as you continue to post adverts.

>
> We are prepared to stop *right now* so long as you stop posting *right
now*.
> Upto you. How do you want to play this out?
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or
at
> http://BenSells.atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

3476. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 02:27:44 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DD9A1D1.F3EA2A13@rogers.com>
Source record: 31035
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers wrote:

> I'm giving Notice to all those who E-Mail me using either an anonymous
> remailer, send me a threatening E-Mail or E-Mail me with a Block on their
> E-Mail so I can't reply to them. If you do any of the above to me, I will
> post the evidence of their Cowardice in the NewsGroups for all to see.
> Just like the Cowardly Act below.
>
> ===Ben===
>
> From nobody@remailer.privacy.at Sat Nov 16 18:57:37 2002
> Date: Sun, 17 Nov 2002 03:23:12 +0100 (CET)
> From: Anonymous <nobody@remailer.privacy.at>
> To: atari@aracnet.com
> Subject: Howdy Doody Ben!
>
> This is how it works Benny Boy...
> You can either stop posting anything related to Bravo Sierra or we can continue
> to make a mockery out of everything you post. It's very simple.
> When you stop, we will stop. That includes all the retards posting in your
> favor. You have various other places to post your useless spam so you determine
> what the best way to go is. Stop posting your adverts on the newsgroups or
> we just keep causing a tremendous amount of trouble. As you can clearly see,
> the atari newsgroup is nothing more than a warzone and we are able to post
> as you using your very own topics. Everyone is going off topic and it's because
> of YOUR postings!
>
> Simple deal Ben. When you stop, we will stop. Everyone wins the very moment
> that you quit posting advertisments. Make no mistake about it, we haven't
> been kicked from any emailing service or remailer and we will continue as long
> as you continue to post adverts.
>
> We are prepared to stop *right now* so long as you stop posting *right now*.
> Upto you. How do you want to play this out?
>

Hi Ben,

That moron did the same to me a few weeks ago until I got him kicked off the remail it (the coward) was using. Now IT's gone to another remailer. If anyone
that twit abuses brings it to the attention of the remailer service they're using, before long the moron will run out of places to hide.

3477. Re: Melboure MACE Monthly meet

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 04:30:28 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3dd9bef5$1@news.alphalink.com.au>
Source record: 31036

```
--

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3dd78aab@news.alphalink.com.au...
>
>
> --
>
> "Graham" <hurfy@alphalink.com.au> wrote in message
> news:3dd348d2$1@news.alphalink.com.au...
> >
> > Hi Folks...Melbourne MACE, now a SIG of the Melbourne PC Users Group is
> > having its monthly meeting this Sunday 17th November......its always the
> 3rd
> > Sunday of the month. Come and have a coffee and a biscuit if you are in
> the
> > area ( South Melbourne)
> >
> > Cheers
> > Graham H
> >
> > Hi Mark
>
> we had a lovely time today. Bill has been having problems with
> Gemulator..after trying every possible combination, it turned out that we
> were using a "bad" tos image. Once we located a bed image, it worked like
a
> bought on :)
> and finally, we were able to get Saint running..it needs Direct x and
> although I have it on my PC, it looked as though we didn't have it on the
PC
> Users group PC...so we installed it and like Gemulator, she worked.Its a
bit
> fiddly to use but doesn't bomb much..
>
> my question is, it uses .st files........is it possible to make a prg such
> as Word Writer into a .st and then use Word Writer in Saint. The only
> Makedisk we had has to used via DOS...is there a shell exe anywhere ??
>
> gra
>
>

In answer to my own question, I found wfdcopy.prg. It must have come with my
version of Saint. It makes .st files in teh blink of an eye and at teh click
```

of a few buttons...

> > --
> >
> >
> >
>
>

3478. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 06:05:16 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0211182205.39b8ddb0@posting.google.com>
Source record: 31037

sinclap here..

danap8@aol.com (DANAP8) wrote in message
news:<20021117092402.08703.00000040@mb-da.aol.com>...
> >Subject: Re: Atari Online News, Etc. #04-46
> >From: MJ misterjordan@NOSPAMyahoo.com
>
> >OK, did I miss something here? I see one Atari-releated item in that
> >article list below. What the fuck does "Mac OS X Update News!" have
> >to do with Atari? Someone enlighten me please...
>
> You must be a first-time reader!! Not a problem - we're always glad to have
> more.
> Actually, there is more than one Atari-related item in that list. And there
> are other Atari-related items that weren't highlighted there.

Atari news must not be important than. Why still called Atari online
News? rather missleading?

> A-ONE is not, and never has been, solely an Atari-specific online magazine.
> While we would relish the idea of it being so, there's not enough Atari news in
> the world today to be so. The staff has its roots with Atari machines and we
> all still use them regularly. But we know that most Atari users also use other
> platforms and are interested in general computing and technology news, with
> gaming as an extra feature. We try to keep our readers up-to-date on the news
> of interest as it relates to computing. If you're not interested in that, then
> A-ONE isn't for you. We have hundreds of other readers who are.

Why not change the name than? The once a week news is already old.
news.com is updated by the minute, hour and day. Just point and
click..

Must be a labor of love using the name of a defunct computer company..

> -Dana @ A-ONE

3479. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 06:08:23 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0211182208.393e4515@posting.google.com>
Source record: 31038
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

"Mathy van Nisselroy" wrote in message news:...
> Howdy folks
>
> > This is how it works Benny Boy...
>
>
>
> This has gone far enough. You don't have to like Ben's ads or posting from
> other people, but threatening people? Come on. Grow up.
>
> CU Mathy van Nisselroy
>
> PS anybody know how to find where this wimp is hidding. Let's tell his mom
> about him, so he'll be grounded for a year.

Must be the coward 'chunks'..

3480. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 06:45:48 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <t5lC9.1527$Li.307760@news02.tsnz.net>
Source record: 31039
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0211172256420.30154-100000@shell1.aracnet.com...
> I'm giving Notice to all those who E-Mail me using either an anonymous
> remailer, send me a threatening E-Mail or E-Mail me with a Block on their
> E-Mail so I can't reply to them. If you do any of the above to me, I will
> post the evidence of their Cowardice in the NewsGroups for all to see.

This utter non-sense has gone on too long. I dont like Ben's adverts myself
but I dont have to read them. The idiots that are annoying Ben with
anonymous posts & emails, and are spamming this newsgroup with various
crap should definately 'GROW UP!'

Get a life people, if you dont like Ben's posts, DONT READ THEM, like
I dont.

I appreciate Ben is one of the last Atari suppliers, and good on him for
sticking with it so long. I wish him well. His posts dont harm anyone,
unlike the childish dribble from some reject with too much time on his
hands.

Holmes

3481. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 08:07:33 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <XemC9.17037$%j3.11073@news.bellsouth.net>
Source record: 31040

> Why not change the name than? The once a week news is already old.
> news.com is updated by the minute, hour and day. Just point and
> click..

This may be true...
But...the entire presentation is very different...
There is nothing personable about news.com.

1. My understanding is that A-One is NOT a news paper or news broadcast. It's an Ezine with a very flexable format. It may have a news orientation some issues...while others might be more 'article' oriented...depending on what is avilable at publishing time, and how the folx working on it feel at the time.

2. It sometimes includes a condensed selection of news headlines that might be percieved as 'of interest to the Atari Community'.

3. It doesn't cost anything...hence the polite thing to do is allow the Ezine their creative lisence and simply enjoy it for what it is.

If you haven't read it...you would not understand.
This goes back to the same spirit mentioned earler in this thread about the way Atari was done over the years. Real names, and real daily life events. Real PEOPLE connections. Not some faceless ticker tape report from a weblink...

This style of presenting "Articles" may not be for you...nothing forces you to subscribe to it.

> Must be a labor of love using the name of a defunct computer company..

Perhaps that's exactly what it is?
Consider it something like this...
An Atari user club sitting around sharing the Times...

Perhaps it's silly to some...the idea of fraternity, which is in essence any common bond shared by a group of people. Sometimes it's not much more than greek letters, or some crazy ritual. In this case, it's the Atari Fuji, and it's simply rooted in the experiences of previous or present Atari owners/enthuists. If it's not your thing...so be it! There are folx that rather enjoy it none the less.

Brian

3482. [ANN] WinDom now LGPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 10:01:18 UTC
From: Dominique Bereziat <bereziat@cardio.lip6.fr>
Message-ID: <ygjwun9x4i9.fsf@cardio.lip6.fr>
Source record: 31041

Hi all,

just few words to announce here WinDom (and DFRM) is
now distributed under the conditions specified in the
GNU LESSER GENERAL PUBLIC LICENCE.

More information on windom site (http://windom.free.fr)
Best Regards
--
Dominique Bï¿½rï¿½ziat

3483. how to program the st(mega4)?

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 13:09:58 UTC
From: daniel <i@have.no>
Message-ID: <ardd77$fs3$1@news.gu.se>
Source record: 31042

Just bought a mega4 and would like to program it. Does anyone have some
pointers to where to start, like compilers, debuggers, standard libraries,
which language is the most common... All suggestions are welcome.
Also I wonder if anyone has connected a SCSI drive to their mega?

---
daniel

3484. Re: how to program the st(mega4)?

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 15:30:08 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnatkm1m.fg7.atari@core.preferuje.luzik.pl>
Source record: 31044

> Just bought a mega4 and would like to program it. Does anyone have some
> pointers to where to start, like compilers, debuggers, standard libraries,
> which language is the most common... All suggestions are welcome.
> Also I wonder if anyone has connected a SCSI drive to their mega?

If you want to write programs in C I advies you Pure C

But if you are going to learn programming, I advise you GFA-Basic.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3485. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 16:09:40 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211190809.2381a95c@posting.google.com>
Source record: 31045
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have no beef with Ben, but its stuff like that (either Ben or the people who pick on Ben, won't say & can't say) that is tearing this group and the community apart. I, myself, have offered Ben a simple solution: http://groups.yahoo.com/group/atariswapnshop but he chooses to ignore. oh well. don't get me wrong, I have no problem with Ben advertising on usenet (sometimes I wish B&C or Best Electronics would advertise as well) espcially since he is one of a few atari dealers left but I think we all need to do our part and ignore the trolls. I've seen this sorta thing go on in other news groups (such as alt.comp.freeware) and everyone over there agreed that when you do make a group effort to ignore the trolls then more likely they'll go away. They know they are pissing Ben off. They won't go away because he keeps acknowledging them. It goes both ways. Holmes has the right idea, if you don't like Ben's adverts, then skip over them. Come to think of it, no one is saying much about people who post links to their auctions on ebay, are we/they? Maybe Ben ought to consider selling his stuff through ebay? :-\ Just a suggestion. This newsgroup certainly isn't as active as it used to be for his adverts to take up bandwidth (esp. when I'm positive a majority of us have more than a 56K connection, at minimum). But trolling and feeding the trolls take up as much if not more bandwidth than Ben's adverts.

So, here I go once again pushing my yahoo group:
http://groups.yahoo.com/group/atariswapnshop

But these are my opinions. Whether or not you take them with a grain of salt is your choice. :o)

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:<t5lC9.1527$Li.307760@news02.tsnz.net>...
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0211172256420.30154-100000@shell1.aracnet.com...
> > I'm giving Notice to all those who E-Mail me using either an anonymous
> > remailer, send me a threatening E-Mail or E-Mail me with a Block on their
> > E-Mail so I can't reply to them. If you do any of the above to me, I will
> > post the evidence of their Cowardice in the NewsGroups for all to see.
>
> This utter non-sense has gone on too long. I dont like Ben's adverts myself
> but I dont have to read them. The idiots that are annoying Ben with
> anonymous posts & emails, and are spamming this newsgroup with various
> crap should definately 'GROW UP!'
>
> Get a life people, if you dont like Ben's posts, DONT READ THEM, like
> I dont.

>
> I appreciate Ben is one of the last Atari suppliers, and good on him for
> sticking with it so long. I wish him well. His posts dont harm anyone,
> unlike the childish dribble from some reject with too much time on his
> hands.
>
> Holmes

3486. Re: how to program the st(mega4)?

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 16:50:50 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <utkqv5aheitp69@corp.supernews.com>
Source record: 30946
Body handling: HTML body converted to readable text

I ran a BBS with a Mega ST4 and at one time had three SCSI hard drives and a SCSI Syquest drive connected up. You need the SCSI drives up and running before the ST boots. With a little program on a floppy which was always in the A drive all I had to do is throw one switch and the program would hold the ST from booting until the SCSI drives were up to speed and then the ST would boot (from the C hard drive). I still use SCSI in my computer but now use a home built computer using Windows 98 SE. BBSing is fun. Kinda miss it at times. I had the Bear Cavern BBS in it's final 4 or 5 years.

Don
Retired SysOp
Vancouver, USA

"daniel" wrote in message news:ardd77$fs3$1@news.gu.se...
> Just bought a mega4 and would like to program it. Does anyone have some
> pointers to where to start, like compilers, debuggers, standard libraries,
> which language is the most common... All suggestions are welcome.
> Also I wonder if anyone has connected a SCSI drive to their mega?
>
> ------
> daniel

3487. DR Ts music software FS cheap

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 18:13:43 UTC
From: tempus fugit <tocatta.no.spam@ciaccess.com>
Message-ID: <1037718806.483351@arakis.wincom.net>
Source record: 31043

I've got a couple of versions of DR.T's Copyist music notation software for ST, with manuals and some extras for $5 + shipping.

Let me know if you're interested.

--
crupert@ciaccess.com

3488. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 18:21:05 UTC
From: vdjole@EUnet.yu
Message-ID: <ardvef$6lc$1@news.eunet.yu>
Source record: 30947

On 14 Nov 2002 10:13:37 , =?ISO-8859-1?Q?Joakim_H=F6gberg?= wrote:
>The wellknown desktop replacement from dutch coder Wout Klaren has
>been released as GPL.
>[...]
>
>URL for TOPP:
>
>http://topp.atari-users.net

Did somebody succeed in compiling this? I tried it with PureC 1.1 in
TOS 2.06 and, beside some complaints from the compiler regarding redeclaration
conflicts in mint.h vs. tos.h which (I think) I handled, linker reported
an undefined symbol own_aes in module btst and aborted...

cu;

3489. Re: [PROG] Need testers for video related programs (V8)

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 19:16:31 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <fm2era.l21.ln@127.0.0.1>
Source record: 30948
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video8.zip (160 Kb).

VDI/AES:
- Restore/save palette even in True Colour modes.

XBIOS:
- Bugfixes in Milan MVDI support.
- Added preliminary support for Videl Inside (Falcon).

Sources are available:
http://membres.lycos.fr/pmandin/download/src/cleancode-0.8.tar.gz (90 Kb).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3490. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 21:31:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037824382.97794.1@iris.uk.clara.net>
Source record: 30965
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Michael

SO if your such a fan of his you wont mind if i collect email address and subscribe them to similar spam schemes, and when you all object i'l jump in and defent them as they are one of the good old boy's earning an honest living.

Its against the rules, hence off-topic.

> Ok, I realize that Ben's advertising annoys some people. But come on, is
> this really necessary? I'd gladly dig through a million advertisements if
I
> never had to see a post like this in here ever again. Very offensive and
> tasteless. Besides, he is one of the *extremely few* Atari supporting
> companies left here in North America, if not the only one. Give the guy a
> break. We should be supporting peoples' efforts to eek out some kind of
> living while giving us one more way to keep our machines alive (especially
> here in the U.S.). His posts aren't very large and only come once every
week
> or two. Just deal with the extra 2-seconds' download time (if you have to
> work offline - if not, just ignore it).

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002

3491. Re: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 21:32:27 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037824383.97794.2@iris.uk.clara.net>
Source record: 30966
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Freddy

If you want on-topic post then i suggest that you complain about Bravo Sierra postings as they are agaisnt the rules in here, hence off-topic.

> Hm, this guy is confusing newsgroups. Probably posts Atari messages in the
> gay-group.
>
> I hope his messages soon get a little more original and hopefully
on-topic.
>
> Freddy.
>
> P.S. I've never been in a flame-war. It's so exciting! ;-)
>
> "Bravo Sierra Computers" <Anonymous-Remailer@See.Comment.Header> wrote in
> message news:A2GZ6HA737576.0242476852@Gilgamesh-frog.org...
> > I'm still offering all of Benny's Fagboys out there to get a crack at my
> crack!
> > I'm bendin' over for ya now just ease it in very slowly! I'll keep my
> ass
> > facing the door, you just come on in for good 'ole ho'down!
> >
> > I'll be the Ho, and you go down on me! Yeah!
> >
> >
> >
> > And now, my Thanksgiving special for the fags and lamers, it's only
$1.99
> per
> > minute to call me! Yes, you heard it right! A new low price for
boomboom
> > on the bum!
> >
> >
> >
> > They call me Gay Benny and I'm here for the ride!

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002

3492. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 21:36:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037824385.97794.3@iris.uk.clara.net>
Source record: 30968
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Aaron

> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0211172256420.30154-100000@shell1.aracnet.com...
> > I'm giving Notice to all those who E-Mail me using either an anonymous
> > remailer, send me a threatening E-Mail or E-Mail me with a Block on
their
> > E-Mail so I can't reply to them. If you do any of the above to me, I
will
> > post the evidence of their Cowardice in the NewsGroups for all to see.
>
> This utter non-sense has gone on too long. I dont like Ben's adverts
myself
> but I dont have to read them. The idiots that are annoying Ben with
> anonymous posts & emails, and are spamming this newsgroup with various
> crap should definately 'GROW UP!'

Ben's mail is itself spam, it is advertising, this isnt allowed in
non-commercial bases. If this type of mail is so welcome then please let me
now and i'l pass on any interested email address to a few spam-bots.

> Get a life people, if you dont like Ben's posts, DONT READ THEM, like
> I dont.
>
> I appreciate Ben is one of the last Atari suppliers, and good on him for
> sticking with it so long. I wish him well. His posts dont harm anyone,
> unlike the childish dribble from some reject with too much time on his
> hands.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002

3493. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 21:40:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037824387.97794.4@iris.uk.clara.net>
Source record: 30967

Hi "DANAP8"

That's a route thats clearly highlighted on all of Derryck's map books. He should have been a diplomat, ive personaly recommended him for service in Iraq.

> Thanks. As you can probably tell, I've been around long enough to know that
> "taking the high road" is often the best route to take in such instances.
>
> -Dana @ A-ONE
>
> >>You must be a first-time reader!! Not a problem - we're always glad to have
> >>more.
> >
> >A nice response to a rather over-excited post. Thanks! :-)

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002

3494. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 21:40:38 UTC
From: Pete <spamtrap@hotmail.com>
Message-ID: <arepp3$hm52k$1@ID-15679.news.dfncis.de>
Source record: 30955
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Freddy,

> Sorry about that Pete.

<grin> I've managed to put my foot in "it" myself more times than I care to mention too over the years!

The problem with the 'net is that it's all too easy to react without thinking first.

BTW Just to be clear, you didn't offend me at all...!

> Next time I will try alternative lyrics again. I know it's much
>more fun. ;-)

LOL, go for it. I for one find them very amusing! :-)

TTFN - Pete.

3495. Re: Cable modem/DHCP

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 21:45:32 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037824389.97794.5@iris.uk.clara.net>
Source record: 30970

Yo!, Dezza

I've got your home phone number remember, so I take it that any large
downloads I need in the future will be OK by you under the circumstances.
8~) If not then I'll have to phone Lyn for approval. 8~)

> I've come to the conclusion that a hardware router is the best solution
for
> me, and at about 60UKP isn't too expensive as it can be hidden as an early
> Xmas present ;-)

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002

3496. Re: Monitor question

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 21:51:25 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037824390.97794.6@iris.uk.clara.net>
Source record: 30969

Hi Jonathan

If they do fail then its unlikely to cause any damage so you've nothing to lose by trying.

> I have a Sony Multiscan 100sx monitor. Will it work with all video modes
> on an Atari ST?

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002

3497. Re: ATARItoday

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 21:52:49 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0211191352.2ae7dfb8@posting.google.com>
Source record: 30949

puffpuffin@aol.comNOSPAM (PuffPuffin) wrote in message
news:<20021116232900.10909.00000041@mb-cu.aol.com>...
> Matthew,
>
> I hope you're not going to leave the myatari.net staff, are you? It just seems
> like an awful lot of work (to me at least) to maintain two web sites and a
> monthly magazine.
>
> Later, Phil

Hi Phil,

Doni¿½t worry, I have no intention of leaving MyAtari! I am extremely proud of MyAtari magazine. From my initial ideas (back in Summer 2000) and thanks to the contributions of its writers and the support of its readers, MyAtari has become what it is today.

I will be honest though, MyAtari does eat up almost all of Shiuming and my free time (it is our readers support though that keeps us going) and it can sometimes be difficult at times. However, ATARItoday is mostly automated (using custom perl scripts that I have written) which should make maintaining it relative easy. ATARItoday was really developed for selfish reasons really, I simply found it too time consuming to browse all the news sites and just wanted a single site I could visit to read the headlines and it has developed from there.

Thanks for your input. If you or anyone else is able to help out with ATARItoday, I would gladly welcome it!

Matthew

3498. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 23:30:37 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DDAC894.868D723D@chello.nl>
Source record: 30950

Djordje Vukovic wrote:
>
> On 14 Nov 2002 10:13:37 , =?ISO-8859-1?Q?Joakim_H=F6gberg?= wrote:
> >The wellknown desktop replacement from dutch coder Wout Klaren has
> >been released as GPL.
> >[...]
> >
> >URL for TOPP:
> >
> >http://topp.atari-users.net
>
> Did somebody succeed in compiling this? I tried it with PureC 1.1 in
> TOS 2.06 and, beside some complaints from the compiler regarding redeclaration
> conflicts in mint.h vs. tos.h which (I think) I handled, linker reported
> an undefined symbol own_aes in module btst and aborted...
>

That should not happen. There is no reference to that name anywhere outside btst.s

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3499. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 23:31:38 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3ddac9d7$0$248$4c56ba96@master.news.zetnet.net>
Source record: 30951

On 18 Nov 2002 10:59:10 , Derryck Croker wrote:
>From: cstanley@zetnet.co.uk (Charles Stanley)
>Date: 18 Nov 2002 00:56:01 GMT
>
>>After extensive explorations, I have to conclude that Papyrus is finally
>>dead as the Dodo. After all the promises.....
>
>The web page explains that there are problems taking credit card orders ATM,
>is that cause to give up hope?

Hi Derryck,

That must be a different web page than those I saw. One says that Rom-
Logicware has, if remember aright, ceased trading; another - I forget
which - has their remaining stuff for sale, but Papyrus is not on their
list. I was shocked and saddened.

If I have misunderstood, please correct me energetically and I will
apologise without restraint. Indeed, I am sorry I posted in the first
place.

I'll try the web pages again tonight.

Cheers,
Charles.

3500. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 23:36:07 UTC
From: Pete <spamtrap@hotmail.com>
Message-ID: <arepp4$hm52k$2@ID-15679.news.dfncis.de>
Source record: 30956
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi,

> I appreciate Ben is one of the last Atari suppliers, and good
>on him for sticking with it so long. I wish him well. His posts
>dont harm anyone, unlike the childish dribble from some reject
>with too much time on his hands.

Hear, hear!

TTFN - Pete.

3501. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 23:36:29 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DDAC9C0.A66C4B6F@chello.nl>
Source record: 30952

Djordje Vukovic wrote:
>
> On 14 Nov 2002 10:13:37 , =?ISO-8859-1?Q?Joakim_H=F6gberg?= wrote:
> >The wellknown desktop replacement from dutch coder Wout Klaren has
> >been released as GPL.
> >[...]
> >
> >URL for TOPP:
> >
> >http://topp.atari-users.net
>
> Did somebody succeed in compiling this? I tried it with PureC 1.1 in
> TOS 2.06 and, beside some complaints from the compiler regarding redeclaration
> conflicts in mint.h vs. tos.h which (I think) I handled, linker reported
> an undefined symbol own_aes in module btst and aborted...
>

Make sure you havnt set PASM or PC to DRI object output.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3502. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-19 23:45:30 UTC
From: Pete <spamtrap@hotmail.com>
Message-ID: <arepp4$hm52k$3@ID-15679.news.dfncis.de>
Source record: 30957
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi,

> I have no beef with Ben, but its stuff like that (either Ben
>or the people who pick on Ben, won't say & can't say) that is
>tearing this group and the community apart....

This bickering will only tear the group/community apart if we allow it to!

IMHO The simple solution is to just ignore the cretin(s) who are stirring things up by posting these anonymous messages. Eventually he/they will get bored and go away.

>....I, myself, have offered Ben a simple solution:
>http://groups.yahoo.com/group/atariswapnshop but he chooses to
>ignore....

Unfortunately, a mailing list like that isn't really going to reach the majority of people that Ben needs to reach. :-(

>....Come to think of it, no one is saying much about people who post
>links to their auctions on ebay, are we/they?....

Possibly because those of us who find them to be a problem simply filter them out/ignore them?

>....Maybe Ben ought to consider selling his stuff through ebay? :-\

Please NO!!!!

>....But trolling and feeding the trolls take up as much if not more
>bandwidth than Ben's adverts.

Agreed, so can we all get back to chatting about the important stuff!?

TTFN - Pete.

3503. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-20 00:47:12 UTC
From: danap8@aol.com
Message-ID: <20021119194712.13533.00006307@mb-mj.aol.com>
Source record: 30953

>sinclap here..

<yawn>

3504. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-20 00:50:10 UTC
From: danap8@aol.com
Message-ID: <20021119195010.13533.00006311@mb-mj.aol.com>
Source record: 30954

Thanks, Brian. It appears that many people fully understand the essence of A-ONE and the people who work hard to put it together week after week. We appreciate the support.

-Dana @ A-ONE

3505. Re: how to program the st(mega4)?

Newsgroup: comp.sys.atari.st
Date: 2002-11-20 02:27:58 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <UcCC9.32771$dr6.28001@news.bellsouth.net>
Source record: 30958
Body handling: HTML body converted to readable text

"daniel" wrote in message news:ardd77$fs3$1@news.gu.se...
> Just bought a mega4 and would like to program it. Does anyone have some
> pointers to where to start, like compilers, debuggers, standard libraries,
> which language is the most common... All suggestions are welcome.
> Also I wonder if anyone has connected a SCSI drive to their mega?

What sort of programming do you have in mind?
Is there any language you already know/use?

Here's at least one free set of tools...

One thing to definately take a look at is a thorough MiNT set-up with gcc.
The EasyMint distribution, for example, is free, and it comes with a pretty
comprehensive set of libraries for coding in Ansi C for a unix environment, as
well as libs for working with GEM, Xwin11, and more. If you are a newbie at C,
it may be a good place to begin, as there is an abundance of free tutorials and
example code out and about for platform independent screen based coding. Such
code is often platform independent...it'll compile on almost anything!

MiNT allows you to set up and use a variety of shells/environments for working
with your code. Bash, sh, tcsh are examples that are fairly standard on all
platforms. Learning your way around these shells is a definate plus for a
programmer.

Also for MiNT are engines for pearl scripting...another very useful
quazi-programmer's tool.

Once you move into specific Atari goodies like GEM (let's open a window, make
the background white, initalize a vt52 emulation inside, set some text colors,
change the mouse cursor, and use a font to put some text in there), you'll
likely find yourself wanting some kind of lexicon for Atari's own GEM, TOS,
GDOS, VDI, and the list goes on. I'll leave this to people who know more about
it!

Yes...hooking a SCSI drive to a Mega 4 requires a host adaptor. The device
plugs into the ASCI port on the back of the Mega, and then it accepts standard
SCSI devices. Look for something as current as possible like the Link 97 if you
plan on using drives 1gig or larger, and other more modern SCSI devices.

You'll also need driver software, and there are a number of options.
HDDriver
ICD Pro Tools
SCSI Tools
CHBD
AHDI
More...

I personally recommend HDDriver because it is the most up to date in many respects.
1. More devices supported...Jaz, Zip, SyQuest, LS, etc...
2. Support for more partition types of large sizes (BigDOS, GEM, BGM).
I.E. You could format a Zip disk that is happy on BOTH your Mega and PC.
3. SCSIDRV support, allowing software to communicate with the SCSI bus in a clean/standard way. I.E. The Dynalink SCSI ethernet adaptors.
4. Background DMA with MagiC.
And the list goes on....

For CD and CD-R devices there is:
ExtenDOS Gold
Spin
More ??? ...

Wizztronics in the USA stocks new Link 97 hosts and HDDriver.
There is also a good chance that other US suppliers may have something in stock as well.

Atari WorkShop in the UK usually has hosts and driver software in stock.

Hope this helps...
Brian

3506. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-20 03:07:04 UTC
From: lp <gfa@basic.net>
Message-ID: <BA006688.A8CB%gfa@basic.net>
Source record: 30959

in article YqA4v7DovS29Ew9s@atari.org.uk, Steve Stupple at Steve@atari.org
wrote on 11/18/02 1:05 PM:

> I've had dealings with Ben in the past and as far as trading with Ben I
> have no problems and will more than likely trade again with Ben in the
> future.
>
> I've always stated that, it's just the overdoing on the advert posting
> front that's a tad annoying.
>
> I tend to read, again, posts that are for selling, wanted or
> trading/swapping (amongst others) and it does get a little repetitive if
> you are reading several postings with the SAME content but different
> subject.
>
> I dont believe in threatening people, if it was the posting that was
> annoying! Make a comment about your displeasure and get on with your
> life (if you have one).

Pretty much my point of view too.
I just got a couple more abacus books from Ben. ;-)
Glad I found them.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3507. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-20 11:21:35 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <7$1g6KD$A329EwJp@atari.org.uk>
Source record: 30961

In article <BA006688.A8CB%gfa@basic.net>, lp <gfa@basic.net> writes
>I just got a couple more abacus books from Ben. ;-)

Rub it in:)) I still got 2 of the 0-13 series to go:)) books '0' and
'6'.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3508. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-11-20 12:10:06 UTC
From: "Derryck Croker"
Message-ID: <1037790716-796081AEicMi@ntlworld.com>
Source record: 30962

From: cstanley@zetnet.co.uk (Charles Stanley)
Date: 19 Nov 2002 23:31:38 GMT

>>>After extensive explorations, I have to conclude that Papyrus is finally
>>>dead as the Dodo. After all the promises.....
>>
>>The web page explains that there are problems taking credit card orders
>ATM,
>>is that cause to give up hope?
>
>Hi Derryck,
>
>That must be a different web page than those I saw. One says that Rom-
>Logicware has, if remember aright, ceased trading; another - I forget

Ah, I see - I'd assumed that you'd gone to R.O.M's home page itself and
garnered this. It's still the same info that was there (re the credit card
info) a couple of months ago. They never kept it updated very often anyway.

>If I have misunderstood, please correct me energetically and I will
>apologise without restraint. Indeed, I am sorry I posted in the first

I don't have any insider info about this situation at all, if you come to
any conclusion I'd be glad to hear it! Post away... :-)

Cheers

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3509. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-20 16:27:52 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211200827.135daf88@posting.google.com>
Source record: 30963
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

like i said, i have no beef with Ben and those opinions were mine for
you to take with a grain of salt.

"Pete" <spamtrap@hotmail.com> wrote in message
news:<arepp4$hm52k$3@ID-15679.news.dfncis.de>...
> Hi,
>
> > I have no beef with Ben, but its stuff like that (either Ben
> >or the people who pick on Ben, won't say & can't say) that is
> >tearing this group and the community apart....
>
> This bickering will only tear the group/community apart if we allow it to!
>
> IMHO The simple solution is to just ignore the cretin(s) who are stirring
> things up by posting these anonymous messages. Eventually he/they will get
> bored and go away.
>
> >....I, myself, have offered Ben a simple solution:
> >http://groups.yahoo.com/group/atariswapnshop but he chooses to
> >ignore....
>
> Unfortunately, a mailing list like that isn't really going to reach the
> majority of people that Ben needs to reach. :-(
>
> >....Come to think of it, no one is saying much about people who post
> >links to their auctions on ebay, are we/they?....
>
> Possibly because those of us who find them to be a problem simply filter
> them out/ignore them?
>
> >....Maybe Ben ought to consider selling his stuff through ebay? :-\
>
> Please NO!!!!
>
>
> >....But trolling and feeding the trolls take up as much if not more
> >bandwidth than Ben's adverts.
>
> Agreed, so can we all get back to chatting about the important stuff!?
>
>
> TTFN - Pete.

3510. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-20 17:05:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1037820108-209643AEicMi@gmx.net>
Source record: 30964

From: dlormand@aztec.asu.edu (DAVID L. ORMAND)
Date: Mon, 18 Nov 2002 16:28:22 +0000 (UTC)

Hi David,

>Is it just my impression, or is the amount of traffic on comp.sys.atari.st
>way, WAY down? I hope it isn't my newsfeed that is failing to pick everything
>up.

No, sadly your impression is spot on... the traffic in CSAST is way down :-(

>If I'm right, and the level of traffic is down, then either Ben's weekly
>posting and the accompanying deluge of flames is (partially) at fault, or it
>is not.

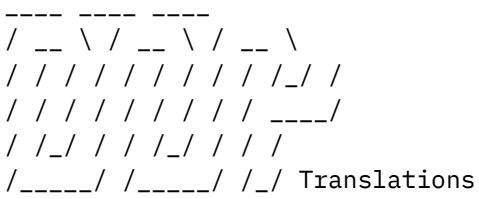
IMO his weekly spam has nothing to do with it, he's been spamming here for
years, just like the incidental accompanying flames have been here for years.

Has it occured to you that a lot of loyal posters are fed up? I for one hardly
post here anymore, I rather help someone out by personal mail. It saves me from
being flamed, insulted and having to defend myself in yet another meaningless
thread. Anyone who dares not to "admire" and walk the path of a few individuals
that declared themselves "the keepers of the flame" clearly isn't welcome here
anymore.... What's the use of a public forum where someone can't express his
personal views and opinions on a certain topic without risking his nose being
bitten off ?
I restrict myself these days to replying to posts like "help, my mouse doesn't
work anymore"... and to play it absolutely safe I reply by PM. If it would only
be me who acted like this then it would go unnoticed but unfortunately there are
quite a few loyal posters now who act like this... and it's beginning to show.

>Do people really want to see comp.sys.atari.st end up like comp.sys.ti?

Apparently :-(

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

http://www.cix.co.uk/~derryck/index.htm

3511. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-20 21:24:22 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <utnvbv56ocdma3@corp.supernews.com>
Source record: 30971
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

According to the definition I found, spam only applies to e-mail and not subscriptions to news groups.

http://www.auburn.edu/helpdesk/glossary/spam.html

Or did you mean to write "Ben's mail isn't intself spam,"

Don
Vancouver, USA

> Ben's mail is itself spam, it is advertising, this isnt allowed in
> non-commercial bases. If this type of mail is so welcome then please let
me
> now and i'l pass on any interested email address to a few spam-bots.
>
> > Get a life people, if you dont like Ben's posts, DONT READ THEM, like
> > I dont.
> >
> > I appreciate Ben is one of the last Atari suppliers, and good on him for
> > sticking with it so long. I wish him well. His posts dont harm anyone,
> > unlike the childish dribble from some reject with too much time on his
> > hands.
>
> --
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002
>
>

3512. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-20 21:52:18 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037904460.2654.0@demeter.uk.clara.net>
Source record: 30985
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi DOn

Since it isn't actually a dictionary recognised term then your definition
isn't really relevant, I define spam as being anything that's of an unwanted
advert nature.

> According to the definition I found, spam only applies to e-mail and not
> subscriptions to news groups.
>
> http://www.auburn.edu/helpdesk/glossary/spam.html
>
> Or did you mean to write "Ben's mail isn't intself spam,"

It IS spam

> > Ben's mail is itself spam, it is advertising, this isnt allowed in
> > non-commercial bases. If this type of mail is so welcome then please let
> me
> > now and i'l pass on any interested email address to a few spam-bots.
> >
> > > Get a life people, if you dont like Ben's posts, DONT READ THEM, like
> > > I dont.
> > >
> > > I appreciate Ben is one of the last Atari suppliers, and good on him
for
> > > sticking with it so long. I wish him well. His posts dont harm
anyone,
> > > unlike the childish dribble from some reject with too much time on his
> > > hands.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002

3513. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-20 21:54:08 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA01531A.280A9%nameerf@flash.net>
Source record: 30972
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article 1037824382.97794.1@iris.uk.clara.net, Steve Sweet at stevesweet@freeuk.com wrote on 11/19/02 1:31 PM:

> Hi Michael
>
> SO if your such a fan of his you wont mind if i collect email address and
> subscribe them to similar spam schemes, and when you all object i'l jump in
> and defent them as they are one of the good old boy's earning an honest
> living.
>
> Its against the rules, hence off-topic.

First, I was under the impression (and I guess I was right by what someone else said in another post) that Spam only applied to e-mail, not newsgroups.

Second, giving out e-mail addresses (a private communications venue) to spammers is in no way the same as posting an advertisement to a newsgroup (a public forum). Anyway, I wouldn't mind terribly being put on a mailing list if it actually had something to do with what I'm interested in, like Ben's ads have to do with the Atari community.

Third, other people use newsgroups to advertise Atari items they have to sell. The only difference I see between them and Ben is that he is trying to make a living by it (a feat in and of itself), and posts more frequently (which I don't personally see a problem with).

Fourth, even if it is against the rules, that doesn't make it "off-topic". It has everything to do with Atari machines (as that's what he primarily sells). Please tell me how this is off-topic.

Finally, the point of my post was not to say, "Everyone must agree with and accept Ben's posting, and submit themselves to off-topic spam". I was simply pointing out that while Ben's posts can be offensive to some people (yes, I was actually allowing for your point of view), the obscenities in the idiotic spoof presented as a response to the post was absolutely uncalled for, offensive, destructive to the community here, and off-topic, even more than Ben's ads.

As for the ads, if you don't like them, ignor them. If you can't ignor them, set your newsreader to filter them out. If you can't filter them out, deal with them. I don't see how they can hurt you in any way. They may actually be helpful to some of us here, and help support the Atari community as a whole through offering people wanting to purchase something for their machine a place to do that, while supporting a fellow Atarian's career. I think that's much more vital for the survival of the Atari community than

going around bashing each other like this.

Mike Freeman
nameerf@flash.net

3514. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 00:02:29 UTC
From: danap8@aol.com
Message-ID: <20021120190229.14136.00000026@mb-fm.aol.com>
Source record: 30973

Hi Steve! (I really should use my A-ONE account in here!)

Yes, Derryck has shown to be an excellent cartographer!! <vbg>

-Dana @ A-ONE

>Hi "DANAP8"
>
>That's a route thats clearly highlighted on all of Derryck's map books. He
>should have been a diplomat, ive personaly recommended him for service in
>Iraq.

3515. Translator

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 01:33:21 UTC
From: swampfax@atlantic.net
Message-ID: <BJWC9.47$o5.14731@news1.atlantic.net>
Source record: 30974

Hi All,
I'm looking for a program that translates Italian to english.

John G.

3516. Re: Translator

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 07:43:10 UTC
From: "Claudio E." <Claudio_ehr@hotmail.com>
Message-ID: <3ddc8dda$0$53320$91cee783@newsreader02.highway.telekom.at>
Source record: 30975

"John Garone" <swampfax@atlantic.net> wrote:

> I'm looking for a program that translates Italian to english.

do it online. use google
http://www.google.com/language_tools?hl=en

regards

Claudio

3517. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 08:14:10 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <%z0D9.988$hV6.18185@news2.e.nsc.no>
Source record: 30976
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> Ben's mail is itself spam, it is advertising, this isnt allowed in
> non-commercial bases. If this type of mail is so welcome then please let
me
> now and i'l pass on any interested email address to a few spam-bots.

Well, if you mean spam-bots that spits out Atari information, put me on a
list, but else you can ... (you know the rest)

Ben's posts IS Atari related and I appreciate to know who still has stuff
for sale. I wouldn't have been able to order Dean G.'s CD's if he didn't let
us know here, so I appreciate those ads. Just keep them Atari related.

3518. Re: how to program the st(mega4)?

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 08:51:52 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3ddc9ea8$0$11844$626a54ce@news.free.fr>
Source record: 30977
Body handling: HTML body converted to readable text

Hello,

"daniel" wrote in message news:ardd77$fs3$1@news.gu.se...
> Just bought a mega4 and would like to program it. Does anyone have some
> pointers to where to start, like compilers, debuggers, standard libraries,
> which language is the most common... All suggestions are welcome.
> Also I wonder if anyone has connected a SCSI drive to their mega?

I use GFA for more than ten years and be happy with it.
For faster routines I use assembler.

Regards

California girls bbs : +33 146 286 727
Gohlam bbs : +33 130 100 163
Herm's bbs : +32 252 057 39

3519. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 15:09:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211210704360.3860-100000@shell1.aracnet.com>
Source record: 30978
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Due to the Economy,Atari Business is extremely slow! Thanx to all those who have stood up to support me, FREE Speech and Atari Commerce in the face of Tyranny! Atari sales are really slow inspite of all the support I received in the Atari NewsGroups.Even with all the Talk. Those that supported me, I need to say, I really need your Business now!! To those that said they would buy from me or were planning to buy from me in the future. Now is the time! Take advantage of Atari Holiday Discounts! Help me make enough sales so my Family can have a Merry Christmas! E-Mail atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/specials.htm Atari Holiday Sales Special!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page! http://www.aracnet.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org or atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at http://BenSells.atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3520. ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 15:12:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211210709260.3860-100000@shell1.aracnet.com>
Source record: 30979
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering Bravo's Atari 20/20 ThanksGiving Discounts!2 20%
Discounts. A 20% Discount on All Games/SoftWare & Books/References for
Classic Atari 8 Bit & Atari ST Computer Lines!And a 20% Discount for my
more regular/preferred Customers covering most HardWare,SoftWare, Books
& Accessories for Classic Atari 8 Bit & Atari ST Lines. Got Questions?
E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts!
Get Catalogs at http://BensCatalogs.atari.org or Call (503)256-9974!!!!
http://www.aracnet.com/~atari/specials.htm Atari Holiday Specials!!

I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as
sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
If you don't Contact me Today, I can't save you any Money!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org or
atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3521. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 16:29:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211210807330.3860-100000@shell1.aracnet.com>
Source record: 30980
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Tue, 19 Nov 2002, James Alexander wrote:

> Bravo Sierra Computers wrote:
>
> > I'm giving Notice to all those who E-Mail me using either an anonymous
> > remailer, send me a threatening E-Mail or E-Mail me with a Block on their
> > E-Mail so I can't reply to them. If you do any of the above to me, I will
> > post the evidence of their Cowardice in the NewsGroups for all to see.
> > Just like the Cowardly Act below.
> >
> > ===Ben===
> >
> > From nobody@remailer.privacy.at Sat Nov 16 18:57:37 2002
> > Date: Sun, 17 Nov 2002 03:23:12 +0100 (CET)
> > From: Anonymous <nobody@remailer.privacy.at>
> > To: atari@aracnet.com
> > Subject: Howdy Doody Ben!
> >
> > This is how it works Benny Boy...
> > You can either stop posting anything related to Bravo Sierra or we can continue
> > to make a mockery out of everything you post. It's very simple.
> > When you stop, we will stop. That includes all the retards posting in your
> > favor. You have various other places to post your useless spam so you determine
> > what the best way to go is. Stop posting your adverts on the newsgroups or
> > we just keep causing a tremendous amount of trouble. As you can clearly see,
> > the atari newsgroup is nothing more than a warzone and we are able to post
> > as you using your very own topics. Everyone is going off topic and it's because
> > of YOUR postings!
> >
> > Simple deal Ben. When you stop, we will stop. Everyone wins the very moment
> > that you quit posting advertisments. Make no mistake about it, we haven't
> > been kicked from any emailing service or remailer and we will continue as long
> > as you continue to post adverts.
> >
> > We are prepared to stop *right now* so long as you stop posting *right now*.
> > Upto you. How do you want to play this out?
> >
>
> Hi Ben,
>
> That moron did the same to me a few weeks ago until I got him kicked off
> the remail it (the coward) was using.

Hi James,

this "Terrorist" claims it has not been kicked off of any e-mailer/
re-mailer service. Could he been lying? This Gutless wonder is just like
the Terrorists in the News. Except those Terrorists claim responsibility!
And they die and go to Paradise with their Virgins. This Particular
Terrorist will Die and go to Hell and be Satan's favorite Sex Toy and be
regularly abused. This "Terrorist" Claims Anonymity. But most of us are
sure who he is. Who else has protested so much, hounding me to the point
of absurdity. All because he hates/loathes my opinions. Stand up for FREE
SPEECH while you still have it. Before you lose the right and privilege!

===Ben===

> Now IT's gone to another remailer. If anyone that twit abuses brings it
> to the attention of the remailer service they're using, before long the
> moron will run out of places to hide.

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3522. Re: Papyrus is NOT dead

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 16:51:52 UTC
From: Ulli Ramps <Ulli.Ramps@rom-logicware.com>
Message-ID: <3DDD0F28.3167D355@rom-logicware.com>
Source record: 30981

Hi there, short notice to clear things up.

Not a very clever posting, Charles X-).

First, R.O.M. logicware is fine and growing, we didn't have any problems in general, but in detail - only with the English version:

As I already told on our homepage, the highest court of Germany decided to place the credit card companies in duty for all business between the dealer and the customer - which of course is horribly silly.

As a result, the main credit card companies (VISA, Mastercard, ...) found this as silly and stupid as we do and quit every contract with long distance dealers in Germany, like we are.

What made us freeze our English language business somewhat, because there is no clever way to get our money, any longer ...
"Freezing" means, that we didn't force the translation files for Papyrus 9, but they are nearly through, only some days for the finishing - but if it would be ready for release, this would increase the problems, because what to do then? How to sell?

This funny farm decision of our highest court has stopped our foreign language business for months, now. And still does. Great, huh?

The situation's still there, but some in-between-financial-companies promise to find a way to take the risk and to allow companies like us to take credit card orders, again.
We nerve them somewhat daily, to give us new credit card contracts, so I expect us to be able to take orders again, in some weeks.

We have to be able, because there will be an English version quite soon for sure:
We will release an Apple Macintosh native version of Papyrus (for MacOS 9.x and X) within the very next weeks, hopefully before Xmas, and of course we really would like to sell it outside of Germany, as well, somehow ...

Nice greetings from Germany, the funny farm in international trading

Ulli Ramps

R.O.M. logicware

P.S.: Please have in mind - I don't read this group daily, only from time to time.

Derryck Croker wrote:
>
> From: cstanley@zetnet.co.uk (Charles Stanley)
> Date: 19 Nov 2002 23:31:38 GMT
>
> >>>After extensive explorations, I have to conclude that Papyrus is finally
> >>>dead as the Dodo. After all the promises.....
> >>
> >>The web page explains that there are problems taking credit card orders
> >ATM,
> >>is that cause to give up hope?
> >>
> >Hi Derryck,
> >
> >That must be a different web page than those I saw. One says that Rom-
> >Logicware has, if remember aright, ceased trading; another - I forget
>
> Ah, I see - I'd assumed that you'd gone to R.O.M's home page itself and
> garnered this. It's still the same info that was there (re the credit card
> info) a couple of months ago. They never kept it updated very often anyway.
>
> >If I have misunderstood, please correct me energetically and I will
> >apologise without restraint. Indeed, I am sorry I posted in the first
>
> I don't have any insider info about this situation at all, if you come to
> any conclusion I'd be glad to hear it! Post away... :-)
>
> Cheers
>
> Cheers
>
> Derryck
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

--

Gruss

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin

```
----------------------------------
http://www.rom-logicware.com (Adr., Tel., FAX)
-----------------------------------------------
*** Bitte nicht unzitiert auf alte Mails beziehen ***
-----------------------------------------------------
+++ Please don't refer to previous mails w/o citation +++
+++ (because of the high volume of incoming mails) +++
```

3523. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 17:55:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211210947200.3860-100000@shell1.aracnet.com>
Source record: 30982
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 18 Nov 2002, DAVID L. ORMAND wrote:

>
> Is it just my impression, or is the amount of traffic on comp.sys.atari.st
> way, WAY down? I hope it isn't my newsfeed that is failing to pick everything
> up.
>
> If I'm right, and the level of traffic is down, then either Ben's weekly posting
> and the accompanying deluge of flames is (partially) at fault, or it is not.
> I do not personally believe that the Bravo Sierra advertisement is driving loyal
> or potential Atarians off the newsgroup. If it is not at fault, then, we should
> welcome even a weekly advertisement from any of the surviving vendors to bolster
> the dwindling traffic on the newsgroup.

I agree. I've talked to Brad at Best Electronics and Lance at Video 61 and
advised them to run some Holiday Specials. I don't think of it as
competition. We Dealer's have to much in common and regularly refer
Atarians to other Dealers when we don't have what they need. We believe
it's better to keep them happy rather than have them abandon their Ataris
because they cant get their Atari needs fulfilled.

===Ben===

> Only those with a self-destructive axe to grind about the purity of the
> newsgroup topics should have anything to complain about.
>
> I am also a TI-99/4A user. I notice the comp.sys.ti newsgroup is basically
> dead. In this case, it was the migration to a private mailing list that killed
> the newsgroup. I would be absolutely delighted to see ANYTHING show up in
> the TI newsgroup, even a weekly advertisement. Do people really want to see
> comp.sys.atari.st end up like comp.sys.ti?
> --
>

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http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3524. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 18:12:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211210959170.3860-100000@shell1.aracnet.com>
Source record: 30983
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 20 Nov 2002, Steve Stupple wrote:

> In article <BA006688.A8CB%gfa@basic.net>, lp <gfa@basic.net> writes
> >I just got a couple more abacus books from Ben. ;-)
>
> Rub it in:)) I still got 2 of the 0-13 series to go:)) books '0' and
> '6'.

BTW, Steve: I've got Volume 6 for you, if your interested.

Hi Lonny, Hey Steve, as per Lonnie's request, I've added the Volume Numbers to the Titles for the Abacus Books. To make it easier for Collectors like yourself. If you buy from me, there are some tricks I can do for you regarding Postage for Cheapness and Fastness. E-Mail me & see.

==Thanx==
===Ben===

> --
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at http://BenSells.atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3525. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 18:39:22 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <OWudnVGX5ZzHtUCgXTWcrg@comcast.com>
Source record: 30984
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <Pine.LNX.4.44.0211210704360.3860-100000@shell1.aracnet.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:
>Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
>Atari Jaguar Games. The Great Communicator once said, "It's a Recession
>when It's in your Neighbor's back yard. But when It's in your back yard,
>it's a Depression!". Due to the Economy,Atari Business is extremely slow!
>Thanx to all those who have stood up to support me, FREE Speech and Atari
>Commerce in the face of Tyranny! Atari sales are really slow inspite of
>all the support I received in the Atari NewsGroups.Even with all the Talk.
>Those that supported me, I need to say, I really need your Business now!!
>To those that said they would buy from me or were planning to buy from me
>in the future. Now is the time! Take advantage of Atari Holiday Discounts!
>Help me make enough sales so my Family can have a Merry Christmas! E-Mail
>atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a
>lot, I'm just trying to make a living and I'd like to earn your Business!
>http://www.aracnet.com/~atari/specials.htm Atari Holiday Sales Special!

I plan on supporting numerous Atari retailers. You are not one of them,
because of your tactics.

--
0--0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0--0

3526. Re: ATARI ST 13 VOLUME ABACUS LIBRARY COMPLETE WITH DISKS!

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 18:51:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211211047030.3860-100000@shell1.aracnet.com>
Source record: 30987

Hi Lonny, Hey Steve,

if either of you are still interested. I still have the Abacus: vol. 7
that you mentioned. E-Mail me regarding it.

===Ben===

On 27 Oct 2002, Lonny Pursell wrote:

> "Donald and Cheryl" <dandc@merr.com> wrote in message
news:<xNnu9.2090$ko1.469339@kent.svc.tds.net>...
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2064836272
>
> I only see 12 volumes or did I miss something?
> There never was a volume #7?

On Mon, 28 Oct 2002, Steve Stupple wrote:
>
> Date: Mon, 28 Oct 2002 00:02:47 +0000
> From: Steve Stupple <Steve@atari.org>
> Newsgroups: comp.sys.atari.st
> Subject: Re: ATARI ST 13 VOLUME ABACUS LIBRARY COMPLETE WITH DISKS!
>
> In article <45bf3e0.0210271548.4c36714f@posting.google.com>, Lonny
> Pursell <atarilp@hotmail.com> writes
> >"Donald and Cheryl" <dandc@merr.com> wrote in message news:<xNnu
> >9.2090$ko1.469339@kent.svc.tds.net>...
> >> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2064836272
> >
> >I only see 12 volumes or did I miss something?
> >There never was a volume #7?
>
> Hi lp_
>
> Yup there is a number 7 - Atari ST Logo User's Guide
>
> --
> Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

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http://BenSells.atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3527. Re: ADV: Bravo Sierra want's Your Money

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 19:05:50 UTC
From: gokmase@fakenet.se
Message-ID: <arjaq6$oh6$1@green.tninet.se>
Source record: 30986

On 21 Nov 2002 12:39:22 , Sean Connery wrote:

>I plan on supporting numerous Atari retailers. You are not one of them,
>because of your tactics.
>

That is pretty much what I think too, no way I'd buy from someone this ignorant.
But I also know there is no point in keeping threads going about this particular
"retailer", as he only spams the group, he doesn't read it.

Oh well..

/Joakim

http://aicq.atari-users.net

3528. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 20:55:21 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3DDD4826.C127553E@ataritimes.com>
Source record: 30988
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Steve Sweet wrote:

> I define spam as being anything that's of an unwanted advert nature.

So, I guess that means you think TV advertising is SPAM? What about
radio ads? Or magazine ads? Is all that SPAM too?

I think your definition is far too broad and not one that would be
accepted by those on the internet.

--
Gregory D. George

=-=-=-

3529. Re: ADV: Bravo Sierra want's Your Money

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 21:16:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ddd4d1a56cd90@tripnet.se>
Source record: 30989

On Thu 21-11-2002 19:05 (GMT) GokMasE wrote:

>On 21 Nov 2002 12:39:22 , Sean Connery wrote:
>
>>I plan on supporting numerous Atari retailers. You are not one of them,
>>because of your tactics.
>>
>
>That is pretty much what I think too, no way I'd buy from someone this
>ignorant.
>But I also know there is no point in keeping threads going about this
>particular
>"retailer", as he only spams the group, he doesn't read it.

He does not spam any newsgroups! Learn about how news works before you speak!!

Spam is unsolicited mail or possibly when multiposting to lots of newsgroups.

Ben is perfectly on topic! His posts are about Atari computers etc.

There is no charter for this group as far as I know that prohibits the kind of messages he posts!! Probably simply because it has been around too long.

Those who are off topic are those who keep complaining to the group that they don't like Ben's posts. This is always considered bad behaviour. What happens is:

1. Other people (like myself) get upset by the responses.

2. The original poster (Ben) simply must go on and perhaps post even more.

The only working behaviour is:

1. Ignore Ben's posts or filter them!

2. Complain to him personally by e-mail!

3. Complain to his ISP if you like.

In my eyes Ben is the victim of a mob. I personally stand up to Ben's defence and hope lots of others do the same!

I guess it's time for us all to show our support by ordering something from his business!!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3530. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-21 22:36:22 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <icdD9.1217$hV6.23337@news2.e.nsc.no>
Source record: 30990
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> skrev i melding
news:1037904460.2654.0@demeter.uk.clara.net...
> Hi DOn
>
> Since it isn't actually a dictionary recognised term then your definition
> isn't really relevant, I define spam as being anything that's of an
unwanted
> advert nature.

Unwanted by whom ? I am not a big fan of all the junk in my email, from Hong Kong, or whereever, with porn and shit. But I do want Ben's ads, so who is to say if it's spam or not then ? And why is your definition better than the others ?

3531. Re: ADV: Bravo Sierra want's Your Money

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 00:47:44 UTC
From: gokmase@fakenet.se
Message-ID: <arjur7$41s$1@green.tninet.se>
Source record: 30991

On 21 Nov 2002 21:16:22 , "Kenneth Medin" wrote:

<big snip>

I don't think it is okay for anyone to send anonymous emails to Ben, threatening him and stuff. But I also don't think his "advertising" scheme is good at all.
Some agree to that, some don't. In any case, I personally wouldn't think about supporting such a business.

/Joakim

Ps. I have emailed Ben with my thoughts on his "advertising" methods. (since he doesn't read or/and reply to the newsgroup he
keeps "using"). My email was not anonymous of course.
ds.

3532. Atari 2600 Video on TV!

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 03:43:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211211936260.6754-100000@shell1.aracnet.com>
Source record: 30992
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.8bit

Hey,

I was watching Country Music Telivision and I was listening to a Video, I think it was called "1980 something" and when I looked, I caught a glimpse of Kids playing an Atari 2600, showing the Console and Joysticks on home movies! Brings back memories.

===Ben===

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3533. Re: ADV: Bravo Sierra want's Your Money

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 03:56:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211211953230.6754-100000@shell1.aracnet.com>
Source record: 30993

What makes you think I don't read it? I usually reply in E-Mail, i'm not
trying to score points in the NewsGroups and I'm trying to avoid the Mob.
Also, I spend alot of time in E-Mail.

===Ben===

On Thu, 21 Nov 2002, GokMasE wrote:

> On 21 Nov 2002 12:39:22 , Sean Connery wrote:
>
> >I plan on supporting numerous Atari retailers. You are not one of them,
> >because of your tactics.
> >
>
> That is pretty much what I think too, no way I'd buy from someone this ignorant.
> But I also know there is no point in keeping threads going about this particular
> "retailer", as he only spams the group, he doesn't read it.
>
> Oh well..
>
> /Joakim
>
> http://aicq.atari-users.net
>

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Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3534. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 04:50:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com>
Source record: 30994
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Thu, 21 Nov 2002, Sean Connery wrote:

> I plan on supporting numerous Atari retailers. You are not one of them,
> because of your tactics.

That's fine. I do Business with and support other Atari Dealers like Video61, Best Electronics and yes even B & C ComputerVisions. Atari Dealers are like a BrotherHood. We help each other out. All I ask is my Share of the Atari Customers. I don't need Terrorists like the one who's been hounding me mercilessly, all because He Hates my Politics. No FREE speech here! The Kicker is, I checked and B & C has no record of ever selling to Him. What a Hypocrite! I believe he only does Business with Pirate Sites!

Oh, BTW, when complaining about my Posts, maybe you should delete my Ads from your posts. Since you find them offensive.

I would like to spend more time in the NewsGroups, but with the Mob Mentality, infantile behaviour, plus it gets so depressing seeing people Advertising Atari stuff for sale. When I read the Sale Posts, I discover it's for auctions, plus I'm persecuted for trying to professionally support the Atari. Not making enough to pay my Bills.

I believe most who have decided not to buy from me have Pre-Judged me. Another word for Prejudice. Most of you have not given me a chance to serve you.

Those who want to crucify me over spam need to evaluate this on a case by case basis. Judge me on my merits, not on a one-size fits all. Dont throw out the Baby with the Bath Water!

If I could, I would spend more time in the NewsGroups. But Not only does E-Mail keep me busy, I have responsibilities,like acquiring new inventory, Testing New Inventory, Cataloging and Pricing New Inventory, Updating my WebSite, and putting my Inventory in my WhereHouse. I have to process incoming orders with a less than 24 Hour Turnaround, Maintain my Catalogs. My Workspace has Boxes and Crates of Inventory I haven't processed, since I need to process it all, I can't store all my Inventory.

You try being one of the last of the Atari Dealers still Advertising. It's not like they don't need the Business. They just don't want to put up with the Mob Mentality, like I have. Not once do I get a reward or even a Pat on the Back.

Never, have my attackers tried to work this out. Like the Biblical Principle. Instead of coming to me to work it out, they RIP-ME-APART

publicly in the NewsGroups where it get's them the most points.

===Ben===

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Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3535. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 06:22:39 UTC
From: Kyle Lavery <klavery@shaw.ca>
Message-ID: <P2kD9.857268$v53.32047296@news3.calgary.shaw.ca>
Source record: 30995

I have dealt with Ben in the past and was amazed with the service he provided. He got me my items in a timely fashion, not to mention he was the only one who I found that had a boxed copy of Captive and a Dungeon Master hintbook. Personaly I don't mind Ben posting his ads here, they are completly on topic. Not to mention without his posts I wouldn't have found out about him in the first place. Keep up the good work Ben, don't let these trolls drag you down. Sadly trolls are a part of every group on the net, just shrug them off and get on with things.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com...
> On Thu, 21 Nov 2002, Sean Connery wrote:
>
> > I plan on supporting numerous Atari retailers. You are not one of them,
> > because of your tactics.
>
> That's fine. I do Business with and support other Atari Dealers like
> Video61, Best Electronics and yes even B & C ComputerVisions. Atari
> Dealers are like a BrotherHood. We help each other out. All I ask is my
> Share of the Atari Customers. I don't need Terrorists like the one who's
> been hounding me mercilessly, all because He Hates my Politics. No FREE
> speech here! The Kicker is, I checked and B & C has no record of ever
> selling to Him. What a Hypocrite! I believe he only does Business with
> Pirate Sites!
>
> Oh, BTW, when complaining about my Posts, maybe you should delete my Ads
> from your posts. Since you find them offensive.
>
> I would like to spend more time in the NewsGroups, but with the Mob
> Mentality, infantile behaviour, plus it gets so depressing seeing people
> Advertising Atari stuff for sale. When I read the Sale Posts, I discover
> it's for auctions, plus I'm persecuted for trying to professionally
> support the Atari. Not making enough to pay my Bills.
>
> I believe most who have decided not to buy from me have Pre-Judged me.
> Another word for Prejudice. Most of you have not given me a chance to
> serve you.
>
> Those who want to crucify me over spam need to evaluate this on a case by
> case basis. Judge me on my merits, not on a one-size fits all. Dont throw
> out the Baby with the Bath Water!
>
> If I could, I would spend more time in the NewsGroups. But Not only does
> E-Mail keep me busy, I have responsibilities,like acquiring new inventory,

> Testing New Inventory, Cataloging and Pricing New Inventory, Updating my
> WebSite, and putting my Inventory in my WhereHouse. I have to process
> incoming orders with a less than 24 Hour Turnaround, Maintain my Catalogs.
> My Workspace has Boxes and Crates of Inventory I haven't processed, since
> I need to process it all, I can't store all my Inventory.
>
> You try being one of the last of the Atari Dealers still Advertising. It's
> not like they don't need the Business. They just don't want to put up with
> the Mob Mentality, like I have. Not once do I get a reward or even a Pat
> on the Back.
>
> Never, have my attackers tried to work this out. Like the Biblical
> Principle. Instead of coming to me to work it out, they RIP-ME-APART
> publicly in the NewsGroups where it get's them the most points.
>
> ===Ben===
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or
at
> http://BenSells.atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

3536. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 06:35:17 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <tdkD9.2206$Li.421641@news02.tsnz.net>
Source record: 30846
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Do you accept Credit cards yet? Or Paypal? That was the reason I
couldnt buy from you the first time, also your prices seem a bit high on
some items. But I'd consider buying from you if you took Credit cards
now.

Other wise, I'll only be supporting those that do.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com...
> On Thu, 21 Nov 2002, Sean Connery wrote:
>
> > I plan on supporting numerous Atari retailers. You are not one of them,
> > because of your tactics.
>
> That's fine. I do Business with and support other Atari Dealers like
> Video61, Best Electronics and yes even B & C ComputerVisions. Atari
> Dealers are like a BrotherHood. We help each other out. All I ask is my
> Share of the Atari Customers. I don't need Terrorists like the one who's
> been hounding me mercilessly, all because He Hates my Politics. No FREE
> speech here! The Kicker is, I checked and B & C has no record of ever
> selling to Him. What a Hypocrite! I believe he only does Business with
> Pirate Sites!

3537. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 09:01:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211220057340.6754-100000@shell1.aracnet.com>
Source record: 30847
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Thank You Kyle for the Kind Words.

==Thanx==
===Ben===

On Fri, 22 Nov 2002, Kyle Lavery wrote:

> I have dealt with Ben in the past and was amazed with the service he
> provided. He got me my items in a timely fashion, not to mention he was the
> only one who I found that had a boxed copy of Captive and a Dungeon Master
> hintbook. Personaly I don't mind Ben posting his ads here, they are
> completly on topic. Not to mention without his posts I wouldn't have found
> out about him in the first place. Keep up the good work Ben, don't let these
> trolls drag you down. Sadly trolls are a part of every group on the net,
> just shrug them off and get on with things.
>
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com...
> > On Thu, 21 Nov 2002, Sean Connery wrote:
> >
> > > I plan on supporting numerous Atari retailers. You are not one of them,
> > > because of your tactics.
> >
> > That's fine. I do Business with and support other Atari Dealers like
> > Video61, Best Electronics and yes even B & C ComputerVisions. Atari
> > Dealers are like a BrotherHood. We help each other out. All I ask is my
> > Share of the Atari Customers. I don't need Terrorists like the one who's
> > been hounding me mercilessly, all because He Hates my Politics. No FREE
> > speech here! The Kicker is, I checked and B & C has no record of ever
> > selling to Him. What a Hypocrite! I believe he only does Business with
> > Pirate Sites!
> >
> > Oh, BTW, when complaining about my Posts, maybe you should delete my Ads
> > from your posts. Since you find them offensive.
> >
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> > Advertising Atari stuff for sale. When I read the Sale Posts, I discover
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> > support the Atari. Not making enough to pay my Bills.
> >
> > I believe most who have decided not to buy from me have Pre-Judged me.
> > Another word for Prejudice. Most of you have not given me a chance to

> > serve you.
> >
> > Those who want to crucify me over spam need to evaluate this on a case by
> > case basis. Judge me on my merits, not on a one-size fits all. Dont throw
> > out the Baby with the Bath Water!
> >
> > If I could, I would spend more time in the NewsGroups. But Not only does
> > E-Mail keep me busy, I have responsibilities,like acquiring new inventory,
> > Testing New Inventory, Cataloging and Pricing New Inventory, Updating my
> > WebSite, and putting my Inventory in my WhereHouse. I have to process
> > incoming orders with a less than 24 Hour Turnaround, Maintain my Catalogs.
> > My Workspace has Boxes and Crates of Inventory I haven't processed, since
> > I need to process it all, I can't store all my Inventory.
> >
> > You try being one of the last of the Atari Dealers still Advertising. It's
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> > the Mob Mentality, like I have. Not once do I get a reward or even a Pat
> > on the Back.
> >
> > Never, have my attackers tried to work this out. Like the Biblical
> > Principle. Instead of coming to me to work it out, they RIP-ME-APART
> > publicly in the NewsGroups where it get's them the most points.
> >
> > ===Ben===

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3538. Re: Papyrus is NOT dead

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 10:28:04 UTC
From: "Derryck Croker"
Message-ID: <1037960642-801269AEicMi@ntlworld.com>
Source record: 30849

From: Ulli Ramps <Ulli.Ramps@rom-logicware.com>
Date: Thu, 21 Nov 2002 17:51:52 +0100

Hi Ulli,

>Hi there, short notice to clear things up.

And thanks for the reinforcement of the point that I made.

>What made us freeze our English language business somewhat, because
>there is no clever way to get our money, any longer ...

Perhaps Atari Workshop or 16/32 could take over distribution of the English
language version?

>P.S.: Please have in mind - I don't read this group daily, only from
>time to time.

I hope that you see this, at least!

Cheers

Derryck

--


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____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3539. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 10:38:34 UTC
From: "Derryck Croker"
Message-ID: <1037960646-802027AEicMi@ntlworld.com>
Source record: 30850

From: Bravo Sierra Computers <atari@aracnet.com>

>Oh, BTW, when complaining about my Posts, maybe you should delete my Ads
>from your posts. Since you find them offensive.

I do agree, it's a complete waste of time complaining about a particular
message only to repeat it whole in the response!

Have you considered posting only a link to your website? Perhaps that would
be a good compromise in this case.

Cheers

Derryck

3540. Re: ADV: Bravo Sierra want's Your Money

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 11:11:30 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0211220311.46f0ee36@posting.google.com>
Source record: 30848

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0211211953230.6754-100000@shell1.aracnet.com>...
> What makes you think I don't read it? I usually reply in E-Mail, i'm not
> trying to score points in the NewsGroups and I'm trying to avoid the Mob.
> Also, I spend alot of time in E-Mail.

The reason it has appeared as you don't read it, is exactly because of
just that. You replying in email. Other may disagree, but I find the
whole point with usenet being to discuss and share things, not using
it as a one-way-street.

Also, to discuss in public is not (at least in my opinion) to "score
points".
I also don't really think we have a "mob" here, merely a couple of
people expressing their point of views. Sure, some aren't doing it
properly (like crappy anonymous emails and stuff) but that is another
story, and I am not trying to justify their methods in any way.

Finally, if you consider anyone disagreeing with your advertising
methods to be part of a "mob", then I understand why you get into
trouble.

Regards,

Joakim

3541. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 11:54:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211220226050.21462-100000@shell1.aracnet.com>
Source record: 30851
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Fri, 22 Nov 2002, Aaron Wheeler wrote:

> Do you accept Credit cards yet? Or Paypal? That was the reason I
> couldnt buy from you the first time, also your prices seem a bit high on
> some items. But I'd consider buying from you if you took Credit cards
> now.
>
> Other wise, I'll only be supporting those that do.

OK, I'm going to tell you a story. And it's true. When I was 15, I dropped out of High School, soon afterward I had an episode, became Hospitalized and Disabled. Currently I'm approaching 39 and not only am I still disabled, but I have other health problems adding to my condition. I've been Disabled for over 20 years and I've been collecting Disability for nearly 20 years. I've been an Atarian since maybe 1980. Most of my rehabilitation is/was through my local Atari Clubs. Part of what I lost, I replaced by learning how to function using my Atari Computers and using the Atari Computer Clubs for support, fellowship and an outlet to get involved and serve my fellow man in the Atari Community as a Teacher, SIG Leader, BBS SysOp, NewsLetter Editor and for a number of years, I've been successful as Vice President of my Atari Club. My President warned me that all unfilled Board Positions, I would have to fill while they were vacant. Lets just say I got quite an education. The Disability I receive is a mere pittance, unable to sustain my most basic needs. Still I must survive, and my skills lie in Atari. As well as what I love to do. It gives me a reason to wake every morning and hope not to give up and go Tango Uniform. I work to stay independent. I don't make a MINT doing this & I can't keep enough in the Bank to Maintain a Bank Account. What I do have going for me is a Family with Land/Homes/Property/Resources supplying me with my Home, Wherehouse for my inventory and facilities to run my Business with. As well as love and moral support. My Father's words stay with me. Don't use Credit Cards as they are a good way to run up Debt. So for myself I have no Credit Cards. The Plus side to this is I have almost no Debt. Still, I need to be Independent. So besides using my Atari Business as my Career, it also serves as Therapy and hope to live and continue. LikeWise, I have Moral reasons not to take Credit Cards for my Business. The old Bible Quote "The Debtor is the Lenders Slave!" On my Principles I avoid Credit Cards. And along with what my Father Taught me. As far as PayPal goes, Since the only Computer I use, know how to use, want to use, own, have and the only Computer I get on the InterNet with is my Atari ST. And when I spoke to PayPal about Atari Compatability, I found with all the encryption codes and other problems, PayPal is not compatible with my Web Browser! And it won't do for me. As far as Credit Cards go, It's more paperwork and more trouble than I need. But then you probably don't believe in Hiring

the Handicapped. So I forgive your ignorance. On, the other hand when a Customer Mails me a Postal Money Order to my P.O. Box, The Post Office will Cash it for me on the spot. And with a quick turnaround, the customers order goes out the same day, usually from the Post Office. And while I'm their, I can mail a Postal Money Order from the Post Office to Pay My Bills. So if you still insist on using a Credit Card or PayPal. I won't hold it against you. And for those wanting to E-Mail me telling me I need to upgrade my Computer to get on the InterNet. I'm not interested. The same goes for my Software and Web Browser. I'm comfortable the way it is. And I'm not willing to change/upgrade my Web Browser to do PayPal.

===Ben===

> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com...
> > On Thu, 21 Nov 2002, Sean Connery wrote:
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3542. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 13:39:32 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <utscs9rd7lmcf5@corp.supernews.com>
Source record: 30852
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hey! Ben,

Don't let "Percy from the Green Mile" bother you.

Here's General Joseph W. "Vinegar Joe" Stilwell's motto with Percy types,

"Illegitimis non carborundum"

Don
Retired SysOp of the retired Bear Cavern BBS.

P.S. At least he signed his message fittingly, "nobody".

> > > From nobody@remailer.privacy.at Sat Nov 16 18:57:37 2002
> > > Date: Sun, 17 Nov 2002 03:23:12 +0100 (CET)
> > > From: Anonymous <nobody@remailer.privacy.at>
> > > To: atari@aracnet.com
> > > Subject: Howdy Doody Ben!
> > >
> > > This is how it works Benny Boy...
> > > You can either stop posting anything related to Bravo Sierra or we can
continue
> > > to make a mockery out of everything you post. It's very simple.
> > > When you stop, we will stop. That includes all the retards posting in
your
> > > favor. You have various other places to post your useless spam so you
determine
> > > what the best way to go is. Stop posting your adverts on the
newsgroups or
> > > we just keep causing a tremendous amount of trouble. As you can
clearly see,
> > > the atari newsgroup is nothing more than a warzone and we are able to
post
> > > as you using your very own topics. Everyone is going off topic and
it's because
> > > of YOUR postings!
> > >
> > > Simple deal Ben. When you stop, we will stop. Everyone wins the very
moment
> > > that you quit posting advertisments. Make no mistake about it, we
haven't
> > > been kicked from any emailing service or remailer and we will continue
as long
> > > as you continue to post adverts.
> > >

> > > We are prepared to stop *right now* so long as you stop posting *right now*.
> > > Upto you. How do you want to play this out?

3543. Re: Translator

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 14:38:24 UTC
From: swampfax1@atlantic.net
Message-ID: <AjrD9.2$u5.1812@news1.atlantic.net>
Source record: 30853

```
On 21 Nov 2002 08:43:10 , "Claudio E." wrote:
>"John Garone" <swampfax@atlantic.net> wrote:
>
>> I'm looking for a program that translates Italian to english.
>
>do it online. use google
> http://www.google.com/language_tools?hl=en
>
>regards
>
```

```
Hi Claudio,
I appreciate the advice.
John G.
```

3544. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 15:33:51 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1037985481.43475@blade.atari-source.com>
Source record: 30854
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Ben,

First and foremost I would like to publically thank you for coming on here and defending your point of view. Perhaps people are pre-judging you but they had nothing to go off of. Sometimes you have to take a risk of looking like (even more of) an ass in order to get your point across.

Bravo Sierra Computers wrote:

> On Fri, 22 Nov 2002, Aaron Wheeler wrote:
>
>> Do you accept Credit cards yet? Or Paypal? That was the reason I
>> couldnt buy from you the first time, also your prices seem a bit high on
>> some items. But I'd consider buying from you if you took Credit cards
>> now.
>>
>> Other wise, I'll only be supporting those that do.
>

Ben, Your *business* needs to support credit cards. You attribute your lack of success due to x factors which is plain and simply wrong. I've convidered buying from you but I usually turn to ebay. Why? Ease of use. I can pay with credit cards and paypal.

You don't have to use credit cards yourself, you just need a merchant account and the increased business you get from it should pay your fees. Paypal has no monthly fees but simply a per-transaction fee. Albeit higher than visa merchant accounts!

> OK, I'm going to tell you a story. And it's true. When I was 15, I dropped
> out of High School, soon afterward I had an episode, became Hospitalized
> and Disabled. Currently I'm approaching 39 and not only am I still
> disabled, but I have other health problems adding to my condition. I've
> been Disabled for over 20 years and I've been collecting Disability for
> nearly 20 years. I've been an Atarian since maybe 1980. Most of my
> rehabilitation is/was through my local Atari Clubs. Part of what I lost, I
> replaced by learning how to function using my Atari Computers and using
> the Atari Computer Clubs for support, fellowship and an outlet to get
> involved and serve my fellow man in the Atari Community as a Teacher, SIG
> Leader, BBS SysOp, NewsLetter Editor and for a number of years, I've been
> successful as Vice President of my Atari Club. My President warned me that
> all unfilled Board Positions, I would have to fill while they were vacant.
> Lets just say I got quite an education. The Disability I receive is a mere
> pittance, unable to sustain my most basic needs. Still I must survive, and
> my skills lie in Atari. As well as what I love to do. It gives me a reason

> to wake every morning and hope not to give up and go Tango Uniform. I work
> to stay independent. I don't make a MINT doing this & I can't keep enough
> in the Bank to Maintain a Bank Account. What I do have going for me is a
> Family with Land/Homes/Property/Resources supplying me with my Home,
> Wherehouse for my inventory and facilities to run my Business with. As
> well as love and moral support. My Father's words stay with me. Don't use
> Credit Cards as they are a good way to run up Debt. So for myself I have
> no Credit Cards. The Plus side to this is I have almost no Debt. Still, I
> need to be Independent. So besides using my Atari Business as my Career,
> it also serves as Therapy and hope to live and continue. LikeWise, I have
> Moral reasons not to take Credit Cards for my Business. The old Bible
> Quote "The Debtor is the Lenders Slave!" On my Principles I avoid Credit
> Cards. And along with what my Father Taught me. As far as PayPal goes,
> Since the only Computer I use, know how to use, want to use, own, have and
> the only Computer I get on the InterNet with is my Atari ST. And when I
> spoke to PayPal about Atari Compatability, I found with all the encryption
> codes and other problems, PayPal is not compatible with my Web Browser!
> And it won't do for me. As far as Credit Cards go, It's more paperwork and
> more trouble than I need. But then you probably don't believe in Hiring
> the Handicapped. So I forgive your ignorance. On, the other hand when a
> Customer Mails me a Postal Money Order to my P.O. Box, The Post Office
> will Cash it for me on the spot. And with a quick turnaround, the
> customers order goes out the same day, usually from the Post Office. And
> while I'm their, I can mail a Postal Money Order from the Post Office to
> Pay My Bills. So if you still insist on using a Credit Card or PayPal. I
> won't hold it against you. And for those wanting to E-Mail me telling me
> I need to upgrade my Computer to get on the InterNet. I'm not interested.
> The same goes for my Software and Web Browser. I'm comfortable the way it
> is. And I'm not willing to change/upgrade my Web Browser to do PayPal.
>

Therein lies the problem ben. It seems all your life you have been either unwilling or unable to learn to change for the world around you. In most cases that makes sense, but when you try to run a business, YOU have to give in and bite the bullet sometimes. I don't know why I feel like i'm talking to a 2 year old. I would think someone of your caliber running your Atari groups and other such things would know that. Your consumers are a NICE bunch of people that tell you EXACTLY what's wrong. No market studies, no crap. We don't want newsgroup spam and we don't want lack of payment options... and if that means that you have to get up off your ass (or wheel chair (don't know which)) and go out and get a P2-266 (for around $100USD) (because high speed Atari's are a little pricey), so that you can browse paypal and look for an internet visa merchant account, or advertise on local Atari websites, that's what it means. And funny, paypal is neither a credit card nor a merchant account but it does have the added bonus of giving you instant credit card acceptance. But hey.. I'm an idiot and I don't know how to run a business. The customer is ALWAYS right.

Everyone respects your disabilities, though I don't know what they are. Everyone in America understands that disability isn't enough to live on in

this country. But your problem isn't that you CAN'T do something, it's that you WON'T out of pure stubbornness. And frankly, that causes me (and probably other people) to ignore any attached sob stories and chalk you off as a (some 4 letter word).

I've always been willing to respond to you ben. But you'll probably have to go out and get a Winbox (because linux is really really really complicated (laughing)) in order to browse it. Besides. I know for a fact that while CAB doesn't look pretty on my site, it works.

sigh. I don't know why I care enough to respond.

Mark
http://atari-source.com

> ===Ben===
>
>> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
>> news:Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com...
>> > On Thu, 21 Nov 2002, Sean Connery wrote:
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>> > > I plan on supporting numerous Atari retailers. You are not one of
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>> > That's fine. I do Business with and support other Atari Dealers like
>> > Video61, Best Electronics and yes even B & C ComputerVisions. Atari
>> > Dealers are like a BrotherHood. We help each other out. All I ask is my
>> > Share of the Atari Customers. I don't need Terrorists like the one
>> > who's been hounding me mercilessly, all because He Hates my Politics.
>> > No FREE speech here! The Kicker is, I checked and B & C has no record
>> > of ever selling to Him. What a Hypocrite! I believe he only does
>> > Business with Pirate Sites!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or
> at http://BenSells.atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

3545. Re: ADV: Bravo Sierra want's Your Money

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 15:39:28 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1037985818.308863@blade.atari-source.com>
Source record: 30855

Kenneth Medin wrote:
>
> He does not spam any newsgroups! Learn about how news works before you
> speak!!
>
> Spam is unsolicited mail or possibly when multiposting to lots of
> newsgroups.
>
> Ben is perfectly on topic! His posts are about Atari computers etc.
>
> There is no charter for this group as far as I know that prohibits the
> kind of messages he posts!! Probably simply because it has been around
> too long.
>
> Those who are off topic are those who keep complaining to the group
> that they don't like Ben's posts. This is always considered bad
> behaviour. What happens is:
>
> 1. Other people (like myself) get upset by the responses.
>
> 2. The original poster (Ben) simply must go on and perhaps post even more.
>
> The only working behaviour is:
>
> 1. Ignore Ben's posts or filter them!
>
> 2. Complain to him personally by e-mail!
>
> 3. Complain to his ISP if you like.
>
> In my eyes Ben is the victim of a mob. I personally stand up to Ben's
> defence and hope lots of others do the same!
>
> I guess it's time for us all to show our support by ordering something
> from his business!!
>

And I will be right there to let you know why Ben is wrong with plain
English reasons that make perfect sense. I won't give up - ever. Not if
htere's only one person committing the crime. Fact is Ben's ISP *DID* have
a problem with his behavior on c.s.a.s.8bit. and limited his posts and
caused him to use ADV. He could have done that on his own for us. But Ben
doesn't care about us. Ben wants our MONEY! And he'll walk on us to get
it.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

3546. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 15:46:21 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1037986230.547145@blade.atari-source.com>
Source record: 30856
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Gregory D. George wrote:

> Steve Sweet wrote:
>
>> I define spam as being anything that's of an unwanted advert nature.
>
> So, I guess that means you think TV advertising is SPAM? What about
> radio ads? Or magazine ads? Is all that SPAM too?
>
> I think your definition is far too broad and not one that would be
> accepted by those on the internet.
>

Yes, and Ben's ads are certainly subsidizing the linings of the pockets of
the people who run these usenet servers.. HA!

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

3547. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 15:49:08 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1037986397.524294@blade.atari-source.com>
Source record: 30857
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers wrote:
>
> Hi James,
>
> this "Terrorist" claims it has not been kicked off of any e-mailer/
> re-mailer service. Could he been lying? This Gutless wonder is just like
> the Terrorists in the News. Except those Terrorists claim responsibility!
> And they die and go to Paradise with their Virgins. This Particular
> Terrorist will Die and go to Hell and be Satan's favorite Sex Toy and be
> regularly abused. This "Terrorist" Claims Anonymity. But most of us are
> sure who he is. Who else has protested so much, hounding me to the point
> of absurdity. All because he hates/loathes my opinions. Stand up for FREE
> SPEECH while you still have it. Before you lose the right and privilege!
>
> ===Ben===
>

Sounds like ti came from the mouth of "dubya" himself.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

3548. Re: Translator

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 16:17:00 UTC
From: "Claudio E." <Claudio_ehr@hotmail.com>
Message-ID: <3dde5822$0$19122$91cee783@newsreader01.highway.telekom.at>
Source record: 30858

Hi John,

> >do it online. use google
> > http://www.google.com/language_tools?hl=en
> >
> >regards
> >
>
> Hi Claudio,
> I appreciate the advice.

You are welcome. Please excuse the hurry I was in, normally I take a bit more time and reply in a friendly way...

http://translation.langenberg.com/ might also help you.

I hope I could help.

regards

Claudio

3549. Falcon to TT via LAN

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 17:20:06 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.e54440e0.b5065a62.chongdochongdo@ichongdo.com>
Source record: 30861

Hello,

I tried connecting a Falcon to a TT via the LAN port using an Apple
cable and Duet, but I couldn't make it work :-(
Did someone ever manage to have any result using such a cable ?
Please, help me!

Thanks in advance,

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

3550. Re: Papyrus is NOT dead

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 17:55:56 UTC
From: nick@1632systems.co.uk
Message-ID: <arlr3kcvv1@thorium.cix.co.uk>
Source record: 30859

hmm your psyhic (?) watch this space.....

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3551. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 18:10:41 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <8BWdneKQ6uW87kOgXTWcqA@comcast.com>
Source record: 30860
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:

>> I plan on supporting numerous Atari retailers. You are not one of them,
>> because of your tactics.
>
>That's fine. I do Business with and support other Atari Dealers like
>Video61, Best Electronics and yes even B & C ComputerVisions. Atari
>Dealers are like a BrotherHood. We help each other out. All I ask is my
>Share of the Atari Customers. I don't need Terrorists like the one who's
>been hounding me mercilessly, all because He Hates my Politics. No FREE
>speech here! The Kicker is, I checked and B & C has no record of ever
>selling to Him. What a Hypocrite! I believe he only does Business with
>Pirate Sites!

So because he's fed up with your constant spam, he's a terrorist and a
pirate? Sure.

>Oh, BTW, when complaining about my Posts, maybe you should delete my Ads
>from your posts. Since you find them offensive.

It's called proper formatting of a followup. I don't find them offensive,
I do find them annoying.

>I would like to spend more time in the NewsGroups, but with the Mob
>Mentality, infantile behaviour, plus it gets so depressing seeing people
>Advertising Atari stuff for sale. When I read the Sale Posts, I discover
>it's for auctions, plus I'm persecuted for trying to professionally
>support the Atari. Not making enough to pay my Bills.

You are persecuted for being a spammer.

>I believe most who have decided not to buy from me have Pre-Judged me.
>Another word for Prejudice. Most of you have not given me a chance to
>serve you.

No, you've been judged by your *actions*. And as another poster said,
your lack of accepting credit cards or PayPal are two huge strikes against
you compared to other resources for the same merchandise. Why should
anyone give you a chance when it's a huge pain in the ass?

>Those who want to crucify me over spam need to evaluate this on a case by
>case basis. Judge me on my merits, not on a one-size fits all. Dont throw
>out the Baby with the Bath Water!

What would those merits be? You spam and have a poor selection of payment processing. Your prices seem high and you don't seem to have any merchandise that can't be gotten elsewhere cheaper and easier.

>You try being one of the last of the Atari Dealers still Advertising. It's
>not like they don't need the Business. They just don't want to put up with
>the Mob Mentality, like I have. Not once do I get a reward or even a Pat
>on the Back.

You appear to have a persecution complex.

>Never, have my attackers tried to work this out. Like the Biblical
>Principle. Instead of coming to me to work it out, they RIP-ME-APART
>publicly in the NewsGroups where it get's them the most points.

What is there to work out? You are confusing Internet retailing with marriage.

--
0--0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0--0

3552. Re: ADV: Bravo Sierra want's Your Money

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 18:35:20 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dde78de62abd0@tripnet.se>
Source record: 30862

On Fri 22-11-2002 10:39 (-0500) Mark Duckworth wrote:

>Kenneth Medin wrote:
>>
>> He does not spam any newsgroups! Learn about how news works before you
>> speak!!

>And I will be right there to let you know why Ben is wrong with plain
>English reasons that make perfect sense. I won't give up - ever. Not if
>htere's only one person committing the crime. Fact is Ben's ISP *DID* have
>a problem with his behavior on c.s.a.s.8bit. and limited his posts and

I suggest you do some reading in the netiquette RFC. Sorry I don't have
the number right now but it is easy do find. There is nothing else except
that and national laws that regulates what should or should not be posted
here.

Btw, you might find some good advice yourself how a proper newspost is
written regarding citation tecnique.

>caused him to use ADV. He could have done that on his own for us. But Ben
>doesn't care about us. Ben wants our MONEY! And he'll walk on us to get
>it.

An ISP could put any restrictions they want to on its customers.

But the most important thing is: it's always stupid, non productive and
off topic to fill a newsgroup with nothing but complaints about posts
made by others! Imho wannabe moderators are simply repugnant.

Threads like this are destructive to a newsgroup and I have said enough
on this subject. Time to browse to Ben's site and select some stuff to
buy. The url is http://www.aracnet.com/~atari/catalogs.htm for those who
have missed his posts :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3553. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 19:02:59 UTC
From: vdjole@EUnet.yu
Message-ID: <arlv11$i6f$1@news.eunet.yu>
Source record: 30863

On 19 Nov 2002 23:36:29 , Henk Robbers wrote:
>>> >The wellknown desktop replacement from dutch coder Wout Klaren has
>> >been released as GPL.
>> >[...]
>> Did somebody succeed in compiling this? I tried it with PureC 1.1 in
>> TOS 2.06 and, beside some complaints from the compiler regarding redeclaration
>> conflicts in mint.h vs. tos.h which (I think) I handled, linker reported
>> an undefined symbol own_aes in module btst and aborted...
>[...]
>Make sure you havnt set PASM or PC to DRI object output.

Yes, that was it. With that set properly, it now compiles, links- and works.
Thanks. Maybe I'll try to make some small changes now to fit it to my personal
linkings; the resource file too could use some tidying-up of the visual
appearance...

Best regards;

3554. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 22:13:22 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fm2o94.105ok5i1cc4i94N%donotusethisaddress@pandora.be.invalid>
Source record: 30864
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/html-utils/gemtidy_083.zip
(234.617 bytes) GEMtidy is "HTML tidy" with a graphical user interface
(GUI), with support for some useful GEM message protocols to interact
with other software like Joe (an HTML editor), LUNA, EZ_EDIT...

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-7412.zip
(273.376 bytes) Music Edit is a notation prg with MIDI in-/output.
Runs on all Atari's and Atari-cloon. Runs under plain-TOS, N_AES,
Magic>4, Geneva. At this moment German only
```

3555. Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 23:02:14 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1038002764-387669AEicMi@adel6.freeserve.co.uk>
Source record: 30867

Hi All

I am looking for Rajah Lone's email address, unfortunately when I downloaded Cresus the documents didn't list his address. I want to report back some error reports!

Also does anyone know how to get in touch with Harald Becker the author of BoxKite as I want to register it!
The email I used was: nc-beckerha3@netcologne.de no response for over a week now!!

Thanks

Neil :-)
3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

3556. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 23:04:17 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DDEB6E7.95BBB5FE@chello.nl>
Source record: 30866

Djordje Vukovic wrote:
>
> On 19 Nov 2002 23:36:29 , Henk Robbers wrote:
> >>> >The wellknown desktop replacement from dutch coder Wout Klaren has
> >> >been released as GPL.
> >> >[...]
> >> Did somebody succeed in compiling this? I tried it with PureC 1.1 in
> >> TOS 2.06 and, beside some complaints from the compiler regarding redeclaration
> >> conflicts in mint.h vs. tos.h which (I think) I handled, linker reported
> >> an undefined symbol own_aes in module btst and aborted...
> >[...]
> >Make sure you havnt set PASM or PC to DRI object output.
>
> Yes, that was it. With that set properly, it now compiles, links- and works.
> Thanks. Maybe I'll try to make some small changes now to fit it to my personal
> linkings; the resource file too could use some tidying-up of the visual
> appearance...
>
>

Play around happily but dont do too much. I'll have a modernized version ready within
a week (If nothing goes disastrously wrong ;-)

I've already done the following:

Version 2.00

- Right button is double click. No more pain in the shoulder.
- Use Ssystem(-1,...) for detecting MiNT.
- If mint, use Ssystem in find_cookie.
- Only 1 version for MiNT, MagiC and single TOS.
Global boolean mint and magx used throughout dynamically.
- Arrogant MiNT's Dreaddir spoils case of DOS 8.3 names.
Change DOS 8.3 names back to upper case.
- Resource to modern AES 4 3D flags and WHITEBAK object types.
Had to change dialogie titles to G_STRING's
- Fix rsrc_title() to be able to use G_STRING titles in stead of
G_USERDEF or G_BUTTON.
- Dialogue title userdefs written transparent.
- Many places:
fix unsetting of bits in ob_state, to preserve the WHITEBAK bits.
- appl_getinfo protocol that also works with MagiC;
(WHITEBAK detection) and shel_write behaviour).
- MagiC: shel_write must specify SHW_PARALLEL.
- In text mode fuller only fulls vertically.

- Courtesy XaAES: UNDO searches for cancel button.
- Courtesy XaAES: Use cramped_name for displaying filenames.
If a filename doesnt fit in a box, replace enough of it by ...
- Always display copy and delete dialogue.
If confirm is off, continue, else wait for dialogue action.
- Textmode window displays date in front of time.
- As a preparation for colour icon support, icons are now loaded
by using rsrc_load.
- Replaced ALL ICONBLK by CICONBLK (colour icons embrace mono icons
and are downwards compatable to mono icons)
- Colour icons now work.

- Icons will be identified by name, not by index.

The last bit, which is the hardest., I am now finishing.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3557. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 23:07:36 UTC
From: Cyprian Konador <c_konador@atari.pl>
Message-ID: <3DDEB8B8.779C028A@atari.pl>
Source record: 30865

Henk Robbers skrobnďż˝dďż˝:
>
> Djordje Vukovic wrote:
> >
> > On 14 Nov 2002 10:13:37 , =?ISO-8859-1?Q?Joakim_H=F6gberg?= wrote:
> > >The wellknown desktop replacement from dutch coder Wout Klaren has
> > >been released as GPL.
> > >[...]
> > >
> > >URL for TOPP:
> > >
> > >http://topp.atari-users.net
> >
> > Did somebody succeed in compiling this? I tried it with PureC 1.1 in
> > TOS 2.06 and, beside some complaints from the compiler regarding redeclaration
> > conflicts in mint.h vs. tos.h which (I think) I handled, linker reported
> > an undefined symbol own_aes in module btst and aborted...
> >
>
> Make sure you havnt set PASM or PC to DRI object output.

not only with this option but also without i receive that report:
Error ..\INCLUDE\MINT.H 41: Redeclaration of 'XATTR'

--
pozdrawiam
Cyprian Konador
c_konador@atari.pl

UWAGA! ZMIANA SYGNATURKI! UWAGA! ZMIANA SYGNATURKI!

3558. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 23:21:38 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DDEBAF1.26CE4D78@chello.nl>
Source record: 30868

Cyprian Konador wrote:
>
> Henk Robbers skrobnï¿½ï¿½:
> >
> >
> > Make sure you havnt set PASM or PC to DRI object output.
>
> not only with this option but also without i receive that report:
> Error ..\INCLUDE\MINT.H 41: Redeclaration of 'XATTR'
>
>

Teradesk was a Pure C 1.0 program.

Insert
#define __MINT__

at the end of the Pure C 1.1 version of TOS.H

If after that there are more duplicate definitions, simply remove them.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3559. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 23:31:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dde6872e64aa8@attbi.com>
Source record: 30870

>On 18 Nov 2002 10:59:10 , Derryck Croker wrote:
>>From: cstanley@zetnet.co.uk (Charles Stanley)
>>Date: 18 Nov 2002 00:56:01 GMT
>>
>>>After extensive explorations, I have to conclude that Papyrus is finally
>>>dead as the Dodo. After all the promises.....
>>
>>The web page explains that there are problems taking credit card orders ATM,
>>is that cause to give up hope?
>
>Hi Derryck,
>
>That must be a different web page than those I saw. One says that Rom-
>Logicware has, if remember aright, ceased trading; another - I forget
>which - has their remaining stuff for sale, but Papyrus is not on their
>list. I was shocked and saddened.
>
>If I have misunderstood, please correct me energetically and I will
>apologise without restraint. Indeed, I am sorry I posted in the first
>place.
>
>I'll try the web pages again tonight.
>
>Cheers,
>Charles.

I was just on their site about 2 weeks ago and saw nothing
different. Still, that may mean nothing...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3560. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-11-22 23:31:45 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dde6872e64aa7@attbi.com>
Source record: 30869

>After extensive explorations, I have to conclude that Papyrus is finally
>dead as the Dodo. After all the promises.....
>
>Charles.

Well it may be dead as far as any more versions greater than
version 9, but from what I understand the authors will still
support version 9 and below. I only have version 8 and I love it.
I plan to upgrade one last time.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3561. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 00:08:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038051436.6443.0@dyke.uk.clara.net>
Source record: 30885
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Gregory

"Gregory D. George" <greg@ataritimes.com> wrote in message
news:3DDD4826.C127553E@ataritimes.com...
> Steve Sweet wrote:
>
> > I define spam as being anything that's of an unwanted advert nature.
>
> So, I guess that means you think TV advertising is SPAM? What about
> radio ads? Or magazine ads? Is all that SPAM too?
>
> I think your definition is far too broad and not one that would be
> accepted by those on the internet.

Advertising is expected on commercial media, that's what makes it
commercial, and when it pop's up on a licensed subsidised channel then i
complain. SO it seems the same theory applies.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.422 / Virus Database: 237 - Release Date: 21/11/2002

3562. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 00:11:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038051438.6443.1@dyke.uk.clara.net>
Source record: 30886
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Vidar

> > Since it isn't actually a dictionary recognised term then your
definition
> > isn't really relevant, I define spam as being anything that's of an
> >unwanted advert nature.

> Unwanted by whom ?

The rules of the carrier?, its supposed to be an advert free media.

>I am not a big fan of all the junk in my email, from Hong
> Kong, or whereever, with porn and shit. But I do want Ben's ads, so who is
> to say if it's spam or not then ? And why is your definition better than
the
> others ?

I made no claims as to the quality of my definition, clean your glasses and
read again. If you want to see Ben's ad's with no flames then suggest a
mailing list to him.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.422 / Virus Database: 237 - Release Date: 21/11/2002

3563. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 00:20:35 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <aQzD9.2337$Li.455337@news02.tsnz.net>
Source record: 30871
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Okay Ben, that's fine, but if you dont take credit cards, then I cant buy off you. Simple as that. It's so much easier for me to pay via a credit card, then to try to get a money order that you can actually cash over there, that it's not worth the effort, not when I can use my CC at other dealers or ebay. Thanks for your answer. I wish you well. Hopefully your local US people will support you.

Aaron

> Pay My Bills. So if you still insist on using a Credit Card or PayPal. I
> won't hold it against you. And for those wanting to E-Mail me telling me
> I need to upgrade my Computer to get on the InterNet. I'm not interested.
> The same goes for my Software and Web Browser. I'm comfortable the way it
> is. And I'm not willing to change/upgrade my Web Browser to do PayPal.

3564. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 00:20:42 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038051440.6443.2@dyke.uk.clara.net>
Source record: 30887
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Michael

> Third, other people use newsgroups to advertise Atari items they have to
> sell. The only difference I see between them and Ben is that he is trying
to
> make a living by it (a feat in and of itself), and posts more frequently
> (which I don't personally see a problem with).

I wouldn't mind an occasional post myself, but his reams of shitte are
downright annoying.

> Fourth, even if it is against the rules, that doesn't make it "off-topic".

What sort of logic is this!. Its against the rules, how off topic is that?.

> It has everything to do with Atari machines (as that's what he primarily
> sells). Please tell me how this is off-topic.

> Finally, the point of my post was not to say, "Everyone must agree with
and
> accept Ben's posting, and submit themselves to off-topic spam". I was
simply
> pointing out that while Ben's posts can be offensive to some people (yes,
I
> was actually allowing for your point of view), the obscenities in the
> idiotic spoof presented as a response to the post was absolutely uncalled
> for, offensive, destructive to the community here, and off-topic, even
more
> than Ben's ads.

I didn't even acknowledge this spoof branch of the thread and completely
agree that if someone has something to say they should do it other than
anonymously as we are now.

> As for the ads, if you don't like them, ignor them. If you can't ignor
them,
> set your newsreader to filter them out. If you can't filter them out, deal
> with them.

Your missing the point entirely, i shouldn't have to filter them, the nature
of the base is such that they shouldn't be here for me to filter in the
first place.

>I don't see how they can hurt you in any way. They may actually
> be helpful to some of us here, and help support the Atari community as a
> whole through offering people wanting to purchase something for their

> machine a place to do that, while supporting a fellow Atarian's career. I
> think that's much more vital for the survival of the Atari community than
> going around bashing each other like this.

I never used to take any notice of an occasional posting, but he's taking the piss, its getting to the stage where i could quote the crap he posts. If it was shorter and less frequent you'd not here from me at all.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.422 / Virus Database: 237 - Release Date: 21/11/2002

3565. Re: Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 00:29:10 UTC
From: lp <gfa@basic.net>
Message-ID: <BA043605.AA12%gfa@basic.net>
Source record: 30872

in article 1038002764-387669AEicMi@adel6.freeserve.co.uk, Neil Chester at neil@adel6.freeserve.co.uk wrote on 11/22/02 6:02 PM:

> Hi All
>
> I am looking for Rajah Lone's email address, unfortunately when I
> downloaded Cresus the documents didn't list his address. I want to
> report back some error reports!

Staart here at his site:
http://membres.lycos.fr/nef/

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3566. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 00:31:44 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3ddecc6e$0$255$4c56ba96@master.news.zetnet.net>
Source record: 30873

On 19 Nov 2002 23:31:38 , Charles Stanley wrote:
>Subject: Re: Papyrus Dead?
>>
>>>After extensive explorations, I have to conclude that Papyrus is finally
>>>dead as the Dodo. After all the promises.....
>>
>>The web page explains that there are problems taking credit card orders ATM,
>>is that cause to give up hope?
>
>Hi Derryck,
>
>That must be a different web page than those I saw. One says that Rom-
>Logicware has, if remember aright, ceased trading; another - I forget
>which - has their remaining stuff for sale, but Papyrus is not on their
>list. I was shocked and saddened.
>
>If I have misunderstood, please correct me energetically and I will
>apologise without restraint. Indeed, I am sorry I posted in the first
>place.
>
>I'll try the web pages again tonight.

OK, folks: the Rom-Logicware pages came up tonight as usual (not as they
did on Monday). If they are current, I have to eat a very humble pie,
which we shall see when I get a response from my email to them.

Cheers,
Charles.

3567. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 01:16:28 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1038014188@news.frii.com>
Source record: 30874

On Fri, 22 Nov 2002 23:31:45 GMT, "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote:
> >After extensive explorations, I have to conclude that Papyrus is finally
> >dead as the Dodo. After all the promises.....
> >
> >Charles.
>
> Well it may be dead as far as any more versions greater than
> version 9, but from what I understand the authors will still
> support version 9 and below. I only have version 8 and I love it.
> I plan to upgrade one last time.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

Not trusting this newsgroup display, I checked the group via Google. Ulli had posted twice about problems with credit card purchases due to a German court decision that affected all German credit card business. As a result, they slowed down the English version but it will soon be finished. They are also releasing a Native Mac version for OS 9 and OS X.

For those of us who have used Ebay, we know about PayPal. I sent him email about the possibility of using this service for electronic transfer of funds. I received email from him tonight, and he wanted to know more. So I sent him the web address.

If it will work as I hope, the buyer would open a free (for the time being at least :-/) PayPal account, transfer funds to that account via checking or credit card, then transfer the funds to R.O.M.'s account. That's my idea, we'll just have to wait and see if it works.

Ken

3568. Atari Online News, Etc. #04-47

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 02:01:23 UTC
From: danap8@aol.com
Message-ID: <20021122210123.03197.00000034@mb-cs.aol.com>
Source record: 30875

A-ONE #0447 11/22/02

~ Drying Up Spam Deluge! ~ People Are Talking! ~ Voice Mouse Debuts!
~ AMBER Alert Launched! ~ HiRes Magazine Online! ~ October Sales Strong
~ Global Jurisdiction?! ~ Madster In Contempt?! ~ Virtual Brain?
~ Atari800Win Plus Out! ~ WinDom & Dfrm Now LGPL ~ Xbox Live Selling!

-* Feds Get New Snooping Powers *-
-* Microsoft Discloses Serious Flaw! *-
-* eBay Unveils Used Electronics Online Store *-

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___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3569. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 02:30:55 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ddee85f$0$1456$272ea4a1@news.execpc.com>
Source record: 30876
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

(Ben don't take credit cards.)
May be a preference, has reasons, but even I can
accept credit cards now. Paypal sets up a whole new
world of online buying and selling. I mean I could
accept credit cards if I signed up for it, which I haven't.
International credit card transactions may actually be
a problem, I don't know if Paypal will do those.
Just rambling some more.
But I can't see how Paypal (or others I don't know about)
would do anything but increase sales, increase convenience for both the
dealer and buyer, and be secure, pretty much.
I guess there are some problems with credit cards, like
someone cancelling payment with their credit card
company after receiving goods.
Russg

3570. floppy drives

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 02:52:32 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <f1CD9.6407$XN5.928694@wards>
Source record: 30877

Can anyone tell me a source of 3.5" DD floppy drives - i.e. 720K not 1.44 Mb

Steve M

3571. Re: floppy drives

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 03:24:10 UTC
From: "Michael J. Sch&#65533;lke" <MJSchuelke@hotmail.com>
Message-ID: <MPG.1849134911aecd14989827@news.t-online.de>
Source record: 30878

Steve Marshall wrote:
> Can anyone tell me a source of 3.5" DD floppy drives - i.e. 720K not 1.44 Mb
>
Where are you? In Germany, try OfficeXL (www.officexl.de) -- they sell
new Emtec (formerly BASF) DD disks.

Regards,
Michael

--
From-address is valid, but used as spam trap. Use the reply-to address,
substituting the current year and month if necessary.

3572. Re: Falcon to TT via LAN

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 04:36:53 UTC
From: rs.mac@t-online.de
Message-ID: <1fm34i2.1edmrms9ub17gN%rs.mac@t-online.de>
Source record: 30879

Jean-Luc CECCOLI <chongdochongdo@ichongdo.com> wrote:

> I tried connecting a Falcon to a TT via the LAN port using an Apple

"LAN" on an Atari suggest it was an ethernet port. Itï¿½s simple an not
ready to use AppleTalk port without support and software like AppleTalk.

LANPort on Falcon and TT are not more as an RS422 serial port.
You should try an null modem, not an mac printer/modem cable.

Article 12.6.1 of DOITF030 contain the pinout of the port and
an null modem

--
-= Home of DOIT-Archive =-

Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3573. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 08:30:48 UTC
From: Trip Cannon <TCannon@NOSPAMteleport.com>
Message-ID: <Y0HD9.5659$It3.506268@newsread2.prod.itd.earthlink.net>
Source record: 30880
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Let him do his business. He has a right to post here just as you and I do. And we all have the right to click on whatever message we want to read. I see no wrong in what he's done or posted and it doesn't annoy me at all. In my opinion the more Atari dealers the better no matter what tactics apply.

Ben's an Atarian like us all and I can't see any justification behind badgering him because, well, there aren't many of us out there anymore and there sure as hell aren't many like him out there anymore. It just doesn't make sense to me that everybody ridicules him for having his interests, his hobby, his business which is Atari! For God's sake man! He's on our side!

-Trip

"Sean Connery" <bangbond@comcast.netHORMEL> wrote in message news:8BWdneKQ6uW87kOgXTWcqA@comcast.com...
> In article <Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com>,
> Bravo Sierra Computers <atari@aracnet.com> wrote:
>
> >> I plan on supporting numerous Atari retailers. You are not one of them,
> >> because of your tactics.
> >
> >That's fine. I do Business with and support other Atari Dealers like
> >Video61, Best Electronics and yes even B & C ComputerVisions. Atari
> >Dealers are like a BrotherHood. We help each other out. All I ask is my
> >Share of the Atari Customers. I don't need Terrorists like the one who's
> >been hounding me mercilessly, all because He Hates my Politics. No FREE
> >speech here! The Kicker is, I checked and B & C has no record of ever
> >selling to Him. What a Hypocrite! I believe he only does Business with
> >Pirate Sites!
>
> So because he's fed up with your constant spam, he's a terrorist and a
> pirate? Sure.
>
>
> >Oh, BTW, when complaining about my Posts, maybe you should delete my Ads
> >from your posts. Since you find them offensive.
>
> It's called proper formatting of a followup. I don't find them offensive,
> I do find them annoying.
>
>
> >I would like to spend more time in the NewsGroups, but with the Mob
> >Mentality, infantile behaviour, plus it gets so depressing seeing people

> >Advertising Atari stuff for sale. When I read the Sale Posts, I discover
> >it's for auctions, plus I'm persecuted for trying to professionally
> >support the Atari. Not making enough to pay my Bills.
>
> You are persecuted for being a spammer.
>
>
> >I believe most who have decided not to buy from me have Pre-Judged me.
> >Another word for Prejudice. Most of you have not given me a chance to
> >serve you.
>
> No, you've been judged by your *actions*. And as another poster said,
> your lack of accepting credit cards or PayPal are two huge strikes against
> you compared to other resources for the same merchandise. Why should
> anyone give you a chance when it's a huge pain in the ass?
>
>
> >Those who want to crucify me over spam need to evaluate this on a case by
> >case basis. Judge me on my merits, not on a one-size fits all. Dont throw
> >out the Baby with the Bath Water!
>
> What would those merits be? You spam and have a poor selection of payment
> processing. Your prices seem high and you don't seem to have any
> merchandise that can't be gotten elsewhere cheaper and easier.
>
>
> >You try being one of the last of the Atari Dealers still Advertising.
It's
> >not like they don't need the Business. They just don't want to put up
with
> >the Mob Mentality, like I have. Not once do I get a reward or even a Pat
> >on the Back.
>
> You appear to have a persecution complex.
>
>
> >Never, have my attackers tried to work this out. Like the Biblical
> >Principle. Instead of coming to me to work it out, they RIP-ME-APART
> >publicly in the NewsGroups where it get's them the most points.
>
> What is there to work out? You are confusing Internet retailing with
> marriage.
>
> --
> 0--0
> | http://www.unrealtournament2003.com | Have You Played Atari Today? |
> 0--0
>

3574. Booting from HD Falcon030 How?

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 09:14:22 UTC
From: yvo.sNotThis@gmx.net
Message-ID: <1fm3j2r.1kvipi7163usw0N%yvo.sNotThis@gmx.net>
Source record: 30881

I have a Falcon030, but I haven't used it for a few years.

For some reason I can not find how to install the HD (Quantum 120MB) and boot from that drive.

Can someone help me out?

TIA

Yvo

3575. Interesting digital-camera-control software

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 10:43:36 UTC
From: vdjole@EUnet.yu
Message-ID: <arnm4l$q1k$1@news.eunet.yu>
Source record: 30883

Hi;

By chance, browsing through some messages in an astronomy-related newsgroup :),
I came upon an interesting link: http://photopc.sourceforge.net

That is the home of the PHOTOPC, an open-source, compact, command-line-driven
utility for control (through RS-232 or USB) of a range of digital cameras
(Agfa, Epson, Olimpus, Sanyo, Nikkon...) which all use a certain Fujitsu
chipset and in fact utilize the same communication protocol (details of the
protocol are available at the site). PHOTOPC is completely coded in C, and can
be compiled for MacOS, MS-DOS, Windows, Unix... It looks quite possible that it
could be adapted for the Atari/TOS platform(s) and used to create picture-
import modules for favorite bitmap-editing and picture-viewer applications on
the Atari. It appears to be fairly simple and small- size of the MS-DOS
executable is only about 75KB.

A preliminary attempt to compile PHOTOPC (as MS-DOS version) in PureC V1.1
created, after some minor juggling with header files, surprisingly few errors,
mostly in the module for direct control of the serial port(s), because of the
different I/O concept on the PC.

I do not have a digital camera so there is not much point for me to try
to adapt PHOTOPC blindly, but maybe someone will be sufficiently interested...

Regards;

3576. Australia- STE & Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 10:43:42 UTC
From: Someone <NoSpam@no.com>
Message-ID: <2RID9.82226$g9.232089@newsfeeds.bigpond.com>
Source record: 30882

Anyone interested?, i doubt it.. but anyway here it is...

http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&item=2074695471

3577. Re: Interesting digital-camera-control software

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 11:03:04 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <arnn98dbk1@tyfon.itea.ntnu.no>
Source record: 30884

Djordje Vukovic <vdjole@eunet.yu> wrote:

> I do not have a digital camera so there is not much point for me to try
> to adapt PHOTOPC blindly, but maybe someone will be sufficiently interested...

It has already been done :-)

http://wh58-508.st.uni-magdeburg.de/sparemint/html/packages/photopc.html

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3578. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 13:02:12 UTC
From: vdjole@EUnet.yu
Message-ID: <arnu8g$r9u$1@news.eunet.yu>
Source record: 30888

On 22 Nov 2002 23:04:17 , Henk Robbers wrote:
>> >Make sure you havnt set PASM or PC to DRI object output.
>>
>> Yes, that was it. With that set properly, it now compiles, links- and works.
>> Thanks. Maybe I'll try to make some small changes now to fit it to my personal
>> linkings; the resource file too could use some tidying-up of the visual
>> appearance...
>
>Play around happily but dont do too much. I'll have a modernized version ready within
>a week (If nothing goes disastrously wrong ;-)

That is nice; I expected something like that, so I did not approach it very
systematically, just a couple of simple fixes in order to familiarize myself...

>I've already done the following:
>[...]
>- Textmode window displays date in front of time.
>[...]

:) That was the very first thing I attacked... but approached it slightly
differently: it proved to be a more-less trivial thing to add three
items under "View" menu: Show date, Show time, Show attributes, and to
add several lines of code into dir.c and window.c to turn on/off the display
of those fields. Another simple change I did was to add another field into
"Info" so that it displays both free ST-RAM and TT-RAM (well, I have to
admire a little the effects of adding a home-designed 8MB Alt-RAM board to
my MegaST4 ;))

If I may suggest several functions which perhaps You will be willing to
consider adding sometime, mostly to be activated under "File":

- Shutdown (maybe instead of Quit?);
- Format floppy... (no need for graphical progress display- numeric would be
fine, but would be nice to be able to specify non-standard number of
tracks and sectors);
- Delete;
- Search... (for file or, even better, for file and string!);
- Compare files (nothing sophisticated, just equal/not-equal, and maybe show
the first difference);
- Showing (and possibly changing) program-header flags for executable files
in "Show info";
- Two items under "View" menu title are, in fact, redundant: Show as icons
and Show unsorted; the same effects can be specified by (un)ticking other
appropriate items; this could be helpful for reducing menu height in
low-res displays;
- Setting keyboard shortcuts in Set preferences under "Options";

- Setting single/parallel and limit-memory program launching options in Install application under "Options";

I am aware of the fact that adding additional options usually results in the code becoming larger and larger, until the application at last becomes mostly useless ;) but I think that such simple (ok, not all are exactly simple) functions as above would not result in a large increase in size, more so because you will possibly optimize other things with the effect of reducing the executable size.

Regards;

3579. Re: floppy drives

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 17:00:23 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <3uOD9.2209$Vg4.73405@newsfep1-gui.server.ntli.net>
Source record: 30889

Hello.

"Steve Marshall" <sdm@atmos-nomorejunk.plus.com> wrote in message
news:f1CD9.6407$XN5.928694@wards...
> Can anyone tell me a source of 3.5" DD floppy drives - i.e. 720K not 1.44
Mb

www.keychange.co.uk New and used replacements.

3580. Re: ADV: Atari 20/20 ThanksGiving Discounts! Get them at Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 17:12:41 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <utvdo9rd65eled@corp.supernews.com>
Source record: 30890
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

You read every message?! And every one of Ben's Bravo Sierra ads clearly states in the Subject line that it is selling something. And yet you read them? Do you read every line? You do know how to skip a message or block a sender don't you? Or are you and those who carry the same attitude have set themselves up as the news group police telling all what they can see and read.

Some of us, myself being one read the Atari news groups for one purpose, to see who is selling what.

Here's a puzzlement: Several criticize Ben's ads because even though he's on topic, posting abut Atari hardware and software, the complainers only criticize. Seems they violate the news group guidelines for being off topic.

Don
Retired SysOp of the Retired Bear Cavern BBS.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message news:1038051440.6443.2@dyke.uk.clara.net...

> I wouldn't mind an occasional post myself, but his reams of "stuff" are downright annoying.

3581. Re: floppy drives

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 17:15:44 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <utvdu1k6h1gj7b@corp.supernews.com>
Source record: 30891

Give Bravo Sierra a try at:

atari@aracnet.com

Don
Vancouver, USA

"Steve Marshall" <sdm@atmos-nomorejunk.plus.com> wrote in message
news:f1CD9.6407$XN5.928694@wards...
> Can anyone tell me a source of 3.5" DD floppy drives - i.e. 720K not 1.44
Mb
>
> Steve M
>
>
>

3582. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 18:38:48 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <mlRD9.39744$%j3.25780@news.bellsouth.net>
Source record: 30896

>"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
>news:arnu8g$r9u$1@news.eunet.yu...
>
Snip
>
> If I may suggest several functions which perhaps You will be willing to
> consider adding sometime, mostly to be activated under "File":
>
> - Shutdown (maybe instead of Quit?);

Support to call an external shutdowan.app

> - Format floppy... (no need for graphical progress display- numeric would be
> fine, but would be nice to be able to specify non-standard number of
> tracks and sectors);

Could also call a format.app rather than being part of the main code.

> - Delete;

I've not seen TaraDesk yet. Is there no trash-can at all?
This should be practial and simple to add.

> - Search... (for file or, even better, for file and string!);
> - Compare files (nothing sophisticated, just equal/not-equal, and maybe show
> the first difference);

Again, just call an external app of the user's choice and pass it some
paramaters. There are several nice file search utilities about like suji.

> - Showing (and possibly changing) program-header flags for executable files
> in "Show info";

This would be useful...
Even if one stll needs the cpx to 'change' these flags...it would be great to
have a desk top that shows the status of the flags for each file.
I.E.
FILENAME.TXT 11/10/02 SIZE FLAGS

> - Setting keyboard shortcuts in Set preferences under "Options";

Use clocky?

> - Setting single/parallel and limit-memory program launching options in
> Install application under "Options";

The ability to memory limits on specific apps run from the desk top would
definately be a welcome addition!

> I am aware of the fact that adding additional options usually results in
> the code becoming larger and larger, until the application at last becomes
> mostly useless ;) but I think that such simple (ok, not all are exactly
> simple) functions as above would not result in a large increase in size,
> more so because you will possibly optimize other things with the effect of
> reducing the executable size.

It doesn't have to...
Many of the things you mention do not have to be part of the main code,. but can be launched as a side-application that goes away and frees the memory when done. Many of which already exist and are quite good. TeraDesk just needs to know about them (if it doesn't already?) and how to use them.

Brian

3583. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 19:16:01 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <LV3MQ2AxP939EwFE@atari.org.uk>
Source record: 30893
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1038051438.6443.1@dyke.uk.clara.net>, Steve Sweet
<stevesweet@freeuk.com> writes
>
>Rope me a sheep and I'll make it smile.

So it wasnt just foot n mouth that scared all the sheep off:)

mary had a lil lamb,
its fleece was white n wispy
then it got foot n mouth
n now its black n crispy

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3584. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 19:17:00 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA0522C5.2810B%nameerf@flash.net>
Source record: 30892
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article 1038051440.6443.2@dyke.uk.clara.net, Steve Sweet at stevesweet@freeuk.com wrote on 11/22/02 4:20 PM:

>> Fourth, even if it is against the rules, that doesn't make it "off-topic".
>
> What sort of logic is this!. Its against the rules, how off topic is that?.

Let me clarify what I meant:

1. I define on- and off-topic as whether or not a post is Atari-related.
2. Something can be on-topic subject-wise, yet still be against the rules if the rules say the method of posting (i.e. advertising) is wrong in this venue.

So under this definition, something can be on-topic, yet against the rules. I personally feel that his posts are not against the rules, as many people have posted here selling things without any uproar, and people have posted evidence that it is not against the rules to advertise something here. The only difference in this case is that he advertises more often than most, which is apparently the problem you seem to have with it, according to comments you've made.

In my opinion, since we are such a small (and apparently declining) group, we should be able to make some exceptions for people like Ben, trying to get by through supplying us with things we need, rather than being so hard nosed and rule-oriented about it when it doesn't suit our liking.

> I never used to take any notice of an occasional posting, but he's taking
> the piss, its getting to the stage where i could quote the crap he posts. If
> it was shorter and less frequent you'd not here from me at all.

If you can quote the posts, you must be reading them. Why? Just ignor them when you see who they're from. Turn on a filter and you'll never see them. But to some of us here, his posts are good, important, and on-topic. So why not just let it go, ignor it, filter it, whatever. Don't read them unless you intend on seeing what he's advertising. It's really very simple to do. And it's much better than making a huge fuss over nothing. I really don't understand what the issue is with it. With less energy than it takes to write even one of your posts complaining about it, you could have filtered it out a long time ago.

Just my opinion...

Mike Freeman
nameerf@flash.net

3585. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 19:29:25 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnatvli4.pcv.atari@core.preferuje.luzik.pl>
Source record: 30894

> - Format floppy... (no need for graphical progress display- numeric would be
> fine, but would be nice to be able to specify non-standard number of
> tracks and sectors);
> - Search... (for file or, even better, for file and string!);
> - Compare files (nothing sophisticated, just equal/not-equal, and maybe show
> the first difference);

These should be handled by external programs that desktop only calls when
they are needed, there is no need to bloat desktop.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3586. Path Overflow Error

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 19:53:16 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <nlRD9.39745$%j3.15569@news.bellsouth.net>
Source record: 30895

On my Falcon the C partition frequently reports a "Path Overflow" error.
Hard disk scans report no errors.
What does path overflow mean?
How do I track it down and get rid of it?

Thanks,
Brian

3587. Re: Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 20:25:41 UTC
From: Karsten Lüdersen <karsten@kalue.de>
Message-ID: <arop4f$kg5vh$1@ID-163102.news.dfncis.de>
Source record: 30897

Neil Chester <neil@adel6.freeserve.co.uk> schrieb:

>Also does anyone know how to get in touch with Harald Becker the author
>of BoxKite as I want to register it!
>The email I used was: nc-beckerha3@netcologne.de no response for over a
>week now!!

Maybe he is on holiday. I used this adress successfully in march 2002.

Gruï¿½,
Karsten

--
http://www.kalue.de/

3588. Re: floppy drives

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 22:35:17 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <_ITD9.6594$XN5.970037@wards>
Source record: 30898

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote

> To the original poster:
> Actually you don't need to spend lots of time and money searching for a
> replacemenet 720K drive when HD drives work just fine (with minor
> modifications). I've installed several standard PC type 1.44MB drives in
> Atari STs and they've worked fine as 720K drives.

Thanks. This isn't for the ST though. I have heard here that some have had
problems with HD drives (?)
Maybe it is the cheaper disks that are causing problems - maybe it is the
way they are formatted. I have tried several HD drives though and it is just
unreliable.
>
> You can downlod the documentation from:
>
> ftp://gem.win.co.nz/hall/hardware/sony_144.zip

Got it ;o)

Regards,

Steve M

3589. Re: floppy drives

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 22:35:51 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <vlTD9.8109$dz2.1120156@stones>
Source record: 30899

"Barrie at Keychange" <barrie@keychange.co.uk> wrote

> > Can anyone tell me a source of 3.5" DD floppy drives - i.e. 720K not
1.44
> Mb
>
> www.keychange.co.uk New and used replacements.

Thanks - I'll try that !

Steve M

3590. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 22:41:36 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DE00317.B5ED3AB3@chello.nl>
Source record: 30900

Adam Klobukowski wrote:
>
> > - Format floppy... (no need for graphical progress display- numeric would be
> > fine, but would be nice to be able to specify non-standard number of
> > tracks and sectors);
> > - Search... (for file or, even better, for file and string!);
> > - Compare files (nothing sophisticated, just equal/not-equal, and maybe show
> > the first difference);
>
> These should be handled by external programs that desktop only calls when
> they are needed, there is no need to bloat desktop.
>

Agreed.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3591. Re: Papyrus is NOT dead

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 23:35:21 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3de010b1$0$249$4c56ba96@master.news.zetnet.net>
Source record: 30901

On 21 Nov 2002 17:51:52 , Ulli Ramps wrote:
>Hi there, short notice to clear things up.
>
>Not a very clever posting, Charles X-).

No, indeed, Ulli: I have sent you the promised Report. And therefore, briefly at the moment, *apologise profusely* for my mistake and for reacting with panic. More later.

>First, R.O.M. logicware is fine and growing, we didn't have any problems
>in general, but in detail - only with the English version:
>
>As I already told on our homepage, the highest court of Germany decided
>to place the credit card companies in duty for all business between the
>dealer and the customer - which of course is horribly silly.

I was not aware of this at all, so it did not contribute to my error. End.

>As a result, the main credit card companies (VISA, Mastercard, ...)
>found this as silly and stupid as we do and quit every contract with
>long distance dealers in Germany, like we are.
>
>What made us freeze our English language business somewhat, because
>there is no clever way to get our money, any longer ...
>"Freezing" means, that we didn't force the translation files for Papyrus
>9, but they are nearly through, only some days for the finishing - but
>if it would be ready for release, this would increase the problems,
>because what to do then? How to sell?
>
>This funny farm decision of our highest court has stopped our foreign
>language business for months, now. And still does. Great, huh?
>
>The situation's still there, but some in-between-financial-companies
>promise to find a way to take the risk and to allow companies like us to
>take credit card orders, again.
>We nerve them somewhat daily, to give us new credit card contracts, so I
>expect us to be able to take orders again, in some weeks.
>
>We have to be able, because there will be an English version quite soon
>for sure:
>We will release an Apple Macintosh native version of Papyrus (for MacOS
>9.x and X) within the very next weeks, hopefully before Xmas, and of
>course we really would like to sell it outside of Germany, as well,
>somehow ...

>
>Nice greetings from Germany, the funny farm in international trading
>
>Ulli Ramps
>
>R.O.M. logicware
>
>P.S.: Please have in mind - I don't read this group daily, only from
>time to time.
>
>Derryck Croker wrote:
>>
>> From: cstanley@zetnet.co.uk (Charles Stanley)
>> Date: 19 Nov 2002 23:31:38 GMT
>>
>> >>>After extensive explorations, I have to conclude that Papyrus is finally
>> >>>dead as the Dodo. After all the promises.....
>> >>
>> >>The web page explains that there are problems taking credit card orders
>> >ATM,
>> >>is that cause to give up hope?
>> >
>> >Hi Derryck,
>> >
>> >That must be a different web page than those I saw. One says that Rom-
>> >Logicware has, if remember aright, ceased trading; another - I forget
>>
>> Ah, I see - I'd assumed that you'd gone to R.O.M's home page itself and
>> garnered this. It's still the same info that was there (re the credit card
>> info) a couple of months ago. They never kept it updated very often anyway.
>>
>> >If I have misunderstood, please correct me energetically and I will
>> >apologise without restraint. Indeed, I am sorry I posted in the first
>>
>> I don't have any insider info about this situation at all, if you come to
>> any conclusion I'd be glad to hear it! Post away... :-)
>>
>> Cheers
>>
>> Cheers
>>
>> Derryck
>>
>> --
>> ____ ____ ____
>> / __ \ / __ \ / __ \
>> / / / / / / / / / /_/ /
>> / /_/ / / /_/ / / ____/
>> /_____/ /_____/ /_/ Translations
>> derryck@cix.co.uk

>> dennis.vermeire@gmx.net
>> xlator@cix.co.uk
>> http://www.cix.co.uk/~derryck/index.htm
>
>--
>
>Gruss
>
>Ulli Ramps
>
>(papyrus Support + GF)
>R.O.M. logicware GmbH, Berlin
>---------------------------------
>http://www.rom-logicware.com (Adr., Tel., FAX)
>---
>*** Bitte nicht unzitiert auf alte Mails beziehen ***
>---
>+++ Please don't refer to previous mails w/o citation +++
>+++ (because of the high volume of incoming mails) +++
>.

3592. Lyndon/Redelberger EtherNEC revisited

Newsgroup: comp.sys.atari.st
Date: 2002-11-23 23:47:16 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3de013746e9820@tripnet.se>
Source record: 30902

I have made some further tests with The EtherNEC Ethernet package to make it run with my TT. I now runs 100% OK on my main TT with Magic 6.20 & Jinnee.

There must be some rather narrow time-windows inside the driver software as it is very sensitive to its environment.

To make it run on my main TT I had to skip the idea of using ENEC3.STX at all.

The other ENEC.STX that is intended for 68000 ST's on the other hand can be made working perfectly stable under Magic here if it is setup to load and run from TT RAM and is the last physical driver inside the STING folder.

With TOS 3.6 it's the other way round, ENEC3.STX works but ENEC.STX don't! If I try to disable the cache it will not work at all.

On another TT I got it running fairly well with Magic and ENEC3.STX but not at all using ENEC.STX, neither with TOS or Magic!

To me it seems there is some delicate timing that the driver can't handle properly when used on a TT. Maybe the driver could be programmed to find the correct timing on startup by sending dummy packets with different timing to find the center of this time-window?

Anyway I'm satisfied with transfer speeds as I can now use all the bandwith of my 512 kbit ADSL line. Locally I get c:a 1 Mbit out from this TT and 600 kbit when downloading using ftp_serv.app under STinG.

I've dropped MagicNet for now as the STinG setup is OK.

The docs mention there is risk for buffer overflow with a too big tcp recieve window. I lowered mine to 4380 first but have been using my "normal" 11680 now again quite a lot without side effects. Ideally you actually need an even bigger receive window at 512 kbit to get full transfer speeds over long distances but 11680 will do for now...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3593. Re: Translator

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 03:58:28 UTC
From: swampfax1@atlantic.net
Message-ID: <E7YD9.46$u5.15479@news1.atlantic.net>
Source record: 30903

On 22 Nov 2002 17:17:00 , "Claudio E." wrote:
>Hi John,
>
>> >do it online. use google
>> > http://www.google.com/language_tools?hl=en
>> >
>> >regards
>> >
>>
>> Hi Claudio,
>> I appreciate the advice.
>
>You are welcome. Please excuse the hurry I was in, normally I take a bit
>more time and reply in a friendly way...
>
>http://translation.langenberg.com/ might also help you.
>
>I hope I could help.
>
>regards
>
>Claudio
>
>
>.
Hi Again Claudio,
Your reply was fine! I don't like log stories anyway :).
I tried Google but the text must be typed into the field which makes
it a bit tedious! It would be nice to be able to drag a file onto a
TTP program that gives a general translation (although I assume there
would be alternative results).
I'll look at the above URL also.
Thanks again,
John G.

3594. Re: Lyndon/Redelberger EtherNEC revisited

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 09:03:31 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0211240957440.443-100000@hadesbox>
Source record: 30904

On Sat, 23 Nov 2002, Kenneth Medin wrote:

> I have made some further tests with The EtherNEC Ethernet package to make
> it run with my TT. I now runs 100% OK on my main TT with Magic 6.20 &
> Jinnee.
>
> There must be some rather narrow time-windows inside the driver software
> as it is very sensitive to its environment.
>
> To make it run on my main TT I had to skip the idea of using ENEC3.STX at
> all.
<BIG SNIP>

Did you make further tests with my version of the NE2K driver for
EtherNEC? When you first tested it, did you use use 'ne0' instead of
'en0'?

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

3595. It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 09:43:22 UTC
From: Paul <blah@blahdeblah.com>
Message-ID: <3de09f3e$0$9445$cc9e4d1f@news.dial.pipex.com>
Source record: 30905

Hi there.
I've decided to dig out my ancient 520 STFM. I've been looking at this group for a few days and have picked up a few tips but require further help. I would like a bit of assistance in bringing my ST up to date. These are the bits I would like to do.
1) Drive is a 360kb. I think I have this covered as I can buy a replacement for about ?15 from http://www.1632-sales.zenwebhosting.com and I have seen the article on converting a HD drive to DD (thanks Hallvard).
2) Upgrading memory. I have some old 30 pin 1meg PC simms. Are these likely to work or will I need to buy Atari specific items?
3) Upgrading the operating system. I currently have to boot up with a floppy in drive a. Is there a way to upgrade the OS as I think I have one of the 1st STFMs?
4) Connecting to a router to browse the 'net/email/news. What am I likely to need if possible?
5) Installing a Hard drive and CDrom. I have internal IDE drives that possibly could be adapted or will I need Atari items?
6) Blitter chips. My posh friends had these when we were kids but I could never afford one :-). Are these still the thing, am I likely to be able to get hold of one/anything I should know?

I realise this is a bit of a stream but I would be grateful for any help. These are all questions I probably knew the answers to 10 years ago but it's all gone fuzzy so please treat me as a thickie!

TIA

Paul

3596. Re: Lyndon/Redelberger EtherNEC revisited

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 09:55:38 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3de0a21010af350@tripnet.se>
Source record: 30906

On Sun 24-11-2002 10:03 (+0100) ozk@atari-RULES.org wrote:

>On Sat, 23 Nov 2002, Kenneth Medin wrote:
>
>> I have made some further tests with The EtherNEC Ethernet package to make
>> it run with my TT. I now runs 100% OK on my main TT with Magic 6.20 &
>> Jinnee.
>>
>> There must be some rather narrow time-windows inside the driver software
>> as it is very sensitive to its environment.
>>
>> To make it run on my main TT I had to skip the idea of using ENEC3.STX at
>> all.
><BIG SNIP>
>
> Did you make further tests with my version of the NE2K driver for
>EtherNEC? When you first tested it, did you use use 'ne0' instead of
>'en0'?

I first had it wrong and it did not work off course. I have never tried MagicNet before but was able to Ping localhost so I guess the rest of the setup was OK.

I then tried with the correct interface name but had to reinstall MagicNet. This time nothing worked. I may have got the setup wrong the second time but I had very little time to analyze. I will do some further tests, maybe today.

I normally need some routing capabilities on this TT as there are some subnets attached to the serial ports. I also must be able to "dial out" to my WinCE computer and I'm not certain MagicNet can handle that.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3597. Re: Booting from HD Falcon030 How?

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 10:23:17 UTC
From: swampfax1@atlantic.net
Message-ID: <pM1E9.1$FL1.278@news1.atlantic.net>
Source record: 30907

```
>I have a Falcon030, but I haven't used it for a few years.
>
>For some reason I can not find how to install the HD (Quantum 120MB) and
>boot from that drive.
>
>Can someone help me out?
>
>TIA
>
>Yvo
>

If you are using ICD to boot then HDUTIL.PRG sets the boot drive.
John G.
```

3598. Re: Translator

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 10:49:31 UTC
From: "Claudio E." <Claudio_ehr@hotmail.com>
Message-ID: <3de0adf8$0$19826$91cee783@newsreader01.highway.telekom.at>
Source record: 30908

John,

> I tried Google but the text must be typed into the field which makes
> it a bit tedious! It would be nice to be able to drag a file onto a
> TTP program that gives a general translation (although I assume there
> would be alternative results).
> I'll look at the above URL also.

You will not need to type it, as you may also cut&paste it, but please note, it will "translate" *) only texts of a certain length. You will need to do it again for the rest of the text.

*) it's not really translation, it is more giving word translations.

There is another engine by IBM that does a better job:
http://www.alphaworks.ibm.com/aw.nsf/html/mt

In both engines you can also type in the URL of a website to have it translated. (So you might upload the not translated text and have it translated online)

Good translations!

btw, to keep it OT: Are you translating an Italian manual for a ATARI program?

regards

Claudio

3599. Re: It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 12:03:41 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <skDVcXCdAM49EwLS@atari.org.uk>
Source record: 30909

In article <3de09f3e$0$9445$cc9e4d1f@news.dial.pipex.com>, Paul
<blah@blahdeblah.com> writes
>Hi there.
>I've decided to dig out my ancient 520 STFM. I've been looking at this group
>for a few days and have picked up a few tips but require further help. I
>would like a bit of assistance in bringing my ST up to date. These are the
>bits I would like to do.
>1) Drive is a 360kb. I think I have this covered as I can buy a replacement
>for about ï¿½15 from http://www.1632-sales.zenwebhosting.com and I have seen
>the article on converting a HD drive to DD (thanks Hallvard).
Hi

I think you've answered that one:)

>2) Upgrading memory. I have some old 30 pin 1meg PC simms. Are these likely
>to work or will I need to buy Atari specific items?

Upgrading STFM's are not a straight forward as STE's. You will usually
need to buy/find a memory upgrade. Marpet's extra RAM deluxe uses the
memory you mention, but most upgrades done and are fixed at either 1,
2/2.5 or 4 meg.

Most upgrades are plugin, that requires the MMU and Videoshifter to be
socketed. I would think it wise to check before buying an upgrade.

>3) Upgrading the operating system. I currently have to boot up with a floppy
>in drive a. Is there a way to upgrade the OS as I think I have one of the
>1st STFMs?

STFM machines done have an operating system on disk, the TOS (which is
the OS) are stored in chips on the motherboard. If you leave the
computer switched on for a couple of mins, without a disk in the drive
you will get the familiar green desktop.

Maybe the disk you are talking about is called the 'Language' disk,
which contains the 'control panel' and a couple of desktop accessories;
there is usually some other software, but this varies it could be FirST
basic, ST Basic, some demo's etc.

>4) Connecting to a router to browse the 'net/email/news. What am I likely to
>need if possible?

It's been a while since I've had my machines connected to the internet,
this maybe due to an ancient modem giving up the ghost.

But yes you can get on the internet using an Atari ST:))

Software I used were: Sting (tcp/ip stack), Newsie (email/news/ftp client), AtaIRC (mr lp's baby), CAB (web browsing) and there ae lots of utls etc.

>5) Installing a Hard drive and CDrom. I have internal IDE drives that
>possibly could be adapted or will I need Atari items?

The best method/type of hard drive are 'SCSI' ones for us:) For this you will need a DMA-to-SCCI adaptor such as Link, Link 2, top link.... there are several.

This will allow you to attach cd-rom drive, hard drives, optical disks, tape streamers etc...

There are adapters out there that will allow you to use IDE hard drives.

The best hard disk driver on the market is the excellent HD Driver. I use magneto optical disks to transfer between Atari's and pc, and hd driver allows me to format a disk that is readable on both machines, although the pc hates certain names of file!

>6) Blitter chips. My posh friends had these when we were kids but I could
>never afford one :-). Are these still the thing, am I likely to be able to
>get hold of one/anything I should know?

It would cost a fair bit to upgrade a single sided drived STFM:(For a guess you will be using either TOS 1.09 or TOS 1.02.

TOS 1.4 (aka Rainbow TOS) supports the blitter chip.

Personally if you are going to spend money upgrading drive & memory, i would consider buying an STE: These come with double sided drive, Blitter chips, DMA sound, hardware scrolling, more pretty colours to choose from, enhanced joystick ports (in a sensible place for once) which allows you to use Jaguar joypads on some games, TOS 1.06 or 1.62...

And they are a doddle to upgrade the memory, most use simm's:))
>
>
>I realise this is a bit of a stream but I would be grateful for any help.
>These are all questions I probably knew the answers to 10 years ago but it's
>all gone fuzzy so please treat me as a thickie!

It got the old grey matter working, i can tell you:))

>
>TIA
>
>Paul
>
>

--
-- Cheers! For Now

Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3600. Re: It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 12:29:30 UTC
From: Paul <blah@blahdeblah.com>
Message-ID: <3de0c62c$0$9449$cc9e4d1f@news.dial.pipex.com>
Source record: 30910

That's fantastic Steve. I had considered buying an STE on Ebay but wanted to be faithful to the old dear!! I appreciate the time you took to answer everything in such detail.

Thanks again

Paul

"Steve Stupple" <Steve@atari.org> wrote in message news:skDVcXCdAM49EwLS@atari.org.uk...
> In article <3de09f3e$0$9445$cc9e4d1f@news.dial.pipex.com>, Paul
> <blah@blahdeblah.com> writes
> >Hi there.
> >I've decided to dig out my ancient 520 STFM. I've been looking at this group
> >for a few days and have picked up a few tips but require further help. I
> >would like a bit of assistance in bringing my ST up to date. These are the
> >bits I would like to do.
> >1) Drive is a 360kb. I think I have this covered as I can buy a replacement
> >for about £15 from http://www.1632-sales.zenwebhosting.com and I have seen
> >the article on converting a HD drive to DD (thanks Hallvard).
> Hi
>
> I think you've answered that one:)
>
>
> >2) Upgrading memory. I have some old 30 pin 1meg PC simms. Are these likely
> >to work or will I need to buy Atari specific items?
>
> Upgrading STFM's are not a straight forward as STE's. You will usually
> need to buy/find a memory upgrade. Marpet's extra RAM deluxe uses the
> memory you mention, but most upgrades done and are fixed at either 1,
> 2/2.5 or 4 meg.
>
> Most upgrades are plugin, that requires the MMU and Videoshifter to be
> socketed. I would think it wise to check before buying an upgrade.
>
> >3) Upgrading the operating system. I currently have to boot up with a floppy
> >in drive a. Is there a way to upgrade the OS as I think I have one of the

> >1st STFMs?
>
> STFM machines done have an operating system on disk, the TOS (which is
> the OS) are stored in chips on the motherboard. If you leave the
> computer switched on for a couple of mins, without a disk in the drive
> you will get the familiar green desktop.
>
> Maybe the disk you are talking about is called the 'Language' disk,
> which contains the 'control panel' and a couple of desktop accessories;
> there is usually some other software, but this varies it could be FirST
> basic, ST Basic, some demo's etc.
>
> >4) Connecting to a router to browse the 'net/email/news. What am I likely
to
> >need if possible?
>
> It's been a while since I've had my machines connected to the internet,
> this maybe due to an ancient modem giving up the ghost.
>
> But yes you can get on the internet using an Atari ST:))
>
> Software I used were: Sting (tcp/ip stack), Newsie (email/news/ftp
> client), AtaIRC (mr lp's baby), CAB (web browsing) and there ae lots of
> utls etc.
>
> >5) Installing a Hard drive and CDrom. I have internal IDE drives that
> >possibly could be adapted or will I need Atari items?
>
> The best method/type of hard drive are 'SCSI' ones for us:) For this you
> will need a DMA-to-SCCI adaptor such as Link, Link 2, top link....
> there are several.
>
> This will allow you to attach cd-rom drive, hard drives, optical disks,
> tape streamers etc...
>
> There are adapters out there that will allow you to use IDE hard drives.
>
> The best hard disk driver on the market is the excellent HD Driver. I
> use magneto optical disks to transfer between Atari's and pc, and hd
> driver allows me to format a disk that is readable on both machines,
> although the pc hates certain names of file!
>
> >6) Blitter chips. My posh friends had these when we were kids but I could
> >never afford one :-). Are these still the thing, am I likely to be able
to
> >get hold of one/anything I should know?
>
> It would cost a fair bit to upgrade a single sided drived STFM:(For a
> guess you will be using either TOS 1.09 or TOS 1.02.

>
> TOS 1.4 (aka Rainbow TOS) supports the blitter chip.
>
> Personally if you are going to spend money upgrading drive & memory, i
> would consider buying an STE: These come with double sided drive,
> Blitter chips, DMA sound, hardware scrolling, more pretty colours to
> choose from, enhanced joystick ports (in a sensible place for once)
> which allows you to use Jaguar joypads on some games, TOS 1.06 or
> 1.62...
>
> And they are a doddle to upgrade the memory, most use simm's:))
> >
> >
> >I realise this is a bit of a stream but I would be grateful for any help.
> >These are all questions I probably knew the answers to 10 years ago but
it's
> >all gone fuzzy so please treat me as a thickie!
>
> It got the old grey matter working, i can tell you:))
>
> >
> >TIA
> >
> >Paul
> >
> >
>
> --
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3601. Re: It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 15:41:05 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1038157916.156548@blade.atari-source.com>
Source record: 30913

Paul wrote:

> Hi there.
> I've decided to dig out my ancient 520 STFM. I've been looking at this
> group
> for a few days and have picked up a few tips but require further help. I
> would like a bit of assistance in bringing my ST up to date. These are the
> bits I would like to do.
> 1) Drive is a 360kb. I think I have this covered as I can buy a
> replacement for about ï¿½15 from http://www.1632-sales.zenwebhosting.com and
> I have seen the article on converting a HD drive to DD (thanks Hallvard).
> 2) Upgrading memory. I have some old 30 pin 1meg PC simms. Are these
> likely to work or will I need to buy Atari specific items?
> 3) Upgrading the operating system. I currently have to boot up with a
> floppy in drive a. Is there a way to upgrade the OS as I think I have one
> of the 1st STFMs?

Steve answered pretty well the questions up to here (and after as well), but
I have some things to add.

> 4) Connecting to a router to browse the 'net/email/news. What am I likely
> to need if possible?

You can use a serial cable and a PC to provide internet access to your
atari, this is the more difficult and slow way. If you have a cable/dsl
router the by far easiest solution is to order an EtherNEC from
http://hardware.atari.org and give your STFM ethernet. If you want some
help on how to get it done through the PC, feel free to email me.

> 5) Installing a Hard drive and CDrom. I have internal IDE drives that
> possibly could be adapted or will I need Atari items?

Well, new Atari SCSI host adapters are rather pricey and used ones are hard
to find. However I am looking for a good home for my SupraDrive 40. This
plugs right into your STFM and even has a battery clock so your clock stays
set. The scsi drive inside is 40 megs, but if you like I can replace it
with something larger (like a gig or so) before I ship to you. I paid $56
for this drive a month ago, so I'll ship it out to you for $50.

> 6) Blitter chips. My posh friends had these when we were kids but I could
> never afford one :-). Are these still the thing, am I likely to be able to
> get hold of one/anything I should know?
>

I've never really noticed any effective improvement with a blitter chip,
steve probably answered this question better.

>
> I realise this is a bit of a stream but I would be grateful for any help.
> These are all questions I probably knew the answers to 10 years ago but
> it's all gone fuzzy so please treat me as a thickie!
>
> TIA
>
> Paul

3602. Re: floppy drives

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 15:41:19 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <Tn6E9.6742$XN5.998763@wards>
Source record: 30911

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote

> Huh? Haven't heard about that. Are you sure you're not confusing it with
> HD floppy disks?
> HD floppies are indeed not suited for DD use because of the differences
> in the magnetic layer. In other words, it's not just the outer shell of
> the disks which are different (an extra detection hole for HD disks,
> which some people cover up with tape to fool the drive into thinking
> it's a DD disk).

Hmm... maybe. I think I've tried DD disks with the HD drives and had
problems again though.
I guess I'll need to find the time to go through all the permeatations.

> > Maybe it is the cheaper disks that are causing problems - maybe it is
the
> > way they are formatted. I have tried several HD drives though and it is
just
> > unreliable.
>
> HD disks formatted to DD standards in HD drives you mean, or something
> else?

Well these disks are formatted in 256 bytes a sector instead of the usual
double that. There are 80 or 81 tracks - I just wondered if this somehow
might have a difference.
But yes, DD formatting of a HD disk.
>I can't say I've had any problems with my Sony HD drives.

Perhaps it is just the disks then.

Steve M

3603. 2 Mb simms

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 15:45:27 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <Lr6E9.6744$XN5.999050@wards>
Source record: 30912

Should these work on an STe ?
I got some off ebay but they don't work. If anyone wants them for another machine (UK only) let me know and you can have them !

Steve M

3604. Re: It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 16:40:08 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <arqvd8$46a$1@tyfon.itea.ntnu.no>
Source record: 30914

Steve Stupple <Steve@atari.org> wrote:

> STFM machines done have an operating system on disk, the TOS (which is
> the OS) are stored in chips on the motherboard. If you leave the

Early ST's do have TOS on disk, althoug I'm not sure if that only applies
to STM's.

> The best method/type of hard drive are 'SCSI' ones for us:) For this you

Not so sure about this... ;-) I have one of Mario's IDE-adapters, and I
also built one for a Mega ST I used to have. IDE is simpler and cheaper,
and there's room for a 2.5" drive inside an ST. The adapter is harder to
install though.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3605. Re: floppy drives

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 16:45:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <arqvmu$46a$2@tyfon.itea.ntnu.no>
Source record: 30915

Steve Marshall <sdm@atmos-nomorejunk.plus.com> wrote:

> Well these disks are formatted in 256 bytes a sector instead of the usual
> double that. There are 80 or 81 tracks - I just wondered if this somehow
> might have a difference.
> But yes, DD formatting of a HD disk.

The problem is that HD floppies are designed for the much weaker magnetic
field used in "HD-mode". Writing to HD floppies in DD-mode will very
likely destroy data on them.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3606. Re: 2 Mb simms

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 17:26:55 UTC
From: Duncan Corps <duncan.nospam@nospam.fwei.org.uk>
Message-ID: <v42rra.ldn.ln@fwei.org.uk>
Source record: 30921

On Sun, 24 Nov 2002 15:45:27 -0000, in comp.sys.atari.st, Steve Marshall wrote:
> Should these work on an STe ?

IIRC, the STe (520 or 1040) can only cope with a maximum of 4 SIMMs
with a maximum size of 1MB each. I believe that they have to be installed
in pairs, and that they all have to be the same size.
I'd love to double check that I've got that right, but my mother
threw out my STe mere days before I retrieved it from her house- "I threw
away an old keyboard you didn't want", aaargh! I'm still extremely bitter
about that.

--
_| _ _ _ ___ _ ___ "Interfere? Of course we should interfere! Always
(_| _/ / \ _ /-\ \ / do what you're best at, that's what I say."

3607. Re: Interesting digital-camera-control

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 18:55:23 UTC
From: vdjole@EUnet.yu
Message-ID: <arr7apcgn1@news.eunet.yu>
Source record: 30916

On 23 Nov 2002 11:03:04 , Jo Even Skarstein wrote:
>> to adapt PHOTOPC blindly, but maybe someone will be sufficiently interested...
>
>It has already been done :-)
>
> http://wh58-508.st.uni-magdeburg.de/sparemint/html/packages/photopc.html
>

Oh, I see... Nice. Still, as far as I could see it is currently only
usable in Mint? (what does one do with a rpm package in TOS? - and even
unpacked, would this version work without Mint?)

cu;

3608. Re: It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 19:44:28 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <wqDyfnAcwS49Ewog@atari.org.uk>
Source record: 30918

In article <arqvd8$46a$1@tyfon.itea.ntnu.no>, Jo Even Skarstein
<joska@nvg.ntnu.no> writes
>Steve Stupple <Steve@atari.org> wrote:
>
>> STFM machines done have an operating system on disk, the TOS (which is
>> the OS) are stored in chips on the motherboard. If you leave the
>
>Early ST's do have TOS on disk, althoug I'm not sure if that only applies
>to STM's.

Yes the early ST's had tos on disk, but as far as i know all STFM's are
rom based.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3609. Re: It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 19:45:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <arra87$bd8$1@thorium.cix.co.uk>
Source record: 30917

In message <skDVcXCdAM49EwLS@atari.org.uk>, Steve@atari.org said in
reply to Paul's query:

>>I've decided to dig out my ancient 520 STFM. I've been looking at this group
>>for a few days and have picked up a few tips but require further help. I
>>would like a bit of assistance in bringing my ST up to date. These are the
>>bits I would like to do.
>>1) Drive is a 360kb.
--snip--
>STFM machines done have an operating system on disk, the TOS (which is
>the OS) are stored in chips on the motherboard. If you leave the
>computer switched on for a couple of mins, without a disk in the drive
>you will get the familiar green desktop.
>
>Maybe the disk you are talking about is called the 'Language' disk,
>which contains the 'control panel' and a couple of desktop accessories;
>there is usually some other software, but this varies it could be FirST
>basic, ST Basic, some demo's etc.

If Paul has a SS drive then the machine is very old, and it's possible
that the OS is on disk, with only start-up ROMs fitted. What dates
do you have in the Info dialog, Paul?

>It's been a while since I've had my machines connected to the internet,
>this maybe due to an ancient modem giving up the ghost.
>
>But yes you can get on the internet using an Atari ST:))

Although it's slow and limited without a hard drive.

>>5) Installing a Hard drive and CDrom. I have internal IDE drives that
>>possibly could be adapted or will I need Atari items?
>
>The best method/type of hard drive are 'SCSI' ones for us:) For this you
>will need a DMA-to-SCCI adaptor such as Link, Link 2, top link....
>there are several.

Agreed, but if Paul only has TOS 1.0, access will be rather slow.

>Personally if you are going to spend money upgrading drive & memory, i
>would consider buying an STE: These come with double sided drive,
>Blitter chips, DMA sound, hardware scrolling, more pretty colours to
>choose from, enhanced joystick ports (in a sensible place for once)
>which allows you to use Jaguar joypads on some games, TOS 1.06 or
>1.62...

Agreed - and they are available very cheaply if you look around.

Regards, /Peter/

3610. Re: 2 Mb simms

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 19:47:08 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <pqb0fJB8yS49Ewrb@atari.org.uk>
Source record: 30919

In article <Lr6E9.6744$XN5.999050@wards>, Steve Marshall
<sdm@atmos-nomorejunk.plus.com> writes
>Should these work on an STe ?
> I got some off ebay but they don't work. If anyone wants them for another
>machine (UK only) let me know and you can have them !
>
>Steve M
>
>

Hi

I've never got my hands on any 2meg simms, so cant really say. But i do
know you can stick 4 x 4meg simms in an STE and they will work as 4 x 1
meg ones, so maybe 4 x 2 meg ones will do the same.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3611. Re: Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 19:59:11 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038180425.52502.4@dyke.uk.clara.net>
Source record: 30927

Hi there

"Karsten L&#65533;dersen" <karsten@kalue.de> wrote in message
news:arop4f$kg5vh$1@ID-163102.news.dfncis.de...
> Neil Chester <neil@adel6.freeserve.co.uk> schrieb:
>
> >Also does anyone know how to get in touch with Harald Becker the author
> >of BoxKite as I want to register it!
> >The email I used was: nc-beckerha3@netcologne.de no response for over a
> >week now!!
>
> Maybe he is on holiday. I used this adress successfully in march 2002.

I thought boxkite was now freeware?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.422 / Virus Database: 237 - Release Date: 20/11/2002

3612. Re: floppy drives

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 20:03:33 UTC
From: "Michael J. Sch&#65533;lke" <MJSchuelke@hotmail.com>
Message-ID: <MPG.184b4f00a98e602d98982a@news.t-online.de>
Source record: 30920

```
Hallvard Tangeraas wrote:
> Michael J. Schï¿½lke <MJSchuelke@hotmail.com> wrote:
>
> > Steve Marshall wrote:
> > > Can anyone tell me a source of 3.5" DD floppy drives - i.e. 720K not 1.44 Mb
> > >
> > Where are you? In Germany, try OfficeXL (www.officexl.de) -- they sell
> > new Emtec (formerly BASF) DD disks.
>
> He was asking about drive mechanisms, not floppy disks.

Ooops -- sorry for not reading the question properly.

Regards,
Michael

--
From-address is valid, but used as spam trap. Use the reply-to address,
substituting the current year and month if necessary.
```

3613. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 20:09:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038180428.52502.5@dyke.uk.clara.net>
Source record: 30928
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Steve

> >Rope me a sheep and I'll make it smile.
>
> So it wasnt just foot n mouth that scared all the sheep off:)

8~)

> mary had a lil lamb,
> its fleece was white n wispy
> then it got foot n mouth
> n now its black n crispy

It rhymes!, almost!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.422 / Virus Database: 237 - Release Date: 20/11/2002

3614. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 20:20:26 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10211241415470.14911-100000@www.coazter.com>
Source record: 30930
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

what a bunch of cry babies, all for what?
some ad in this newsgroup.
This newsgroup does not generate half the traffic other groups do.
Get a better newsreader and set the filter button if this monthly ad is
too much for you to handle.
Do you write abc network when Intel cuts your favorite show every 5 min
for their latest P4 commercial? can't even set a filter in that case.

This is a pretty ridiculous thread to be honest and I am quite surprised
it lasted this long.

On Sat, 23 Nov 2002, Michael and Nicole Freeman wrote:

> in article 1038051440.6443.2@dyke.uk.clara.net, Steve Sweet at
> stevesweet@freeuk.com wrote on 11/22/02 4:20 PM:
>
> >> Fourth, even if it is against the rules, that doesn't make it "off-topic".
> > >
> > > What sort of logic is this!. Its against the rules, how off topic is that?.
> >
> > Let me clarify what I meant:
> >
> > 1. I define on- and off-topic as whether or not a post is Atari-related.
> > 2. Something can be on-topic subject-wise, yet still be against the rules if
> > the rules say the method of posting (i.e. advertising) is wrong in this
> > venue.
> >
> > So under this definition, something can be on-topic, yet against the rules.
> > I personally feel that his posts are not against the rules, as many people
> > have posted here selling things without any uproar, and people have posted
> > evidence that it is not against the rules to advertise something here. The
> > only difference in this case is that he advertises more often than most,
> > which is apparently the problem you seem to have with it, according to
> > comments you've made.
> >
> > In my opinion, since we are such a small (and apparently declining) group,
> > we should be able to make some exceptions for people like Ben, trying to get
> > by through supplying us with things we need, rather than being so hard nosed
> > and rule-oriented about it when it doesn't suit our liking.
> >
> > > I never used to take any notice of an occasional posting, but he's taking
> > > the piss, its getting to the stage where i could quote the crap he posts. If
> > > it was shorter and less frequent you'd not here from me at all.
> >

> If you can quote the posts, you must be reading them. Why? Just ignor them
> when you see who they're from. Turn on a filter and you'll never see them.
> But to some of us here, his posts are good, important, and on-topic. So why
> not just let it go, ignor it, filter it, whatever. Don't read them unless
> you intend on seeing what he's advertising. It's really very simple to do.
> And it's much better than making a huge fuss over nothing. I really don't
> understand what the issue is with it. With less energy than it takes to
> write even one of your posts complaining about it, you could have filtered
> it out a long time ago.
>
> Just my opinion...
>
> Mike Freeman
> nameerf@flash.net
>
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.coazter.com

3615. Re: Interesting digital-camera-control

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 20:46:15 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <arrdqnbhn1@tyfon.itea.ntnu.no>
Source record: 30922

Djordje Vukovic <vdjole@eunet.yu> wrote:

> Oh, I see... Nice. Still, as far as I could see it is currently only
> usable in Mint? (what does one do with a rpm package in TOS? - and even
> unpacked, would this version work without Mint?)

Probably not, due to the way the serial ports are handled. I don't think
it would be very difficult to adapt it to TOS/MagiC though.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3616. Re: Path Overflow Error

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 21:09:08 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.bc931937.b24862e2.chongdochongdo@ichongdo.com>
Source record: 30926

Hello,

Dans le message <nlRD9.39745$%j3.15569@news.bellsouth.net>
Brian Roland a ï¿½crit:
>On my Falcon the C partition frequently reports a "Path Overflow" error.
>Hard disk scans report no errors.
>What does path overflow mean?
>How do I track it down and get rid of it?
Many possibilities :
1- put a little utility called FOLDRxxx.PRG in your AUTO folder,
and replace xxx with a value of, say, 300 to 500, depending to
the amount of memory you have. There are some other utilities
which work the same way ;
2- set the appropriate option in your hard-disk driver - HDDriver
has it, so does Hushi, probably ICD too, and maybe CBHD as well.
All this corrects a bug in TOS that limits the simultaneously opened
folders to 30 - IIRC.

Enjoy!

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

3617. Re: 2 Mb simms

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 21:56:07 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3de14af7_3@news2.vip.uk.com>
Source record: 30923

In article <v42rra.ldn.ln@fwei.org.uk>, duncan.nospam@nospam.fwei.org.uk says...
>
>On Sun, 24 Nov 2002 15:45:27 -0000, in comp.sys.atari.st, Steve Marsha
>ll wrote:
>> Should these work on an STe ?
>
> IIRC, the STe (520 or 1040) can only cope with a maximum of 4 SIMMs
>with a maximum size of 1MB each. I believe that they have to be instal
>led
>in pairs, and that they all have to be the same size.
> I'd love to double check that I've got that right, but my mother
>threw out my STe mere days before I retrieved it from her house- "I th
>rew
>away an old keyboard you didn't want", aaargh! I'm still extremely bit
>ter
>about that.

Potentially traumatic! I was on the 16-32 site the other day and I think
they are selling STE SIMMs on there for only a few quid each. It might
be worth having a look if you're interested.

Have a butcher's at:
http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Atari_Hardware_91.html

Cheers
Al

3618. Re: It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 22:13:32 UTC
From: Paul <blah@blahdeblah.com>
Message-ID: <3de14f0d$0$9444$cc9e4d1f@news.dial.pipex.com>
Source record: 30924

Thanks for all the responses, you seem a really friendly bunch.
Jo I will get back to you about the drive once I know what I will be doing with the machine long term.

I haven't got it up and running again yet but I think you are correct about the roms. I have found what I thought was a start-up disk but it is a 'Language Disk' as you suggested.
I think I will go the STE route as I would like to get it on the 'net with a hard drive. I actually narrowley lost out on an Ebay auction on one tonight. I plan to get one of the Ethernet Rom port thingies mention.

Once again thanks very much to all who responded.

Paul

3619. Re: Lyndon/Redelberger EtherNEC revisited

Newsgroup: comp.sys.atari.st
Date: 2002-11-24 23:08:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3de15bf08879c0@tripnet.se>
Source record: 30925

On Sun 24-11-2002 09:55 (GMT) Kenneth Medin wrote:

>On Sun 24-11-2002 10:03 (+0100) ozk@atari-RULES.org wrote:
>
>>On Sat, 23 Nov 2002, Kenneth Medin wrote:
>>
>>> I have made some further tests with The EtherNEC Ethernet package to make
>>> it run with my TT. I now runs 100% OK on my main TT with Magic 6.20 &
>>> Jinnee.

>> Did you make further tests with my version of the NE2K driver for
>>EtherNEC? When you first tested it, did you use use 'ne0' instead of
>>'en0'?
>
>I first had it wrong and it did not work off course. I have never tried
>MagicNet before but was able to Ping localhost so I guess the rest of the
>setup was OK.
>
>I then tried with the correct interface name but had to reinstall
>MagicNet. This time nothing worked. I may have got the setup wrong the
>second time but I had very little time to analyze. I will do some further
>tests, maybe today.

OK I have now done quite a few further tests...

Your (ozk@atari-RULES.org) driver does not seem to work at all with
MagicNet here. I get a total lookup and if I let MagicNet autostart from
the Magic START folder I'm very happy there is a TOS in ROM to resort to
to fix things. Without that I would have had to Format c: and reinstall
the OS from scratch like the big Win guys always do... :-)

I guess this is really not so bad news as your driver is really for
MintNet.

When testing the Redelberger ENEC.MIF MagicNet driver I now got it
working perfectly on this TT! Right now I'm even running STinG and
MagicNet at the same time. I have another TT with the parallel to
Ethernet adaptor connected to my main switch.

I can Ping out via MagicNet and the EtherNec adaptor on this TT
(192.168.0.130) via the switch (192.168.0.1) to the other TT running
STinG Ethernet (192.168.0.129) and routing further out via Modem2
(192.168.0.193) back to this TT's Modem2 (192.168.0.194) and STinG gets
the message. Really cool!

Also tried the Redelberger ENEC3.MIF that is optimized for 68030 and it
does not work at all!

Also played the opposite way with STinG using the EtherNec on this TT
which also works fine. Then I setup MagicNet to only use Modem2 and that
also worked. But an interesting thing happend:

I simply can't Ping the 192.168.0.192 subnet from this TT (192.168.0.194)
under STinG. I have put in a proper extra route with 192.168.129 as
gateway to this subnet but no luck. The ROUTE.TAB looks like this:

192.168.0.192 255.255.255.192 EtherNet 192.168.0.129
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

To me this is OK. I also have similar entries in my pc's and NAT-box and
they have no difficulties to reach my subnets.

Another thing that puzzels me:
Normally I have subnets in in two levels to reach other computers via
SLIP so this TT also has the ROUTE.TAB entries (without Ethernet):

192.168.0.200 255.255.255.248 Midi 0.0.0.0
192.168.0.208 255.255.255.248 Serial 1 0.0.0.0
192.168.0.216 255.255.255.248 Modem 1 0.0.0.0
192.168.0.224 255.255.255.248 Ser.2/LAN 0.0.0.0
0.0.0.0 0.0.0.0 Modem 2 0.0.0.0

In MagicNet I have put in the line:

route add 192.168.0.194 en0 gw 192.168.0.129

That takes the packets to the first 192.168.0.192 subnet. But as I
can't(?) put in a netmask here the other computers on the second level
subnets can't be reached. Off course I could add a line for each computer
but this is not the "right" way do do things.

Is there a way in the MagicNet MAGX_RC.NET to add a route similair to:

192.168.0.192 255.255.255.192 EtherNet 192.168.0.129

like it should be (but does not work?) in STinG.

I guess I really should phone Ronald Andersson about this too as there
must be something wrong in the STinG routing when Ethernet arp tables
come into play...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3620. Re: Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 01:02:46 UTC
From: Karsten Lüdersen <karsten@kalue.de>
Message-ID: <arrsqt$ldnpm$1@ID-163102.news.dfncis.de>
Source record: 30929

"Steve Sweet" <stevesweet@freeuk.com> schrieb:

>I thought boxkite was now freeware?.

I have not heard that. And the homepage of the author
(<http://www.mynetcologne.de/~nc-beckerha3/boxkitee.htm>)
doesnï¿½t tell anything about boxkite changing to freeware.

Gruï¿½,
Karsten

--
http://www.kalue.de/

3621. Re: Translator

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 03:32:17 UTC
From: swampfax1@atlantic.net
Message-ID: <5RgE9.29$FL1.6961@news1.atlantic.net>
Source record: 30931

On 24 Nov 2002 11:49:31 , "Claudio E." wrote:
>John,
>
>> I tried Google but the text must be typed into the field which makes
>> it a bit tedious! It would be nice to be able to drag a file onto a
>> TTP program that gives a general translation (although I assume there
>> would be alternative results).
>> I'll look at the above URL also.
>
>
>You will not need to type it, as you may also cut&paste it, but please note,
>it will "translate" *) only texts of a certain length. You will need to do
>it again for the rest of the text.
>
>*) it's not really translation, it is more giving word translations.
>
>There is another engine by IBM that does a better job:
>http://www.alphaworks.ibm.com/aw.nsf/html/mt
>
>In both engines you can also type in the URL of a website to have it
>translated. (So you might upload the not translated text and have it
>translated online)
>
>Good translations!
>
>btw, to keep it OT: Are you translating an Italian manual for a ATARI
>program?
>
>
>regards
>
>Claudio
>
Hi Claudio,
No, it's an E-mail I'm curious about but now that I looked at it closer
it's probably Spanish (something about Brazil in it). But the sites you
gave are appreciated anyway!

John G.

3622. Falcon Audio Question

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 04:08:44 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3de1a24c$0$1414$1dc6e903@news.corecomm.net>
Source record: 30932

Hello,

A long while back I asked the newsgroup how to record Audio.
(I have not done the Audio Modifications on my Falcon.)
Someone suggested that I pick up a SPDIF interface (Soundpool) and
record directly into a Dat Recorder. Thus bypassing the Audio Mods.

I don't have a Dat Recorder. I only have a Tascam Stereo Casette
This doesn't have any optical or Coaxil. Only RCA.

Ideally, I would like to record from my mixer (1/4" jacks)
into the Falcon.
The outputs of the mixer to the input of the Tascam might be
too strong.
But if I could do this,
Would I be able to record using a Line Audio product
like FAD 2/2.?
(I looked all over, but was unable to find pictures of line audio
devices - Only the front panel of Jam Pro in/out)
It seems that all line audio products also require a SPDIF interface
in order to work with Logic Audio.
("Works with Cubase Audio, Notator Logic Audio (needs a spdif interface),
Zero X, The Audio Tracker, Quincy, Stodio Son, to name a few...)

Why is this?

Wouldn't I be better off to try a stand alone D/A or A/D Converter.
Mixer Outs (analog) to converter in (analog) - SPDIF out to
SPDIF soundpool device?

thanks

ken

3623. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 06:32:18 UTC
From: nick@1632systems.co.uk
Message-ID: <arsg5j$cs2$1@thorium.cix.co.uk>
Source record: 30933
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

OK just climbing on to my soap box from my lofty position as one of the largest Atari resellers.....

I been reading the emails " purporting to be from Ben, personally I don't know either gentlemen and to be bluntly honest my sympathies lies with Ben in this manner. Probably because I put a Kill file on his emails I don't read all of Ben's emails.... and this time Steve I don't totally agree with you- I think SPAM is email crap not newsgroup crap. Ben can conduct business on his terms, not using credit cards acceptance will limit him but thats his choice - it is your choice to buy from him and submit to his terms and conditions, as long as they don't contavene local or national standards. The regularity of news posting shows enthusiam to sell, something all we traders have..... did I mention my web pages? link below.... (grin)

The gentleman using the anon remailer obviously doesn't have faith in his convictions otherwise he would be more open to, shall we say, direct contact. But if you read the terms and conditions of the Frog remailer that is not too suprising, personally I have yet to find a really good reason to use a remailer except to hide your actions. BTW a quick transcript is below..

Unpleasant messages on NG
I do not speak more than 6 languages and I am not interested in all the 70.000 NG I have access to, not even their charters. Besides, I feel no vocation in censorship, and I do not read what emerges from the remailer. In addition, remailers are dedicated to allow expression from minorities, even extremist views. (Cf: F.A.Q. (Questions and Answers) <Pol_EN_Faq.html> about most serious matters.) If your case is strong, convince the trouble-maker. If not, ignore him: he will get bored. Do Not Feed the Troll. On the other hand, in case of persistant and obvious annoyance, one cannot emphasize too much the use of individual *filters*, available on all recent newsreaders. That feature will be quite efficient, because most trolls and trouble-makers *love* to sign their deeds, their are craving for any kind of notoriety, whatever dubious.. And broadcast the information *by private mail* to NewB tempted to react impulsively to the loud-mouthed. It is now possible to ask for such messages to be filtered, against their "From:" Write to Frog-Abuse <mailto:Frog-Abuse@nym.alias.net?Subject=Complaint: Please Block A Regular Obnoxious Nick>.
If you want to contact admin on the Frog remailer try http://www.privacyresources.org/frogadmin, but after reading above I don't think you will have much luck.

--
Nick Harlow

16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3624. New on TAMW: NoSTagia page created

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 07:40:23 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0211242340.616d6670@posting.google.com>
Source record: 30934

HI!

Due to popular request, I have created a page for NoSTalgia which is the Atari emulator for MAC with notes on how to get it to work by Harry Koopman(of MIDI-JOY), so if you have a Mac and would like to try Atari-MIDI programs on it, please check out NoStalgia.The download is included with everything you need to get it to work. Just print out Harry's notes. Since I do not have a MAC, I have to rely on Harry's experience.Have fun with NoStalgia, the Atari emulator for Mac.

http://tamw.atari-users.net/nostalgia.htm

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

3625. Re: New on TAMW: NoSTagia page created

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 08:34:52 UTC
From: ph.gerin@pas_de_spam_skynet.be
Message-ID: <1fm7696.pjmsvbquign4N%ph.gerin@pas_de_spam_skynet.be>
Source record: 30935

Tim Conrardy <tconrardy@hotmail.com> wrote:

> HI!
>
> Due to popular request, I have created a page for NoSTalgia which is
> the Atari emulator for MAC with notes on how to get it to work by
> Harry Koopman(of MIDI-JOY), so if you have a Mac and would like to
> try Atari-MIDI programs on it, please check out NoStalgia.The download
> is included with everything you need to get it to work. Just print out
> Harry's notes. Since I do not have a MAC, I have to rely on Harry's
> experience.Have fun with NoStalgia, the Atari emulator for Mac.

Very nice !

To use an hard disk image with NoSTalgia 1.1 do the following:

- create an hard disk image with the built-in menu
- rename it to HDD-C or HDD-D
- check that you have TOS 1.4 or better
- Check that the hard disk image and 'cart.img' are in NoSTalgia's
forlder.
- Launch the emulator, and enable the hard disk.
- Install the hard disk onto the Atari Desktop (install dirive) and save
the deskop.

To transfert files to the hard disk:

- quit the emulator.
- drag and drop the HDD-C file on DiskCopy (Applications/Utilities).
- Transfert your file and unmount the hard disk image.

And, you can use Midi Apps with NoSTalgia on MacOSX

--
NoSTalgia & PowerST AtariST emulator for the Macintosh
<http://users.skynet.be/sky39147/> <http://nostalgia.atari.org>
<ph.gerin@skynet.be>

3626. Re: Falcon Audio Question

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 08:43:56 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3DE1E2CC.C2AC4402@siemens.at>
Source record: 30936

Ken Kosut wrote:

> Ideally, I would like to record from my mixer (1/4" jacks)
> into the Falcon.
> The outputs of the mixer to the input of the Tascam might be
> too strong.
> But if I could do this,
> Would I be able to record using a Line Audio product
> like FAD 2/2.?
> (I looked all over, but was unable to find pictures of line audio
> devices - Only the front panel of Jam Pro in/out)
> It seems that all line audio products also require a SPDIF interface
> in order to work with Logic Audio.
> ("Works with Cubase Audio, Notator Logic Audio (needs a spdif interface),
> Zero X, The Audio Tracker, Quincy, Stodio Son, to name a few...)
>
> Why is this?
>
> Wouldn't I be better off to try a stand alone D/A or A/D Converter.
> Mixer Outs (analog) to converter in (analog) - SPDIF out to
> SPDIF soundpool device?

Hi Ken,

For years now I'm using a Line Audio JamIn A/D Converter to feed the
output of my mixer into the Falcon to process it with AudioMaster.
Not the slightest need for SPDIF.

Only thing I would need would be someone who swaps my Soundpool MO4
for an equivalent Line Audio D/A device since the plugs and cables
of the soundpool products don't match the ones of the Line Audio
equipment and when I use AudioTracker I have to feed music back
from the Falcon to the mixer at the same time as recording the
additional track.

Gerhard

3627. Re: It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 08:54:49 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <$2yxIPCZVe49EwJ4@atari.org.uk>
Source record: 30937

In article <arra87$bd8$1@thorium.cix.co.uk>, xlator@cix.compulink.co.uk
writes
>>It's been a while since I've had my machines connected to the internet,
>>this maybe due to an ancient modem giving up the ghost.
>>
>>But yes you can get on the internet using an Atari ST:))
>
>Although it's slow and limited without a hard drive.

Aha! This was the question i skipped over:)))

Without a hard drive internet activity will be restricted. I tried a
while ago, when i first got on the internet, and i used a 4 meg machine
with a 2 meg ram disk and 2 drives. I transferred all the files into ram
disk and then made sure i saved the data back again!!

I joined the internet on an Atari, I hardly used a pc at that time
except for pinball games. Newsie served me well and AtarIRC sorted me
out for ircnet.

And I'm thinking html is longwinded now on a pc, many of us used to do
html the hard way, still the best way to learn html i think:)

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3628. Re: New on TAMW: NoSTagia page created

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 09:33:50 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <fcr3uus52296d41ibbla9uqrivd4cgj1vb@4ax.com>
Source record: 30938

Hello Tim,

On 24 Nov 2002 23:40:23 -0800, tconrardy@hotmail.com (Tim Conrardy)
wrote:

>HI!
>
>Due to popular request, I have created a page for NoSTalgia which is
>the Atari emulator for MAC with notes on how to get it to work by
>Harry Koopman(of MIDI-JOY), so if you have a Mac and would like to
>try Atari-MIDI programs on it, please check out NoStalgia.The download
>is included with everything you need to get it to work. Just print out
>Harry's notes. Since I do not have a MAC, I have to rely on Harry's
>experience.Have fun with NoStalgia, the Atari emulator for Mac.
>
>
>http://tamw.atari-users.net/nostalgia.htm

Good idea :-)

I was made the same (in french) 2 years ago ;-)

Do you know there is a 1.1 version ?
http://users.skynet.be/sky39147/NoSTalgia_1.1.sit
(only 0.65 on your Web site) :-)

Best regards,
Paul CAILLET.

3629. Re: It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 10:26:44 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <lWmE9.1422$sL3.72383@newsfep2-gui>
Source record: 30939

Hello.

"Paul" <blah@blahdeblah.com> wrote in message
news:3de14f0d$0$9444$cc9e4d1f@news.dial.pipex.com...

Instead of wasting time and money trying to upgrade your old ST just buy a
Mega STE.

You get TOS 2.06, 4mb ram, 68000 running at 16mhz and optional built in hard
drive.

The Rolls Royce of the ST range!!!

Several refurbed models in stock.

Barrie at Keychange Music. www.keychange.co.uk

01925 266120

3630. Re: It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 10:26:44 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <_UmE9.1417$sL3.71467@newsfep2-gui>
Source record: 30940

Hello.

"Paul" <blah@blahdeblah.com> wrote in message
news:3de14f0d$0$9444$cc9e4d1f@news.dial.pipex.com...

Instead of wasting time and money trying to upgrade your old ST just buy a
Mega STE.

You get TOS 2.06, 4mb ram, 68000 running at 16mhz and optional built in hard
drive.

The Rolls Royce of the ST range!!!

Several refurbed models in stock.

Barrie at Keychange Music. www.keychange.co.uk

01925 266120

3631. Re: Papyrus is NOT dead

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 11:10:58 UTC
From: "Derryck Croker"
Message-ID: <1038387786-195366AEicMi@ntlworld.com>
Source record: 30825

From: nick@1632systems.co.uk
Date: Fri, 22 Nov 2002 17:55:56 GMT

>hmm your psyhic (?) watch this space.....

If I was I wouldn't need to ;-)

(C) Corny jokes'R'us (g)

Do you/will you have an upgrade path?

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3632. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 11:45:07 UTC
From: James Hong <cinx@aol.com>
Message-ID: <k424uuo6egbualjjj7pg4087bssm4i75go@4ax.com>
Source record: 30941
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 25 Nov 2002 02:33:40 -0000, Anonymous-Remailer@See.Comment.Header
(Bravo Sierra Computers) wrote:

>Hey there Hi there Ho there!
>
>It's me, Benny! Some of you know me as Benny "the wittle fagboy" Smith!

Aw, do we have a gay fixation because of something that happened at
home?

Were you badly 'reared' by your Pa.

Posting by anon aint clever son, you aint very bright slinging names
like a kid but you are a coward hiding behind a remailer like the drop
of man juice you are..

Go on, post these using the address you normally use in here. Oh but
that would mean being a man and talking face to face while taking the
come backs of your actions which clearly isn't something you have the
balls for you wimp..

James

3633. Re: Interesting digital-camera-control

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 11:54:12 UTC
From: "Derryck Croker"
Message-ID: <1038387788-195902AEicMi@ntlworld.com>
Source record: 30826

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Sun, 24 Nov 2002 18:55:23 +0000 (UTC)

>On 23 Nov 2002 11:03:04 , Jo Even Skarstein wrote:
>>> to adapt PHOTOPC blindly, but maybe someone will be sufficiently
>interested...
>>
>>It has already been done :-)

>Oh, I see... Nice. Still, as far as I could see it is currently only
>usable in Mint? (what does one do with a rpm package in TOS? - and even
>unpacked, would this version work without Mint?)

Why not rope Durs Locher in? He's already got a fine GEM utility in the form of PhotoTip, and might be able to use this code to add support for those cameras.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3634. Anyone have a Falcon for sale?

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 12:28:53 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3de21785_1@news2.vip.uk.com>
Source record: 30943

Hi folks

Whilst having a discussion on hardware with a fellow Atarian the other day, he said he had been looking for a Falcon for a while. I was wondering if anyone here knew of someone or somewhere that has one for sale. I think he was willing to shell out a few bob to get one in decent working order.

Ironically he stopped using his STFM for music use and started to run Cubase VST on his PC instead but says it's a bit of a pig for music and he'd like to get back to the immediacy of an Atari.

Please feel free to post here or mail me direct and I can put you in touch if you have one to sell (UK preferred).

Cheers
Al

3635. Wensuite V3.3 Script

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 12:29:03 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <art4ve$a8s$1@pegasus.csx.cam.ac.uk>
Source record: 30942

Does anyone have a working Freeserve script for wensuit V3.3?.
I can log on ok with V2.0 as it has an option for setting the
authentication (account login and password) to use text format in the
PPP Link set up. Connecting with V3.3 using either the Auto or None
script options results in the connection being terminated presumably
be the provider upon non recipt of an authentic login/password.
Having read the instructions it would appear that the only method of
achieving text authentication under version 3.3 is to select the
manual script option and create your own script. I must admit that I
did not fully understand this information and so just copied the
script shown in the documentation, now as opposed to terminating the
connection it just sits there doing nothing which according the
documentation is probably due to an incorrect script.

Thanks,
Stephen Moss

3636. Re: Anyone have a Falcon for sale?

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 14:36:20 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <3zqE9.1111$FZ.111474@newsfep1-win.server.ntli.net>
Source record: 30944

Hello.
"Al Ferrier" <sonik@whsmithnet.co.uk> wrote in message
news:3de21785_1@news2.vip.uk.com...

Falcon for sale.

www.keychange.co.uk 01925 266120

3637. Re: 2 Mb simms

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 14:53:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038254438.99133.0@doris.uk.clara.net>
Source record: 30798

Hi Steve

Who!, My names Steve and I've got a son called Marshall and I'm an
alcoholic... Oops, wrong place, anyway

> Should these work on an STe ?
> I got some off ebay but they don't work. If anyone wants them for another
> machine (UK only) let me know and you can have them !

They wont work in a STe, only real use would be in a PC or MAC. and they
would be miniscule by today's standards, basically useless I'm afraid...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.422 / Virus Database: 237 - Release Date: 20/11/2002

3638. Re: 2 Mb simms

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 14:53:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038254441.99133.1@doris.uk.clara.net>
Source record: 30797

Hi Duncan

> I'd love to double check that I've got that right, but my mother
> threw out my STe mere days before I retrieved it from her house- "I threw
> away an old keyboard you didn't want", aaargh! I'm still extremely bitter
> about that.

Can i suggest extreme violence!!>

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.422 / Virus Database: 237 - Release Date: 20/11/2002

3639. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 18:44:52 UTC
From: vdjole@EUnet.yu
Message-ID: <artr31$p2g$1@news.eunet.yu>
Source record: 30945

On 23 Nov 2002 19:29:25 , Adam Klobukowski wrote:
>> - Format floppy... (no need for graphical progress display- numeric would be
>> fine, but would be nice to be able to specify non-standard number of
>> tracks and sectors);
>> - Search... (for file or, even better, for file and string!);
>> - Compare files (nothing sophisticated, just equal/not-equal, and maybe show
>> the first difference);
>
>These should be handled by external programs that desktop only calls when
>they are needed, there is no need to bloat desktop.

Yes, that would be a quite valid alternative approach- having a "modular" desktop with most functions handled by separate little applications. Magixdesk (visually downright ugly and usable only in Magic) does it that way to some extent (copy, search, format, shutdown, install application...) and that concept can be followed even further (about, show info, set preferences... etc.): what surprises me is that none of the desktops uses a separate module for the configuration of the desktop itself- which is an operation that each user does only once or several times but can be quite complex and probably memory-consuming (which may the case with Jinnee?).

A modular approach would probably be very good for a machine with limited memory resources. On the other hand, I can think of several situations (e.g. a machine without a hard disk) where a modular concept would not be practical. I think I prefer an all-in-one approach (possibly just a matter of personal taste), maybe because of an idea of systematically adhering to concept of all user interaction to the operating system being done through one "Dekstop" application.

I would not like my remarks to be understood as critisizing of Henk Robbers who showed a praiseworthy wilingness to maintain and further develop that application, and who is certainly more competent than me to do whatever he sees fit in order to improve it.

Regards;

3640. Re: Lyndon/Redelberger EtherNEC revisited

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 18:48:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200211251948.a36927@wun.maus.de>
Source record: 30805

Hallo Kenneth!

KM>The ROUTE.TAB looks like this:
KM>
KM>192.168.0.192 255.255.255.192 EtherNet
KM>192.168.0.129

Try 255.255.255.0 instead (or 192.255.255.0, if I'm right).

And there's no need to add a gateway in order to reach a directly connected machine!

I'd write 192.168.0.192<tab>255.255.255.0<tab>EtherNet<Tab>0.0.0.0

To be honest, I did never totaly understand this gateway stuff. Just trial and error (and some examples from the web, e.g. from Olivier Booklage) until it finaly worked ;-)

I've got some network up and running in Ahornberg, with ROM-Port-Genius-Adaptor and MagiCNet on a CT2A Falcon, some 5-port ethernet switch, my brothers W98 PC, and sometimes my Milan (which normaly is located here in Bubenreuth).

I've also been able to link my second Falcon to this network using a Midi type connection to the CT2A machine, but had trouble last time (ethernet card had vanished until I disabled the Midi link on the CT2A).

KM>In MagicNet I have put in the line:
KM>
KM>route add 192.168.0.194 en0 gw 192.168.0.129
KM>
KM>That takes the packets to the first 192.168.0.192 subnet. But as I
KM>can't(?) put in a netmask here

There's some line in the magic_rc.net sample file:

ifconfig sl0 netmask 192.168.1.0

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

3641. Re: It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 19:37:53 UTC
From: Paul <blah@blahdeblah.com>
Message-ID: <3de27c1e$0$1293$cc9e4d1f@news.dial.pipex.com>
Source record: 30796

Hi Barrie
I would be very interested in the system you describe. I have tried to send
you mail but it keeps getting bounced.
I would be grateful if you could send me a range of prices with UK delivery.
Depending on budget I would be grateful for prices from STE to Falcon so
include as much as you can. Thanks in anticipation.

Paul

Mail to pzzz%%%%@bt%%%openworld.com (delete the % to send mail)

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:lWmE9.1422$sL3.72383@newsfep2-gui...
> Hello.
>
> "Paul" <blah@blahdeblah.com> wrote in message
> news:3de14f0d$0$9444$cc9e4d1f@news.dial.pipex.com...
>
> Instead of wasting time and money trying to upgrade your old ST just buy a
> Mega STE.
>
> You get TOS 2.06, 4mb ram, 68000 running at 16mhz and optional built in
hard
> drive.
>
> The Rolls Royce of the ST range!!!
>
> Several refurbed models in stock.
>
> Barrie at Keychange Music. www.keychange.co.uk
>
> 01925 266120
>
>

3642. Re: 2 Mb simms

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 21:03:04 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <vbwE9.8058$XN5.1048589@wards>
Source record: 30799

"Al Ferrier" <sonik@whsmithnet.co.uk> wrote

> Potentially traumatic! I was on the 16-32 site the other day and I think
> they are selling STE SIMMs on there for only a few quid each. It might
> be worth having a look if you're interested.
>

Thanks for the link. The only thing I could find though was for the Falcon.

Steve M

3643. Re: floppy drives

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 21:06:27 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <HewE9.8059$XN5.1049230@wards>
Source record: 30800

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote

> Problems with DD disks formatted to DD standards?
> And the same disks worked fine in a DD drive, but not in a HD drive?
> That's strange.
>
> What kind of problems?

It's read failure. Sometimes when I format a disk, it won't then boot.
Sometimes it formats OK and I can write a file but then can't read the
file - or can only read it in one particular drive. It's all very odd.

Steve M

3644. Re: It's been a while. Help Req....

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 22:25:36 UTC
From: Paul <blah@blahdeblah.com>
Message-ID: <3de2a36d$0$1288$cc9e4d1f@news.dial.pipex.com>
Source record: 30801

Correction to the above. I have managed to send an email to you now Barrie.
Blummin Pipex

Cheers

Paul

"Paul" <blah@blahdeblah.com> wrote in message
news:3de27c1e$0$1293$cc9e4d1f@news.dial.pipex.com...
> Hi Barrie
> I would be very interested in the system you describe. I have tried to
send
> you mail but it keeps getting bounced.
> I would be grateful if you could send me a range of prices with UK
delivery.
> Depending on budget I would be grateful for prices from STE to Falcon so
> include as much as you can. Thanks in anticipation.
>
> Paul
>
> Mail to pzzz%%%%@bt%%%openworld.com (delete the % to send mail)
>
>
> "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> news:lWmE9.1422$sL3.72383@newsfep2-gui...
> > Hello.
> >
> > "Paul" <blah@blahdeblah.com> wrote in message
> > news:3de14f0d$0$9444$cc9e4d1f@news.dial.pipex.com...
> >
> > Instead of wasting time and money trying to upgrade your old ST just buy
a
> > Mega STE.
> >
> > You get TOS 2.06, 4mb ram, 68000 running at 16mhz and optional built in
> hard
> > drive.
> >
> > The Rolls Royce of the ST range!!!
> >
> > Several refurbed models in stock.
> >
> > Barrie at Keychange Music. www.keychange.co.uk
> >
> > 01925 266120

> >
> >
>
>

3645. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 22:43:08 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3de2a725$0$249$4c56ba96@master.news.zetnet.net>
Source record: 30802

I recently got the German v9 for the pc.

JI Logan

"Derryck Croker" <derryck@.NOT~THIS~cix.co.uk> wrote in message
news:1037633294-331534AEicMi@ntlworld.com...
| From: cstanley@zetnet.co.uk (Charles Stanley)
| Date: 18 Nov 2002 00:56:01 GMT
|
| >After extensive explorations, I have to conclude that Papyrus is
finally
| >dead as the Dodo. After all the promises.....
|
| The web page explains that there are problems taking credit card
orders ATM,
| is that cause to give up hope?
|
|
| Cheers
|
| Derryck
|
| --
| ____ ____ ____
| / __ \ / __ \ / __ \
| / / / / / / / / /_/ /
| / /_/ / / /_/ / / ____/
| /_____/ /_____/ /_/ Translations
| derryck@cix.co.uk
| dennis.vermeire@gmx.net
| xlator@cix.co.uk
| http://www.cix.co.uk/~derryck/index.htm
|

3646. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-25 23:56:09 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DE2B787.D296D9F5@chello.nl>
Source record: 30803

Djordje Vukovic wrote:
>
> I would not like my remarks to be understood as critisizing of Henk Robbers

I understand you very well. Actually it is very tantalizing to start frantically
adding loads of features to the program.

The point is that I want to spent such effort on a modular version for MiNT/XaAES
combination. XaDESK.

I'll maintain a Teradesk version having as little changes as possible.
Sort of a base version in the spirit of the original. For those who dont need more.

I would encourage people to copy the source tree and do whatever they like with it.
It is certainly not my intention to deprive anyone from such a pleasure.

Feel free!

There is nothing against having different flavours of GPL desktops written by different
authors or groups of authors.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3647. Re: New on TAMW: NoSTagia page created

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 01:45:48 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0211251745.39c655f8@posting.google.com>
Source record: 30804

> >http://tamw.atari-users.net/nostalgia.htm
>
> Good idea :-)
>
> I was made the same (in french) 2 years ago ;-)
>
> Do you know there is a 1.1 version ?
> http://users.skynet.be/sky39147/NoSTalgia_1.1.sit
> (only 0.65 on your Web site) :-)
>
> Best regards,
> Paul CAILLET.

Hi Paul

Yes..I know it is .65 but according to Harry Koopman, he could not get the MIDI part to work with later versions. However if you know that it can and how to do it, I would be happy to pass it along!

TimC

3648. Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 09:37:52 UTC
From: usenet@kerslake.plus.com
Message-ID: <3de33ff7.797730@usenet.plus.net>
Source record: 30806

Hi

My Golden Image Atari/Amiga mouse has started to malfunction. The housebrick original Atari mouse I have is a nightmare to use, so has anyone got a suitable good quality mouse for sale?

Happy to buy new, or second hand if mouse is in very good order.

I'm also interested in Magic 6 and NVDI 5.

The upgrade prices from Magic 5 and NVDI 4 are way too much for me to justify nowadays, so looking for s/h copies.

Look forward to hearing from you.

--

Best wishes
Mike K

EML: mike@kerslake.plus.com
FAX: 0870 7066299
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - RADIO - SCOOTERS - KERSLAKE

3649. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 14:42:55 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <5LLE9.3445$IH.485911@newsfep2-win.server.ntli.net>
Source record: 30807

Hello.

"Mike Kerslake" <usenet@kerslake.plus.com> wrote in message
news:3de33ff7.797730@usenet.plus.net...
> Hi
>
> My Golden Image Atari/Amiga mouse has started to malfunction. The
> housebrick original Atari mouse I have is a nightmare to use

No. I have never had any problem using the Atari mouse as long as it's kept
clean and the wires are not broken.

Silkmouse helps if speed is the only complaint.

> so has anyone got a suitable good quality mouse for sale?

www.keychange.co.uk

> Happy to buy new, or second hand if mouse is in very good order.

Refurbed.

Barrie.

3650. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 14:53:18 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA08D979.2830E%nameerf@flash.net>
Source record: 30808

in article 5LLE9.3445$IH.485911@newsfep2-win.server.ntli.net, Barrie at
Keychange at barrie@keychange.co.uk wrote on 11/26/02 6:42 AM:

> Hello.
>
> "Mike Kerslake" <usenet@kerslake.plus.com> wrote in message
> news:3de33ff7.797730@usenet.plus.net...
>> Hi
>>
>> My Golden Image Atari/Amiga mouse has started to malfunction. The
>> housebrick original Atari mouse I have is a nightmare to use
>
> No. I have never had any problem using the Atari mouse as long as it's kept
> clean and the wires are not broken.

The problem probably isn't that it doesn't work well, but that a lot of
people don't like the feel of it, plus the speed issue you mention below. I
personally don't have a problem with the feel of it, but I've met people who
do.

> Silkmouse helps if speed is the only complaint.

One thing to watch out for when using Magic, like this person does:
Silkmouse makes things a bit unstable. At least it did on my system. I
couldn't figure out what was going on (as it was a very hit-and-miss problem
that I couldn't find by simply eliminating AUTO/ACC/CPX programs). Then
someone suggested not using Silkmouse, and all has been perfectly stable
ever since, although the mouse pointer is almost painfully slow now.

Mike Freeman
nameerf@flash.net

3651. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 15:31:24 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1038330189.287631@blade.atari-source.com>
Source record: 30809

Barrie at Keychange wrote:

> Hello.
>
> "Mike Kerslake" <usenet@kerslake.plus.com> wrote in message
> news:3de33ff7.797730@usenet.plus.net...
>> Hi
>>
>> My Golden Image Atari/Amiga mouse has started to malfunction. The
>> housebrick original Atari mouse I have is a nightmare to use
>
> No. I have never had any problem using the Atari mouse as long as it's
> kept clean and the wires are not broken.
>
> Silkmouse helps if speed is the only complaint.
>
>> so has anyone got a suitable good quality mouse for sale?
>
> www.keychange.co.uk
>
>> Happy to buy new, or second hand if mouse is in very good order.
>
> Refurbed.
>
> Barrie.

Nevermind the fact that you need 400 psi of pressure to push the buttons down, or that the mouse is bigger than my head. ;-)

Mark
http://atari-source.com

3652. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 17:20:13 UTC
From: gokmase@fakenet.se
Message-ID: <as0ag8cho1@green.tninet.se>
Source record: 30810

On 26 Nov 2002 10:31:24 , Mark Duckworth wrote:
>Barrie at Keychange wrote:

>>> My Golden Image Atari/Amiga mouse has started to malfunction. The
>>> housebrick original Atari mouse I have is a nightmare to use
>>
>> No. I have never had any problem using the Atari mouse as long as it's
>> kept clean and the wires are not broken.
>
>Nevermind the fact that you need 400 psi of pressure to push the buttons
>down, or that the mouse is bigger than my head. ;-)

I have to agree, using the original Atari mouse is IMO not very pleasant, even with a mouse speeder. Not as much due to the force needed to press the buttons, but rather to the fact is not very ergonomical and has a bad resolution.

I'd say a modern replacement mouse is worth every penny.

Regards,

Joakim

3653. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 17:43:57 UTC
From: usenet@kerslake.plus.com
Message-ID: <3de3b1db.25421605@usenet.plus.net>
Source record: 30811

On Tue, 26 Nov 2002 14:42:55 -0000, "Barrie at Keychange"
<barrie@keychange.co.uk> wrote:

>No. I have never had any problem using the Atari mouse as long as it's kept
>clean and the wires are not broken.

The mouse is not broken, it's just an utter pain to use. I've used an
Atari for 12 years intensively and know a good unbroken mouse from an
unbroken rubbish mouse!

>Silkmouse helps if speed is the only complaint.

Speed is just one of the problems, lugging a housebrick across the
desk is another! ;-)

>> Happy to buy new, or second hand if mouse is in very good order.
>
>Refurbed.

I think I have found a source already - thanks.

--

Best wishes
Mike K

EML: mike@kerslake.plus.com
FAX: 0870 7066299
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - RADIO - SCOOTERS - KERSLAKE

3654. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 17:46:12 UTC
From: usenet@kerslake.plus.com
Message-ID: <3de3b2ef.25698444@usenet.plus.net>
Source record: 30812

On Tue, 26 Nov 2002 10:31:24 -0500, Mark Duckworth
<mducksub@no-spam.atari-source.com> wrote:

>Nevermind the fact that you need 400 psi of pressure to push the buttons
>down, or that the mouse is bigger than my head. ;-)

The biggest shock after coming from my cheap but good Windows mouse to
the Atari one was how low the resolution was and how clunky the
switches were!

--

Best wishes
Mike K

EML: mike@kerslake.plus.com
FAX: 0870 7066299
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - RADIO - SCOOTERS - KERSLAKE

3655. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 17:50:16 UTC
From: usenet@kerslake.plus.com
Message-ID: <3de3b366.25817394@usenet.plus.net>
Source record: 30813

On Tue, 26 Nov 2002 17:20:13 +0000 (UTC), gokmase@fakenet.se (GokMasE) wrote:

>Not as much due to the force needed to press the buttons, but rather
>to the fact is not very ergonomical and has a bad resolution.

Yep, my complaints!

>I'd say a modern replacement mouse is worth every penny.

Yep, the Golden Image one was lovely, served me really well for years. I think it has taken a knock at some stage recently and something has happened. I cleaned the rollers and the ball but no joy. The cursor just moves to the top of the screen and stays there. Not a software problem as the Atari mouse plugged into the same port works, just ever so slowly!

--

Best wishes
Mike K

EML: mike@kerslake.plus.com
FAX: 0870 7066299
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - RADIO - SCOOTERS - KERSLAKE

3656. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 18:53:27 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3C327.24BC67D1@students.uni-mainz.de>
Source record: 30814
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well,
> mary had a lil lamb,
> its fleece was white n wispy
> then it got [a] foot n mouth
> n now its black n crispy.

Now it rhymes !! -Andreas.

Steve Sweet schrieb:
>
> Hi Steve
>
> > >Rope me a sheep and I'll make it smile.
> >
> > So it wasnt just foot n mouth that scared all the sheep off:)
>
> 8~)
>
> > mary had a lil lamb,
> > its fleece was white n wispy
> > then it got foot n mouth
> > n now its black n crispy
>
> It rhymes!, almost!.
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.422 / Virus Database: 237 - Release Date: 20/11/2002

3657. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 19:36:49 UTC
From: vdjole@EUnet.yu
Message-ID: <as0ige$9lc$1@news.eunet.yu>
Source record: 30815

On 26 Nov 2002 17:46:12 , Mike Kerslake wrote:
>On Tue, 26 Nov 2002 10:31:24 -0500, Mark Duckworth
><mducksub@no-spam.atari-source.com> wrote:
>
>>Nevermind the fact that you need 400 psi of pressure to push the buttons
>>down, or that the mouse is bigger than my head. ;-)
>
>The biggest shock after coming from my cheap but good Windows mouse to
>the Atari one was how low the resolution was and how clunky the
>switches were!

Btw. internals of the Atari mouse went through several revisions, using
at least two types of switches and two or three types of optical sensors
using wheels with different number of openings (i.e. resolution).
In at least one variant the buttons were supported by plastic blades
which acted like hinges but were quite stiff. Drilling two 4mm-5mm dia. holes
through each of these blades (so that the cross-section and therefore
stiffness were reduced) helped to reduce the needed push-button force
significantly.

The biggest contribution to exceptional weight was a surprisingly heavy ball.
Perhaps using a lighter ball from another mouse migh help if the diameters
are compatible?

cu;

3658. Re: Lyndon/Redelberger EtherNEC revisit

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 19:36:52 UTC
From: vdjole@EUnet.yu
Message-ID: <as0igi$9lc$2@news.eunet.yu>
Source record: 30816

On 24 Nov 2002 23:08:44 , "Kenneth Medin" wrote:

>I can Ping out via MagicNet and the EtherNec adaptor on this TT
>(192.168.0.130) via the switch (192.168.0.1) to the other TT running
>STinG Ethernet (192.168.0.129) and routing further out via Modem2
>(192.168.0.193) back to this TT's Modem2 (192.168.0.194) and STinG gets
>the message. Really cool!
>[...]
>I simply can't Ping the 192.168.0.192 subnet from this TT (192.168.0.194)
>under STinG. I have put in a proper extra route with 192.168.129 as
>gateway to this subnet but no luck. The ROUTE.TAB looks like this:
>
[...]
>
>like it should be (but does not work?) in STinG.

I tried to visualize the connections in your network- and I couldn't, but I got an impression that you did not set the routing quite right. Can you, perhaps, display (sort of) schematically which component is connected to which and through which port, what are the addresses, subnet masks and gateways defined for those ports, and what do you suppose is the domain of each subnet...

cu;

3659. Re: [PROG] Need testers for video related programs (V9)

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 21:06:01 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <pnn0sa.904.ln@127.0.0.1>
Source record: 30818
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made 3 simple programs using system functions to access the video
hardware: AES, VDI and XBIOS:
http://membres.lycos.fr/pmandin/download/video9.zip (161 Kb).

XBIOS:
- Added preliminary support for BlowUp (Falcon).

If you have one of these screen enhancers, please report and test:
- Milan with Milan MVDI driver.
- Falcon with CentScreen 3 (CT2), Videl Inside, BlowUp.

Sources are available (92 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.9.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3660. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 21:09:30 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <as0nuaast1@tyfon.itea.ntnu.no>
Source record: 30817

Henk Robbers <h.robbers@chello.nl> wrote:

> I'll maintain a Teradesk version having as little changes as possible.

Is TeraDesk an AV-server? If not, is that something you intend to add?
And how does TeraDesk deal with long filenames?

> I would encourage people to copy the source tree and do whatever they
> like with it.

I certainly will, but I'm waiting for you to clean it up a bit first ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3661. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 22:51:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414278.45901.2@despina.uk.clara.net>
Source record: 30837

Hi Mike

> Yep, the Golden Image one was lovely, served me really well for years.
> I think it has taken a knock at some stage recently and something has
> happened. I cleaned the rollers and the ball but no joy. The cursor
> just moves to the top of the screen and stays there. Not a software
> problem as the Atari mouse plugged into the same port works, just ever
> so slowly!

Try cutting the lead 4 inches away from the mouse, and resolder the clean
end into the mouse and try again.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

3662. Re: ATARItoday

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 22:55:43 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414279.45901.3@despina.uk.clara.net>
Source record: 30842

Hi Matthew

> I will be honest though, MyAtari does eat up almost all of Shiuming and my free time

That explains why farm animals in SW London are now smiling again and grannies are safe to walk the streets.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

3663. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 22:57:39 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414280.45901.4@despina.uk.clara.net>
Source record: 30840

Hey! "DANAP8"

Less of the humour, that could have been a public health announcement that
you've just trivialised

> >sinclap here..
>
> <yawn>

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

3664. GEMCandy Programming Contest Information

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 22:59:23 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3de3fa1d$0$1452$6d5eecc5@news.eurekanet.com>
Source record: 30819
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Well 6 people have stated in the Poll that they would participate.
But so far no one has sent me any email.

So we will make this a short one.

Rules for entries.

It runs in GEM in any resolution.
It has a holiday or seasonal theme.
It can be a game or toy.

Entries information should be emailed to me by the 24th of December
(Eastern Standard Time - United States of America).

I will put the information up on GEM Candy on December 25th.

Voting will start then and finish on January 6th.

Prizes:

There will be small graphics for websites for 1st, 2nd, 3rd, Participation
The thrill of competition.
The publicity for your self or your crew.
The encouragement to me to organize more of these things.

For more information email or go to
http://gemcandy.atari-users.net/

Please forward this/translate to other languages

3665. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 23:00:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414281.45901.5@despina.uk.clara.net>
Source record: 30838

Hi Edward

> >After extensive explorations, I have to conclude that Papyrus is finally
> >dead as the Dodo. After all the promises.....
> >
> >Charles.
>
> Well it may be dead as far as any more versions greater than
> version 9, but from what I understand the authors will still
> support version 9 and below. I only have version 8 and I love it.
> I plan to upgrade one last time.

I've bought every version of Papyrus that's been made available, the wait
for this recent incarnation forced me to upgrade earlier...

to Word 2002...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

3666. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 23:09:11 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414282.45901.6@despina.uk.clara.net>
Source record: 30839
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi Ben

> I believe most who have decided not to buy from me have Pre-Judged me.
> Another word for Prejudice. Most of you have not given me a chance to
> serve you.

The fact that you choose to ignore criticism says to me that if a customer were to have a problem you would treat it in the same manner, by ignoring the complaint. Your attitude in here speaks volumes as to your attitude to customer relations.

> Those who want to crucify me over spam need to evaluate this on a case by
> case basis. Judge me on my merits, not on a one-size fits all. Don't throw
> out the Baby with the Bath Water!

A public acceptance that you yourself agree that its spam, that will thwart you defenders.

BTW, do you realise that some of us have to pay to download your crap.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

3667. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 23:12:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414283.45901.7@despina.uk.clara.net>
Source record: 30843

Yo!, Dellboy

> >Oh, BTW, when complaining about my Posts, maybe you should delete my Ads
> >from your posts. Since you find them offensive.
>
> I do agree, it's a complete waste of time complaining about a particular
> message only to repeat it whole in the response!
>
> Have you considered posting only a link to your website? Perhaps that
would
> be a good compromise in this case.

That would zip me up, providing it was no more frequent than once a week.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

3668. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 23:13:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414285.45901.8@despina.uk.clara.net>
Source record: 30841
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi Trip

> Let him do his business.

>He has a right to post here just as you and I do.

He has no such right, this is a base that specifically excludes commercial advertising.

Its us that has the right not to have to suffer it.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

3669. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 23:16:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414286.45901.9@despina.uk.clara.net>
Source record: 30844
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Andreas

> Well,
> > mary had a lil lamb,
> > its fleece was white n wispy
> > then it got [a] foot n mouth
> > n now its black n crispy.
>
>
> Now it rhymes !! -Andreas.

> > > mary had a lil lamb,
> > > its fleece was white n wispy
> > > then it got foot n mouth
> > > n now its black n crispy
> >
> > It rhymes!, almost!.

<Groan>

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

3670. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 23:17:30 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DE3FFF8.514ABBBE@chello.nl>
Source record: 30820

Jo Even Skarstein wrote:
>
> Henk Robbers <h.robbers@chello.nl> wrote:
>
> > I'll maintain a Teradesk version having as little changes as possible.
>
> Is TeraDesk an AV-server? If not, is that something you intend to add?

I am not sure, it does some AV stuff (please look in vaproto.c)
What is a AV server actually supposed to do?
I hoped to learn from Teradesk.

Where can I find a description of the tasks of a AV server.

> And how does TeraDesk deal with long filenames?

That is one of the things 'as little as possible' ;-)

>
> > I would encourage people to copy the source tree and do whatever they
> > like with it.
>
> I certainly will, but I'm waiting for you to clean it up a bit first ;-)
>

Of course I'll do the dirty work for you. ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3671. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-26 23:32:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414287.45901.10@despina.uk.clara.net>
Source record: 30845
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Nick

<nick@1632systems.co.uk> wrote in message
news:arsg5j$cs2$1@thorium.cix.co.uk...
> OK just climbing on to my soap box from my lofty position as one of the
> largest Atari resellers.....
>
> I been reading the emails " purporting to be from Ben, personally I don't
> know either gentlemen and to be bluntly honest my sympathies lies with Ben
> in this manner.

I think that anyone with anything to say should do it as we are, using real names and email address that can be replied to.

> Probably because I put a Kill file on his emails I don't
> read all of Ben's emails....

So you've obviously been offended by this shitte at some time.

> and this time Steve I don't totally agree with you- I think SPAM is email
crap not newsgroup crap.

That's really besides the point, its against the local rules, besides, its his whole attitude to potential customers that pisses me off, I've requested a number of time that he curb his mailouts and I've never yet had a response, you all seem to forget that at one stage we'd have to wade through about 30 Atari message bases to kill his crap, do you call that reasonable behaviour, if you conducted business that way then I'd soon be down to Rochester to piss through your letterbox, never to open my wallet and peruse your endless Atari packed shelves again.

>Ben can conduct business on his terms,

No he cannot, there are rules, put in to prevent this sort of abusive practise.

> The regularity of news posting shows enthusiam to sell, something all we
> traders have......

It show nothing but a blatant disregard for everyone that isn't pro Ben

>did I mention my web pages? link below.... (grin)

What, this one?. My that's unobtrusive and completely inoffensive and also quite reasonable.

> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

3672. Re: floppy drives

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 00:25:08 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3de4118b@news.alphalink.com.au>
Source record: 30821

Steve...when you get onto this news group, how many posts are there...can
you see posts as far back as the 11th November ??

gra

Or you could try the web shop listed below... we have both brand new and
second hand(used) DS/DD

Prices are
10 Brand new Double sided Double Density disks.... Ideal for Amiga or Atari
Price: ?2.50 [?4,13]
50 Brand new Double sided Double Density disks.... Ideal for Amiga or Atari
Price: ?11.00 [?18,15]
50 Used Double sided Double Density disks.... Ideal for Amiga or Atari
Price: ?3.50 [?5,78]

The link for disks is
http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_General_Har
dware_and_Components_42.html

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

--

"Steve Marshall" <sdm@atmos-nomorejunk.plus.com> wrote in message
news:f1CD9.6407$XN5.928694@wards...
> Can anyone tell me a source of 3.5" DD floppy drives - i.e. 720K not 1.44
Mb
>
> Steve M
>
>
>

3673. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 00:53:23 UTC
From: lp <gfa@basic.net>
Message-ID: <BA0981B3.AB5C%gfa@basic.net>
Source record: 30822

in article 3DE3FFF8.514ABBBE@chello.nl, Henk Robbers at h.robbers@chello.nl wrote on 11/26/02 6:17 PM:

>> Is TeraDesk an AV-server? If not, is that something you intend to add?
>
> I am not sure, it does some AV stuff (please look in vaproto.c)
> What is a AV server actually supposed to do?
> I hoped to learn from Teradesk.
>
> Where can I find a description of the tasks of a AV server.

The docs for Thing Desktop has a nice section an AV protocol.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3674. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 02:49:43 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1038370835.860131@blade.atari-source.com>
Source record: 30823
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

James Hong wrote:

> On 25 Nov 2002 02:33:40 -0000, Anonymous-Remailer@See.Comment.Header
> (Bravo Sierra Computers) wrote:
>
>>Hey there Hi there Ho there!
>>
>>It's me, Benny! Some of you know me as Benny "the wittle fagboy" Smith!
>
> Aw, do we have a gay fixation because of something that happened at
> home?
>
> Were you badly 'reared' by your Pa.
>
> Posting by anon aint clever son, you aint very bright slinging names
> like a kid but you are a coward hiding behind a remailer like the drop
> of man juice you are..
>
> Go on, post these using the address you normally use in here. Oh but
> that would mean being a man and talking face to face while taking the
> come backs of your actions which clearly isn't something you have the
> balls for you wimp..
>
> James

Nevermind the fact that it's very easy to trace the point of origin of any person going through an "anonymous" remailer by having the right contacts and knowledge. The internet is a huge paper trail that reflects your decisions, good and poor.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

3675. Looking for Zero Mag Back-issues

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 07:58:53 UTC
From: google@asktoby.com
Message-ID: <25a29397.0211262358.610d6207@posting.google.com>
Source record: 30824

Hello all

I'm trying to find any old copies of "Zero Magazine", a multiformat computer magazine from the early nineties.

Somewhere along the line all my Zero magazines were thrown away. I would *really* enjoy reading those issues so much - If anyone has copies of this mag they could sell, or knows where I can get hold of some back-issues of this classic mag, I'd be really very grateful.

Hope you can help

Toby

3676. Re: Wensuite V3.3 Script

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 10:26:06 UTC
From: "Derryck Croker"
Message-ID: <1038407542-432429AEicMi@ntlworld.com>
Source record: 30831

From: "Stephen Moss" <sgm23@eng.cam.ac.uk>
Date: Mon, 25 Nov 2002 12:29:03 -0000

>manual script option and create your own script.

I suggest that you use a terminal program such as Connect to connect to your ISP, and then interact with the prompts until you have a connection.

WenSuite uses a wait for/respond sequence in its script editor, so that should be easy to sort out, not sure if it needs a CR at the end of each response.

You might need to enter a string like "PPP" or "PPP default" at some point, possibly.

Or have I missed the point?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3677. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 10:32:02 UTC
From: "Derryck Croker"
Message-ID: <1038407544-432853AEicMi@ntlworld.com>
Source record: 30832

From: usenet@kerslake.plus.com (Mike Kerslake)
Date: Tue, 26 Nov 2002 17:43:57 GMT

>>Silkmouse helps if speed is the only complaint.
>
>Speed is just one of the problems, lugging a housebrick across the
>desk is another! ;-)

And of course there is a setting for mouse acceleration in the NVDI
compatibility CPX FWIW.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3678. Re: 2 Mb simms

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 10:58:48 UTC
From: Duncan Corps <duncan@nospam.fwei.org.uk>
Message-ID: <8h82sa.4sp.ln@fwei.org.uk>
Source record: 30828

On 24 Nov 2002 21:56:07 GMT, in comp.sys.atari.st, Al Ferrier wrote:
> In article <v42rra.ldn.ln@fwei.org.uk>, duncan.nospam@nospam.fwei.org.uk says...
> > I'd love to double check that I've got that right, but my mother threw
> > out my STe mere days before I retrieved it from her house- "I threw
> > away an old keyboard you didn't want", aaargh! I'm still extremely
> > bitter about that.
[snip]
>
> Have a butcher's at:
> http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Atari_Hardware_91.html

I think my Mum will be driving me to Kent while I'm
visiting her for Christmas... Thanks for the tip.

--
_| _ _ _ ___ _ ___ "Interfere? Of course we should interfere! Always
(_| _/ / \ _ /-\ \ / do what you're best at, that's what I say."

3679. Defending Ben

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 11:12:55 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <XM1F9.16617$wy.1439478@ursa-nb00s0.nbnet.nb.ca>
Source record: 30827
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Happy Canadian customer

Ben phoned me prior to shipping my order to confirm items and method of delivery and products were received in great shape.

Give the guy a break, it is tough enough to make margin on mainstream computer stuff, let alone older stuff.

No flames please ......

"Trip Cannon" <TCannon@NOSPAMteleport.com> wrote in message news:Y0HD9.5659$It3.506268@newsread2.prod.itd.earthlink.net...
> Let him do his business. He has a right to post here just as you and I do.
> And we all have the right to click on whatever message we want to read. I
> see no wrong in what he's done or posted and it doesn't annoy me at all. In
> my opinion the more Atari dealers the better no matter what tactics apply.
>
> Ben's an Atarian like us all and I can't see any justification behind
> badgering him because, well, there aren't many of us out there anymore and
> there sure as hell aren't many like him out there anymore. It just doesn't
> make sense to me that everybody ridicules him for having his interests, his
> hobby, his business which is Atari! For God's sake man! He's on our side!
>
> -Trip
>
>
>
> "Sean Connery" <bangbond@comcast.netHORMEL> wrote in message
> news:8BWdneKQ6uW87kOgXTWcqA@comcast.com...
> > In article <Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com>,
> > Bravo Sierra Computers <atari@aracnet.com> wrote:
> >
> > >> I plan on supporting numerous Atari retailers. You are not one of
> them,
> > >> because of your tactics.
> > >
> > >That's fine. I do Business with and support other Atari Dealers like
> > >Video61, Best Electronics and yes even B & C ComputerVisions. Atari
> > >Dealers are like a BrotherHood. We help each other out. All I ask is my
> > >Share of the Atari Customers. I don't need Terrorists like the one who's
> > >been hounding me mercilessly, all because He Hates my Politics. No FREE

> > >speech here! The Kicker is, I checked and B & C has no record of ever
> > >selling to Him. What a Hypocrite! I believe he only does Business with
> > >Pirate Sites!
> >
> > So because he's fed up with your constant spam, he's a terrorist and a
> > pirate? Sure.
> >
> >
> > >Oh, BTW, when complaining about my Posts, maybe you should delete my
Ads
> > >from your posts. Since you find them offensive.
> >
> > It's called proper formatting of a followup. I don't find them
offensive,
> > I do find them annoying.
> >
> >
> > >I would like to spend more time in the NewsGroups, but with the Mob
> > >Mentality, infantile behaviour, plus it gets so depressing seeing
people
> > >Advertising Atari stuff for sale. When I read the Sale Posts, I
discover
> > >it's for auctions, plus I'm persecuted for trying to professionally
> > >support the Atari. Not making enough to pay my Bills.
> >
> > You are persecuted for being a spammer.
> >
> >
> > >I believe most who have decided not to buy from me have Pre-Judged me.
> > >Another word for Prejudice. Most of you have not given me a chance to
> > >serve you.
> >
> > No, you've been judged by your *actions*. And as another poster said,
> > your lack of accepting credit cards or PayPal are two huge strikes
against
> > you compared to other resources for the same merchandise. Why should
> > anyone give you a chance when it's a huge pain in the ass?
> >
> >
> > >Those who want to crucify me over spam need to evaluate this on a case
by
> > >case basis. Judge me on my merits, not on a one-size fits all. Dont
throw
> > >out the Baby with the Bath Water!
> >
> > What would those merits be? You spam and have a poor selection of
payment
> > processing. Your prices seem high and you don't seem to have any
> > merchandise that can't be gotten elsewhere cheaper and easier.
> >

```
> >
> > >You try being one of the last of the Atari Dealers still Advertising.
> It's
> > >not like they don't need the Business. They just don't want to put up
> with
> > >the Mob Mentality, like I have. Not once do I get a reward or even a
Pat
> > >on the Back.
> >
> > You appear to have a persecution complex.
> >
> >
> > >Never, have my attackers tried to work this out. Like the Biblical
> > >Principle. Instead of coming to me to work it out, they RIP-ME-APART
> > >publicly in the NewsGroups where it get's them the most points.
> >
> > What is there to work out? You are confusing Internet retailing with
> > marriage.
> >
> > --
> > 0------------------------------------------------------------------0
> > | http://www.unrealtournament2003.com | Have You Played Atari Today? |
> > 0------------------------------------------------------------------0
> >
>
>
```

3680. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 13:26:57 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Xk9b84DhgM59EwFg@atari.org.uk>
Source record: 30829

In article <3de3b366.25817394@usenet.plus.net>, Mike Kerslake
<usenet@kerslake.plus.com> writes
>Yep, the Golden Image one was lovely, served me really well for years.
>I think it has taken a knock at some stage recently and something has
>happened. I cleaned the rollers and the ball but no joy. The cursor
>just moves to the top of the screen and stays there. Not a software
>problem as the Atari mouse plugged into the same port works, just ever
>so slowly!

Hi all

I get that with my optical rodent, still cant find out why it does it
though:((Since my accident in 93, I have big trouble using the standard
Atari dublo-block, and trackballs arent easy either now.. Story of my
life:P

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3681. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 13:29:28 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <t1bFYZE4iM59EwCy@atari.org.uk>
Source record: 30830

In article <1038330189.287631@blade.atari-source.com>, Mark Duckworth
<mducksub@no-spam.atari-source.com> writes
>
>Nevermind the fact that you need 400 psi of pressure to push the buttons
>down, or that the mouse is bigger than my head. ;-)
>

And there are a least 5 different atari ST mouse things, some need a
mallet for the buttons to work..... some dont realise they have a ball
inside or the bearing weren't fitted:P

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3682. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 15:56:38 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DE4EA1D.99BA237F@chello.nl>
Source record: 30833

lp wrote:
>
>
> The docs for Thing Desktop has a nice section an AV protocol.
>

Ah! Yes.
I'll see what I can make out of it.

Thanks Lonny.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3683. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 16:07:50 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA0A3C71.28330%nameerf@flash.net>
Source record: 30835

in article as0ige$9lc$1@news.eunet.yu, Djordje Vukovic at vdjole@EUnet.yu
wrote on 11/26/02 11:36 AM:

> On 26 Nov 2002 17:46:12 , Mike Kerslake wrote:
>> On Tue, 26 Nov 2002 10:31:24 -0500, Mark Duckworth
>> <mducksub@no-spam.atari-source.com> wrote:
>>
>>> Nevermind the fact that you need 400 psi of pressure to push the buttons
>>> down, or that the mouse is bigger than my head. ;-)
>>
>> The biggest shock after coming from my cheap but good Windows mouse to
>> the Atari one was how low the resolution was and how clunky the
>> switches were!
>
> Btw. internals of the Atari mouse went through several revisions, using
> at least two types of switches and two or three types of optical sensors
> using wheels with different number of openings (i.e. resolution).
> In at least one variant the buttons were supported by plastic blades
> which acted like hinges but were quite stiff. Drilling two 4mm-5mm dia. holes
> through each of these blades (so that the cross-section and therefore
> stiffness were reduced) helped to reduce the needed push-button force
> significantly.

One time, on my old ST, the old brick mouse had its button hardware break.
The switch itself worked, just not the switch-pressing plastic piece. I
performed a little surgery on it (figured I was just going to throw it away
anyway, might as well play) and inserted a small plastic "stick" between the
actual button and the switch. It reduced the distance the button had to move
in order to press the switch. The button was much more responsive, lighter,
less clunky, whatever you want to call it. There were some times when it was
almost too responsive and I would accidentally press it by placing my finger
lightly on the button. I shortened the stick by a miniscule amount and it
was just about perfect. I haven't done that with the mouse on my Falcon, as
I don't really mind it all that much, and I don't know if the idea was just
a fluke and if it wouldn't damage the mouse to do it again. Just thought it
was an interesting thing to have happen.

Mike Freeman
nameerf@flash.net

3684. Teradesk V2.00

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 16:07:57 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DE4ECC9.801AB6E6@chello.nl>
Source record: 30834

LS

Find Teradesk V2.00 on my homepage (in sig)

Here is what I have done to Teradesk this far:

- Right button is double click. No more pain in the shoulder.
- Use Ssystem(-1,...) for detecting MiNT.
- If mint, use Ssystem in find_cookie.
- Only 1 version for MiNT, MagiC and single TOS.
Global boolean mint and magx used throughout dynamically.
- Arrogant MiNT's Dreaddir spoils case of DOS 8.3 names.
Change DOS 8.3 names back to upper case.
- Resource to modern AES 4 3D flags and MagiC object types.
Had to change dialogie titles to G_STRING's
- Fix rsrc_title() to be able to use G_STRING titles in stead of
G_USERDEF or G_BUTTON.
- Dialogue title userdefs written transparent.
- Many places:
fix unsetting of bits in ob_state, to preserve the MagiC object bits.
- appl_getinfo protocol that also works with MagiC;
(MagiC object types detection) and shel_write behaviour).
- MagiC: shel_write must specify SHW_PARALLEL.
- In text mode fuller only fulls vertically.
- Courtesy XaAES: UNDO searches for cancel button.
- Courtesy XaAES: Use cramped_name for displaying filenames.
If a filename doesnt fit in a box, replace enough of it by ...
- Always display copy and delete dialogue.
If confirm is off, continue, else wait for dialogue action.
- Textmode window displays date in front of time.
- As a preparation for colour icon support, icons are now loaded
by using rsrc_load.
- Replaced ALL ICONBLK by CICONBLK (colour icons embrace mono icons
and are downwards compatable to mono icons)
- Delete via menu (+CTRL)

- Icons are identified by name, not index.
This makes the 2.00 CFG incompatible to previous versions. !!!!

Make sure your icon files contain at least the following names:
FLOPPY, HARD DISC, APP, FILE, FOLDER, TRASH, PRINTER

To do:

^DEL on multiple selections.
use NKCC

use menu_keys() (Find shortcut in menu tree, not in a table)
drag&drop to other apps windows.
Full AV server functions.

Please consider it Beta!
If something is wrong, let me know.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3685. Re: Teradesk V2.00

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 16:15:57 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1038419286.718498@blade.atari-source.com>
Source record: 30836

Henk Robbers wrote:

>
> LS
>
> Find Teradesk V2.00 on my homepage (in sig)
>
> Here is what I have done to Teradesk this far:
>
> - Right button is double click. No more pain in the shoulder.
> - Use Ssystem(-1,...) for detecting MiNT.
> - If mint, use Ssystem in find_cookie.
> - Only 1 version for MiNT, MagiC and single TOS.
> Global boolean mint and magx used throughout dynamically.
> - Arrogant MiNT's Dreaddir spoils case of DOS 8.3 names.
> Change DOS 8.3 names back to upper case.
> - Resource to modern AES 4 3D flags and MagiC object types.
> Had to change dialogie titles to G_STRING's
> - Fix rsrc_title() to be able to use G_STRING titles in stead of
> G_USERDEF or G_BUTTON.
> - Dialogue title userdefs written transparent.
> - Many places:
> fix unsetting of bits in ob_state, to preserve the MagiC object bits.
> - appl_getinfo protocol that also works with MagiC;
> (MagiC object types detection) and shel_write behaviour).
> - MagiC: shel_write must specify SHW_PARALLEL.
> - In text mode fuller only fulls vertically.
> - Courtesy XaAES: UNDO searches for cancel button.
> - Courtesy XaAES: Use cramped_name for displaying filenames.
> If a filename doesnt fit in a box, replace enough of it by ...
> - Always display copy and delete dialogue.
> If confirm is off, continue, else wait for dialogue action.
> - Textmode window displays date in front of time.
> - As a preparation for colour icon support, icons are now loaded
> by using rsrc_load.
> - Replaced ALL ICONBLK by CICONBLK (colour icons embrace mono icons
> and are downwards compatable to mono icons)
> - Delete via menu (+CTRL)
>
> - Icons are identified by name, not index.
> This makes the 2.00 CFG incompatible to previous versions. !!!!
>
> Make sure your icon files contain at least the following names:
> FLOPPY, HARD DISC, APP, FILE, FOLDER, TRASH, PRINTER

>
> To do:
>
> ^DEL on multiple selections.
> use NKCC
> use menu_keys() (Find shortcut in menu tree, not in a table)
> drag&drop to other apps windows.
> Full AV server functions.
>
>
> Please consider it Beta!
> If something is wrong, let me know.
>

Wow!

Henk you are COOL!

Mark

3686. Re: Teradesk V2.00

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 16:34:23 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnau9spu.2tb.atari@core.preferuje.luzik.pl>
Source record: 30746

> Please consider it Beta!
> If something is wrong, let me know.

Yes your page is not valid html
http://validator.w3.org/check?uri=http://members.ams.chello.nl/h.robbers/Home.html

Just teasing ;-)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3687. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 16:34:51 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1038420421.945612@blade.atari-source.com>
Source record: 30747
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Steve Sweet wrote:

> Hi Ben

<snip>

>> Those who want to crucify me over spam need to evaluate this on a case by
>> case basis. Judge me on my merits, not on a one-size fits all. Don't
>> throw out the Baby with the Bath Water!
>
> A public acceptance that you yourself agree that its spam, that will
> thwart you defenders.
>
> BTW, do you realise that some of us have to pay to download your crap.
>
> --
>
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Indeed I pay per kb... :(
Mark http://atari-source.com

3688. Re: Teradesk V2.00

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 16:57:00 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DE4F84C.1BDD0218@chello.nl>
Source record: 30748

Adam Klobukowski wrote:
>
> > Please consider it Beta!
> > If something is wrong, let me know.
>
> Yes your page is not valid html
> http://validator.w3.org/check?uri=http://members.ams.chello.nl/h.robbers/Home.html
>
>

Of course it isnt. HTML is ridiculously complex, redundant, spurious and ugly.
Considering the fact that I only need the hyperlink function.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

3689. Re: 2 Mb simms

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 22:04:02 UTC
From: nick@1632systems.co.uk
Message-ID: <as3fgnfvr1@thorium.cix.co.uk>
Source record: 30749

Err I hope the trip to Kent doesn't involve visting the shop.... cause I got made an offer by HMG I couldn't refuse (a monthly wage) and now run 16/32 as a hobby/webshop, hence no more shop

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3690. Re: Teradesk V2.00

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 22:52:13 UTC
From: rand@cd.chalmers.se
Message-ID: <as3iatepm1@nyheter.chalmers.se>
Source record: 30750
Body handling: HTML body converted to readable text

In article <3DE4F84C.1BDD0218@chello.nl>,
Henk Robbers wrote:
>Adam Klobukowski wrote:
>>
>> > Please consider it Beta!
>> > If something is wrong, let me know.
>>
>> Yes your page is not valid html
...
>Of course it isnt. HTML is ridiculously complex, redundant, spurious and ugly.

If you stay away from all the 'features' added recently (and write it
by hand using an editor with a reasonable HTML formatting mode) and,
most importantly, do _not_ force the output to some specific window
width (!), I don't think it's too bad.
I have not seen anything I'd rather use for the purpose, but that
does not mean there isn't something out there, of course.

Anyway, there are really only two _very_ minor problems with your
page according to the validator. I'd almost call them deficiencies
in the standard (assuming the validator is correct).

First, the string in the tag is apparently case sensitive.
At least the validator does not stop complaining until all the letters
are exactly the same as in the examples. That's just insane, IMHO.
Second, you are apparently not allowed to have a + in front of a number
in a tag.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3691. Re: Teradesk V2.00

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 22:55:17 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DE54C35.33536B80@chello.nl>
Source record: 30751

Hi

There is already a quick fix.
I forgot to make the wildcard and file type checking case insensitive.

I uploaded a new exectable on my homepage.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

3692. Re: Lyndon/Redelberger EtherNEC revisit

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 23:15:33 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3de55202283dac0@tripnet.se>
Source record: 30752

On Tue 26-11-2002 19:36 (GMT) Djordje Vukovic wrote:

>I tried to visualize the connections in your network- and I couldn't, but I
>got an impression that you did not set the routing quite right. Can you,
>perhaps, display (sort of) schematically which component is connected to
>which and through which port, what are the addresses, subnet masks and
>gateways defined for those ports, and what do you suppose is the domain of
>each subnet...

OK here it comes. Those who read news with a proportional font should
stop reading here or you will only get upset for doing so...

My original setup without the EtherNEC adaptor works perfect. All
computers have full access to each other and Internet connection. The
routing tables are at the bottom of the text.

When I change from nullmodem to EthernNEC on TT3 I can no longer Ping any
of the computers on the nullmodem subnets attached to TT1 from TT3. TT1
and the two pc's are however reachable.

Note that when dealing with subnets _all_ computers (NAT-box included!)
must have an entry in there routing tables with the default gateway to
the subnets (192.168.0.129 in my case).

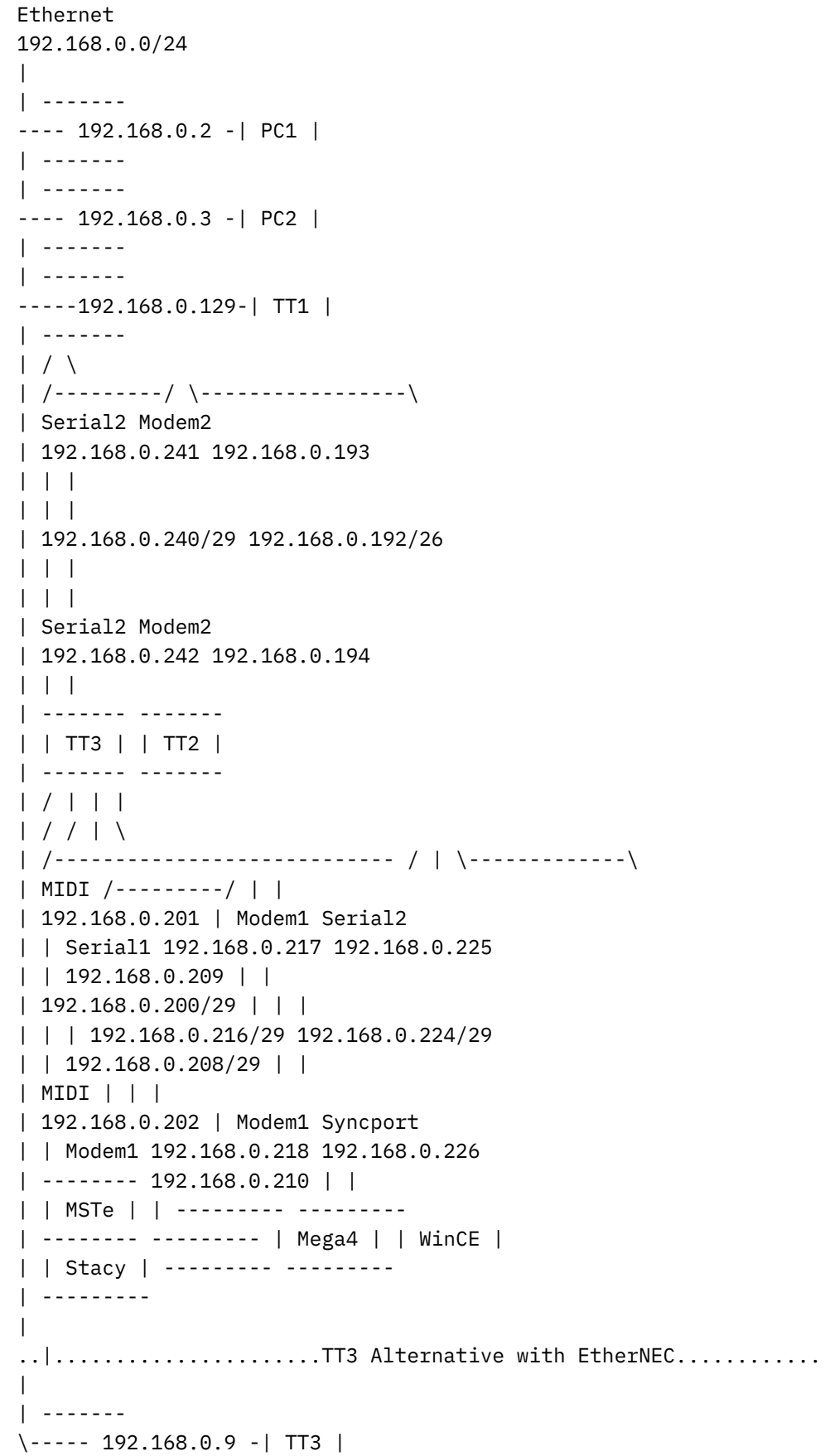
It seems there is something missing in how STinG handles Ethernet
networks. As far as I understand the alternative routing table of TT3 is
correct and equal to the "route add" command on the pc's?

When I tried with MagicNet instead I could Ping from TT3 to the subnets.
But what is the correct command to add the route with netmask etc in
MagicNet?

I really don't want to add individual routes to all computers on the
subnets.

And now to the actual diagram (with slightly different ip addresses
compared to my previous post). I hope it's correct:

```
Internet
|
-----------
| NAT box |
-----------
|
192.168.0.1
|
|
```


Ethernet
192.168.0.0/24
192.168.0.2 -| PC1 |
192.168.0.3 -| PC2 |
-----192.168.0.129-| TT1 |
Serial2 Modem2
192.168.0.241 192.168.0.193
192.168.0.240/29 192.168.0.192/26
Serial2 Modem2
192.168.0.242 192.168.0.194
TT3
TT2
MIDI
192.168.0.201
Modem1 Serial2
Serial1 192.168.0.217 192.168.0.225
192.168.0.209
192.168.0.200/29
192.168.0.216/29 192.168.0.224/29
192.168.0.208/29
MIDI
192.168.0.202
Modem1 Syncport
Modem1 192.168.0.218 192.168.0.226
192.168.0.210
MSTe
Mega4
WinCE
Stacy
..|.....TT3 Alternative with EtherNEC.....
\----- 192.168.0.9 -| TT3 |

Routing:

Command on PC1, PC2 and NAT-box:
route add 192.168.0.192 MASK 255.255.255.192 192.168.0.129

TT1:
192.168.0.240 255.255.255.248 Ser.2/LAN 0.0.0.0
192.168.0.192 255.255.255.192 Modem 2 0.0.0.0
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

TT2:
192.168.0.200 255.255.255.248 Midi 0.0.0.0
192.168.0.208 255.255.255.248 Serial 1 0.0.0.0
192.168.0.216 255.255.255.248 Modem 1 0.0.0.0
192.168.0.224 255.255.255.248 Ser.2/LAN 0.0.0.0
0.0.0.0 0.0.0.0 Modem 2 0.0.0.0

TT3, MSTe, Stacy, Mega4:
0.0.0.0 0.0.0.0 [Interface] 0.0.0.0

TT3 Alternative with EtherNEC:
192.168.0.192 255.255.255.192 EtherNet 192.168.0.129
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3693. Re: Teradesk V2.00

Newsgroup: comp.sys.atari.st
Date: 2002-11-27 23:22:42 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <6tcF9.20995$hg1.57957@news-server.bigpond.net.au>
Source record: 30753

Henk you are truely worthy. Soon I will be finished my CCNA, when that is done I will go back to my beloved CT2 Falcon;-). I will format the drive (after 3 years of use), and Xaaes is going in. Thank you.

Mark Bedingfield

"Henk Robbers" <h.robbers@chello.nl> wrote in message news:3DE4ECC9.801AB6E6@chello.nl...
>
> LS
>
> Find Teradesk V2.00 on my homepage (in sig)
>
> Here is what I have done to Teradesk this far:
>
> - Right button is double click. No more pain in the shoulder.
> - Use Ssystem(-1,...) for detecting MiNT.
> - If mint, use Ssystem in find_cookie.
> - Only 1 version for MiNT, MagiC and single TOS.
> Global boolean mint and magx used throughout dynamically.
> - Arrogant MiNT's Dreaddir spoils case of DOS 8.3 names.
> Change DOS 8.3 names back to upper case.
> - Resource to modern AES 4 3D flags and MagiC object types.
> Had to change dialogie titles to G_STRING's
> - Fix rsrc_title() to be able to use G_STRING titles in stead of
> G_USERDEF or G_BUTTON.
> - Dialogue title userdefs written transparent.
> - Many places:
> fix unsetting of bits in ob_state, to preserve the MagiC object bits.
> - appl_getinfo protocol that also works with MagiC;
> (MagiC object types detection) and shel_write behaviour).
> - MagiC: shel_write must specify SHW_PARALLEL.
> - In text mode fuller only fulls vertically.
> - Courtesy XaAES: UNDO searches for cancel button.
> - Courtesy XaAES: Use cramped_name for displaying filenames.
> If a filename doesnt fit in a box, replace enough of it by ...
> - Always display copy and delete dialogue.
> If confirm is off, continue, else wait for dialogue action.
> - Textmode window displays date in front of time.
> - As a preparation for colour icon support, icons are now loaded
> by using rsrc_load.
> - Replaced ALL ICONBLK by CICONBLK (colour icons embrace mono icons
> and are downwards compatable to mono icons)
> - Delete via menu (+CTRL)
>

> - Icons are identified by name, not index.
> This makes the 2.00 CFG incompatible to previous versions. !!!!
>
> Make sure your icon files contain at least the following names:
> FLOPPY, HARD DISC, APP, FILE, FOLDER, TRASH, PRINTER
>
> To do:
>
> ^DEL on multiple selections.
> use NKCC
> use menu_keys() (Find shortcut in menu tree, not in a table)
> drag&drop to other apps windows.
> Full AV server functions.
>
>
> Please consider it Beta!
> If something is wrong, let me know.
>
> --
> Groeten; Regards.
> Henk Robbers. mailto:h.robbers@chello.nl
> http://members.ams.chello.nl/h.robbers/Home.html
> A free multitasking GEM for MiNT: XaAES (heavily under construction);
> http://xaaes.atari.org
> Interactive disassembler: TT-Digger; http://digger.atari.org
> A Home Cooked teXt editor: AHCX

3694. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 00:13:59 UTC
From: danap8@aol.com
Message-ID: <20021127191359.11878.00000232@mb-cc.aol.com>
Source record: 30754

Steve,

Possibly, but I don't believe there's anyone here who is not aware of this
public health hazard. I've had my proper shots, so me it's a trivial thing
that lurks about.

>Less of the humour, that could have been a public health announcement that
>you've just trivialised
>
>
>> >sinclap here..
>>
>> <yawn>

3695. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 00:25:56 UTC
From: lp <gfa@basic.net>
Message-ID: <BA0ACCC3.AB90%gfa@basic.net>
Source record: 30755

in article 3DE4EA1D.99BA237F@chello.nl, Henk Robbers at h.robbers@chello.nl wrote on 11/27/02 10:56 AM:

>
> Ah! Yes.
> I'll see what I can make out of it.
>
> Thanks Lonny.

Be very careful with AV protocol, it's one of those that likes to break memory protection if you are not careful. ;-)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3696. Re: Defending Ben

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 00:34:51 UTC
From: lp <gfa@basic.net>
Message-ID: <BA0ACEDA.AB91%gfa@basic.net>
Source record: 30756
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article XM1F9.16617$wy.1439478@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at breamer@nb.sympatico.ca wrote on 11/27/02 6:12 AM:

> Happy Canadian customer
>
> Ben phoned me prior to shipping my order to confirm items and method of
> delivery and products were received in great shape.
>
> Give the guy a break, it is tough enough to make margin on mainstream
> computer stuff, let alone older stuff.
>
> No flames please ......

I've placed 3 orders with Ben so far, all were quite satisfactory
and he saved me alot on shipping. He also called me with his own
nickle. I do killfile the ads, it's not so hard.
I don't understand why others simply can't manually skip the ads
or killfile them. I know where Ben is, if I need something I go
to his site and order it. The whole thing really is a non-issue.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3697. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 07:31:39 UTC
From: Trip Cannon <TCannon@NOSPAMteleport.com>
Message-ID: <vDjF9.4672$yy.619506@newsread1.prod.itd.earthlink.net>
Source record: 30757
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

I wish people had this kind of enthusiasm with wiping out all the damn porn spam...

"Steve Sweet" <stevesweet@freeuk.com> wrote in message news:1038414285.45901.8@despina.uk.clara.net...
> Hi Trip
>
>
> > Let him do his business.
>
> >He has a right to post here just as you and I do.
>
> He has no such right, this is a base that specifically excludes commercial
> advertising.
>
> Its us that has the right not to have to suffer it.
>
> --

3698. Re: Wensuite V3.3 Script

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 08:31:30 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <as4k5s$3oe$1@pegasus.csx.cam.ac.uk>
Source record: 30758

"Derryck Croker" <derryck@.NOT~THIS~cix.co.uk> wrote in message
news:1038407542-432429AEicMi@ntlworld.com...
> From: "Stephen Moss" <sgm23@eng.cam.ac.uk>
> Date: Mon, 25 Nov 2002 12:29:03 -0000
>
> >manual script option and create your own script.
>
> I suggest that you use a terminal program such as Connect to connect
to your
> ISP, and then interact with the prompts until you have a connection.
>
> WenSuite uses a wait for/respond sequence in its script editor, so
that
> should be easy to sort out, not sure if it needs a CR at the end of
each
> response.
>
> You might need to enter a string like "PPP" or "PPP default" at some
point,
> possibly.
>
> Or have I missed the point?

Sounds like a good route to take thanks,
Stephen Moss

3699. Re: 2 Mb simms

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 09:04:24 UTC
From: "Derryck Croker"
Message-ID: <1038558320-102370AEicMi@ntlworld.com>
Source record: 30770

From: nick@1632systems.co.uk
Date: Wed, 27 Nov 2002 22:04:02 GMT

>got made an offer by HMG I couldn't refuse

Hmmm, does it involve wearing an overall with an arrow design printed all
over? ;-)

>(a monthly wage)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3700. [UPD] December Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 09:13:30 UTC
From: Francois LE COAT <lecoat@lutece.net>
Message-ID: <3DE5DE3A.5040207@lutece.net>
Source record: 30759

Hi,

My software "Eureka" is updated and released on its WEB site.
It is a "2D Graph Describer" and a "3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka212.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny043.zip
Is the OpenGL Extension (requires previous package)

This month, the release number is the same as the version
number (2.12 that is always the same). I expect that everybody
will have understood ...

I wish you big fun with all this STuff !

Regards,

-- François LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

3701. Re: Interesting digital-camera-control

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 13:19:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3de5c2e0f46d32@attbi.com>
Source record: 30760

>On 23 Nov 2002 11:03:04 , Jo Even Skarstein wrote:
>>> to adapt PHOTOPC blindly, but maybe someone will be sufficiently interested...
>>
>>It has already been done :-)
>>
>> http://wh58-508.st.uni-magdeburg.de/sparemint/html/packages/photopc.html
>>
>
>Oh, I see... Nice. Still, as far as I could see it is currently only
>usable in Mint? (what does one do with a rpm package in TOS? - and even
>unpacked, would this version work without Mint?)
>
>cu;

I use PhotoTip which should run under TOS as long as HSmodem is
loaded in.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3702. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 13:19:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3de5c2e0f46d34@attbi.com>
Source record: 30761

>I recently got the German v9 for the pc.

Is the English version of V9 ready yet???
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3703. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 14:34:02 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uucaaptcd8up16@corp.supernews.com>
Source record: 30762
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

You are wrong. There is no such restriction. Advertisements are NEWS and are much more valid than criticism, defamation of character, lies and vomit vocabulary.

Don
Retired SysOp of the retired Bear Cavern BBS

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1038414285.45901.8@despina.uk.clara.net...
> Hi Trip
>
>
> > Let him do his business.
>
> >He has a right to post here just as you and I do.
>
> He has no such right, this is a base that specifically excludes commercial
> advertising.
>
> Its us that has the right not to have to suffer it.
>
> --
>
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002
>
>

3704. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 16:47:38 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DE64795.AF3CA880@chello.nl>
Source record: 30763

lp wrote:
>
> in article 3DE4EA1D.99BA237F@chello.nl, Henk Robbers at h.robbers@chello.nl
> wrote on 11/27/02 10:56 AM:
>
> >
> > Ah! Yes.
> > I'll see what I can make out of it.
> >
> > Thanks Lonny.
>
> Be very careful with AV protocol, it's one of those that likes
> to break memory protection if you are not careful. ;-)
>

Because it is all appl_write'ing, a avarage AES should take care of that.

;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

3705. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 17:17:41 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <as5j3l$3b2$1@tyfon.itea.ntnu.no>
Source record: 30764

Henk Robbers <h.robbers@chello.nl> wrote:

>> Be very careful with AV protocol, it's one of those that likes
>> to break memory protection if you are not careful. ;-)

> Because it is all appl_write'ing, a avarage AES should take care of that.

Unfortunately it's not that simple. An essential element in the AV
protocol is the AV buffer, i.e. applications are passing pointers to each
other. Any MP-problems are easily avoided by allocating these buffers in
global memory, but if one application doesn't care about MP and then send
your nice and clean desktop a pointer to private memory, your desktop will
be terminated as soon as it tries to access it...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3706. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 23:12:28 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DE6A1C8.490F8573@chello.nl>
Source record: 30765

```
Jo Even Skarstein wrote:
>
> Henk Robbers <h.robbers@chello.nl> wrote:
>
> >> Be very careful with AV protocol, it's one of those that likes
> >> to break memory protection if you are not careful. ;-)
>
> > Because it is all appl_write'ing, a avarage AES should take care of that.
>
> Unfortunately it's not that simple. An essential element in the AV
> protocol is the AV buffer, i.e. applications are passing pointers to each
> other. Any MP-problems are easily avoided by allocating these buffers in
> global memory, but if one application doesn't care about MP and then send
> your nice and clean desktop a pointer to private memory, your desktop will
> be terminated as soon as it tries to access it...
>

Yeah, it is not only the 16 byte msg buffer.

These unthoughtfull designed protocols are a real nuisance.

The drag&drop protocol demands the use of a pipe.
The correct way.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK
```

3707. Re: Interesting digital-camera-control

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 23:45:14 UTC
From: vdjole@EUnet.yu
Message-ID: <as69q6$95i$1@news.eunet.yu>
Source record: 30766

On 25 Nov 2002 11:54:12 , Derryck Croker wrote:
>From: vdjole@EUnet.yu (Djordje Vukovic)
>Date: Sun, 24 Nov 2002 18:55:23 +0000 (UTC)
>
>>On 23 Nov 2002 11:03:04 , Jo Even Skarstein wrote:
>>>> to adapt PHOTOPC blindly, but maybe someone will be sufficiently
>>interested...
>>>
>>>It has already been done :-)
>
>>Oh, I see... Nice. Still, as far as I could see it is currently only
>>usable in Mint? (what does one do with a rpm package in TOS? - and even
>>unpacked, would this version work without Mint?)
>
>Why not rope Durs Locher in? He's already got a fine GEM utility in the form
>of PhotoTip, and might be able to use this code to add support for those
>cameras.

I did not compare the lists of cameras supported in PhotoTip and PhotoPC,
and it may happen that they are the same- i.e. maybe PhotoTip was designed
around the same communication protocol as PhotoPC?

But I was trying to make another point: PhotoPC is a small, simple,
bare-bones, command-line application. My idea was that PhotoPC, not having
any bells and whistles in the form of a GUI, could be used as the core of
simple picture-import modules for graphical applications and viewers which
use external modules, such as Vision, Papillon, Megapaint, GemView, Graftool,
Look'n'See...etc. so that one would not be limited to just one (commercial)
application (PhotoTip) for interfacing to digital cameras.

Btw. if PhotoPC has already been ported to Atari- Mint at least, maybe
there should have been a feedback to the author(s) of PhotoPC so that
Atari be "officially" included in the list of supported platforms and
the Atari-related conditional-compilation segments in the code be propagated
into future versions? When I looked at PhotoPC page, I saw listed DOS,
Windows, BSD Unix, MacOS..., but not a slightest mention of TOS.

Bbtw. a similar thing happened with Infozip-group's Zip/Unzip utilities.
AFAIK the maintainers haven't the faintest idea that a moderately recent port
of Zip/Unzip is still existant on the Atari platform, and in fact complained
in the documentation that Zip has been abandoned on the Atari.

cu;

3708. Re: Teradesk V2.00

Newsgroup: comp.sys.atari.st
Date: 2002-11-28 23:45:18 UTC
From: vdjole@EUnet.yu
Message-ID: <as69qb$95i$2@news.eunet.yu>
Source record: 30767

On 27 Nov 2002 16:07:57 , Henk Robbers wrote:

>Find Teradesk V2.00 on my homepage (in sig)
>
>[...]
>Please consider it Beta!
>If something is wrong, let me know.

Great!!

I noticed that the binary is even smaller than the first GPL version, and also that there is a -very- noticeable increase in speed (several times faster!) when opening windows on folders with many files and subfolders (for some reason this seemed to be a weak spot of all alternative desktops so far).

I had slight problems, however, compiling the source with PureC 1.1: compiler reported missing include osmacros.s in mintbind.s (so I skipped compiling and used the provided object module instead), undefined Gem_pb in wind_get.s (fixed (?) by adding a globl Gem_pb delcaration) and the linker reported undefined symbol appl_getinfo (so I included into project applgeti.c, aesparbl.c and aes.s from version 1.42); also, it helped when I included prelude.h into a couple of files... right or wrong, the home-compiled program seems to work now.

Best regards;

3709. Re: Teradesk V2.00

Newsgroup: comp.sys.atari.st
Date: 2002-11-29 00:32:40 UTC
From: vdjole@EUnet.yu
Message-ID: <as6cj6$9g2$1@news.eunet.yu>
Source record: 30768

On 27 Nov 2002 16:07:57 , Henk Robbers wrote:

>Find Teradesk V2.00 on my homepage (in sig)
>
>[...]
>Please consider it Beta!
>If something is wrong, let me know.

Great!!

I noticed that the binary is even smaller than the first GPL version, and also that there is a -very- noticeable increase in speed (several times faster!) when opening windows on folders with many files and subfolders (for some reason this seemed to be a weak spot of all alternative desktops so far).

I had slight problems, however, compiling the source with PureC 1.1: compiler reported missing include osmacros.s in mintbind.s (so I skipped compiling and used the provided object module instead), undefined Gem_pb in wind_get.s (fixed (?) by adding a globl Gem_pb delcaration) and the linker reported undefined symbol appl_getinfo (so I included into project applgeti.c, aesparbl.c and aes.s from version 1.42); also, it helped when I included prelude.h into a couple of files... right or wrong, the home-compiled program seems to work now.

Best regards;

3710. Atari 2600 No Sound

Newsgroup: comp.sys.atari.st
Date: 2002-11-29 07:08:54 UTC
From: rwason@flashmail.com
Message-ID: <3be4f50.0211282308.6394137e@posting.google.com>
Source record: 30769

I just received an Atari 2600 unit. It gets video but no sound. any help would be great.

Also I have two sets of Space Invaders Game, one with a graphic on it and the other in Block letters. Which one is more collectable.

Thank you.

3711. Re: Interesting digital-camera-control

Newsgroup: comp.sys.atari.st
Date: 2002-11-29 10:39:22 UTC
From: "Derryck Croker"
Message-ID: <1038565348-507611AEicMi@ntlworld.com>
Source record: 30771

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Thu, 28 Nov 2002 23:45:14 +0000 (UTC)

>But I was trying to make another point: PhotoPC is a small, simple,
>bare-bones, command-line application. My idea was that PhotoPC, not having
>any bells and whistles in the form of a GUI, could be used as the core of
>simple picture-import modules for graphical applications and viewers which
>use external modules, such as Vision, Papillon, Megapaint, GemView, Graftool,
>Look'n'See...etc. so that one would not be limited to just one (commercial)
>application (PhotoTip) for interfacing to digital cameras.

I like this idea very much. Sort of like a Twain driver for that other OS -
import a picture from your camera straight into a picture window for editing
etc.

ScanX provides something similar for scanners.

>Bbtw. a similar thing happened with Infozip-group's Zip/Unzip utilities.
>AFAIK the maintainers haven't the faintest idea that a moderately recent port
>of Zip/Unzip is still existant on the Atari platform, and in fact complained
>in the documentation that Zip has been abandoned on the Atari.

That would be Philipp Donze's port?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3712. Bravo/Ben's Threatening E-Mail(2)!

Newsgroup: comp.sys.atari.st
Date: 2002-11-29 12:17:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211290406410.14287-100000@shell1.aracnet.com>
Source record: 30772
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Here is a Second Anonymous E-Mail from the Terrorist! He wants to take
away my right to FREE Speech! At least the Terrorists in the News take
credit for their Acts! Don't succumb to Terrorism! Fight for Free Speech!

===Ben===

==========
From nobody@nox.lemuria.org Wed Nov 27 05:42:34 2002
Date: Wed, 27 Nov 2002 07:25:12 +0100 (CET)
From: Anonymous <nobody@nox.lemuria.org>
To: atari@aracnet.com
Subject: Bravo

Either you have no clue, dropped on your head too many times as a baby or are
just very stupid. Which is it? We've already mentioned that the very moment
you stop posting your spams to the newsgroups is the same moment that we stop
posting. You haven't stopped, we haven't stopped. How much longer shall we
do this? Take your spams to a private email list and stop posting Bravo Sierra
crap to the newsgroups. If you want to keep posting all of your emails to
the newsgroups than you'll just be annoying everyone else with them since that
will be an indication that you are unwilling to listen and we'll continue on
with all this crap.
You will receive no further email from us after this point. Either learn to
listen or learn the hard way. Everything stops the moment you do so it will
all go on as long as you decide to continue with your spamming.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3713. ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-11-29 12:26:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211290421580.14287-100000@shell1.aracnet.com>
Source record: 30773
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering My Atari Christmas/Holidays Discount! 20% off the Top on Atari HardWare/Accessories, Games/SoftWare & Books/References for Classic Atari 8 Bit and Atari ST Computers Lines! Plus Atari Jaguar Games And Game Machines! I have limited Inventory of my Atari stuff. So Act NOW while I still got it!Got Questions?E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts! Call Ben@ (503)256-9974! Or Get Catalogs at http://BensCatalogs.atari.org or goto http://BenSells.atari.org http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org or atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at http://BenSells.atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3714. Re: Bravo/Ben's Threatening E-Mail(2)!

Newsgroup: comp.sys.atari.st
Date: 2002-11-29 16:57:58 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <hMacnXXgNfIbAXqgXTWcog@comcast.com>
Source record: 30774
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Geez, just man up and deal with it. What do you think anyone here can do? Talk to your ISP or try to trace the message. Complaining in USENET won't help you, especially if you don't post the full headers.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0211290406410.14287-100000@shell1.aracnet.com...
> Here is a Second Anonymous E-Mail from the Terrorist! He wants to take
> away my right to FREE Speech! At least the Terrorists in the News take
> credit for their Acts! Don't succumb to Terrorism! Fight for Free Speech!
>
> ===Ben===
>
> ==========
> From nobody@nox.lemuria.org Wed Nov 27 05:42:34 2002
> Date: Wed, 27 Nov 2002 07:25:12 +0100 (CET)
> From: Anonymous <nobody@nox.lemuria.org>
> To: atari@aracnet.com
> Subject: Bravo
>
> Either you have no clue, dropped on your head too many times as a baby or are
> just very stupid. Which is it? We've already mentioned that the very moment
> you stop posting your spams to the newsgroups is the same moment that we stop
> posting. You haven't stopped, we haven't stopped. How much longer shall we
> do this? Take your spams to a private email list and stop posting Bravo Sierra
> crap to the newsgroups. If you want to keep posting all of your emails to
> the newsgroups than you'll just be annoying everyone else with them since that
> will be an indication that you are unwilling to listen and we'll continue on
> with all this crap.
> You will receive no further email from us after this point. Either learn to
> listen or learn the hard way. Everything stops the moment you do so it will
> all go on as long as you decide to continue with your spamming.
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/

> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or
at
> http://BenSells.atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

3715. Re: Bravo/Ben's Threatening E-Mail(2)!

Newsgroup: comp.sys.atari.st
Date: 2002-11-29 18:59:49 UTC
From: nick@1632systems.co.uk
Message-ID: <as8dfd$qi2$1@thorium.cix.co.uk>
Source record: 30775
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Look Ben, just ignore it now.... he can postall the crap he wants and most intelligent people will just kill file it...eventually he wil go away. If he tries something nasty like a DOS attack or Email blockage you can report it to your ISP who willl take necessary action, or ISP of the remailer organisation who if they want to stay in business will certainly take action

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3716. Re: 2 Mb simms

Newsgroup: comp.sys.atari.st
Date: 2002-11-29 19:01:40 UTC
From: nick@1632systems.co.uk
Message-ID: <as8dis$qj8$1@thorium.cix.co.uk>
Source record: 30776

I was never that bad... honest Guv.. it was just a used Atari !!! I thought I could handle it.... I wuz caught like a kipper... etc etc

nope, wrong organization

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3717. Riebl cards for sale

Newsgroup: comp.sys.atari.st
Date: 2002-11-29 19:15:50 UTC
From: Stichting ST <atarist@xs4all.nl>
Message-ID: <p2ffuuc1l11aliukle37vm24dqgt1l6tm2@4ax.com>
Source record: 30777

I have two left-over VME-bus Ethernet cards 10Mb/s coax for sale. Drivers and
Atari software on floppy disks. These cards are also called Riebl cards.
Anyone?

+++
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
http://www.xs4all.nl/~atarist

3718. Re: Teradesk V2.00

Newsgroup: comp.sys.atari.st
Date: 2002-11-29 23:27:25 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DE7F6C8.3014D587@chello.nl>
Source record: 30778

Djordje Vukovic wrote:
>
> Great!!
>
> I noticed that the binary is even smaller than the first GPL version,
> and also that there is a -very- noticeable increase in speed (several
> times faster!)

I am curious what old version you are talking.
The PD 1.40 version of 1995 ia smaller and already very fast.

The reason for the speed is simple. Teradesk alligns the contents of the windows on
a modulo 8 pixel. This helps immensely on older single TOS, but even on modern
VDI's its almost sure it is faster.
Remember that ROM desktops aligned the outside of a window on a byte boundery, which
made certain that the contents were always misaligned and always as slow as possible. :-)

> when opening windows on folders with many files and
> subfolders (for some reason this seemed to be a weak spot of all
> alternative desktops so far).
>
It depends a lot of the file system.
> I had slight problems, however, compiling the source with PureC 1.1:
> compiler reported missing include osmacros.s in mintbind.s

Yes forgot that one.

> (so I skipped
> compiling and used the provided object module instead),

That should work as well. (I used the same as for XaAES for a cross check)

> undefined Gem_pb
> in wind_get.s (fixed (?) by adding a globl Gem_pb delcaration) and the
> linker reported undefined symbol appl_getinfo (so I included into project
> applgeti.c, aesparbl.c and aes.s from version 1.42); also, it helped
> when I included prelude.h into a couple of files... right or wrong,
> the home-compiled program seems to work now.
>

the wind_get.s belongs to the native Pure C PCGEMLIB.LIB which also already
had appl_getinfo. My versions dates from 1993. I'll mention that in the readme.
The wind_get.s is needed for extended gets like 'XA', 'WX' etc for WINX and XaAES.
And SHADED for N.Aes.

If you keep using PCGEMLIB.LIB the library\multitis.prj is not needed.

Of course, if you use different lib's, such additions might not be valid.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

3719. Re: Atari 2600 No Sound

Newsgroup: comp.sys.atari.st
Date: 2002-11-30 00:52:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038681997.11588.0@demeter.uk.clara.net>
Source record: 30785

Hi Roy

Assuming you are using the RF outlet...

Depending on the region its use was intended for, you may have the wrong modulator type. You may have one with 5.5Mhz sound and you need a 6Mhz modulator or vice-versa. Try and get a composite video lead for it.

> I just received an Atari 2600 unit. It gets video but no sound. any
> help would be great.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

3720. Re: Would you like to receive unlimited hits to your site?

Newsgroup: comp.sys.atari.st
Date: 2002-11-30 12:22:40 UTC
From: Jeffery Archer <feedmespam@unreal.co.uk>
Message-ID: <asaame$k1q$1@news8.svr.pol.co.uk>
Source record: 30779

Would you like to receive a kick up the arse?

3721. Atari TT w/ Nova graphics card. HELP!!

Newsgroup: comp.sys.atari.st
Date: 2002-11-30 14:14:41 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <lJ3G9.35826$Hs2.4705265@kent.svc.tds.net>
Source record: 30780

I was setting up my TT with the Super Nova Mach 64 graphics card to run midi
> apps when (after attempting to put an extra syquest drive on) I lost
access
> to the hard drive! Now the files needed to bring up the graphics card
(and
> the monitor) are inaccessible. Does anyone know the procedure for making a
> bootable disk to make the screen come on?
>
> This is a minor disaster! I have tons of midi apps on the TT hard drive
and
> now I can't get to them. Yuck!
>
> Donald

3722. Re: Atari TT w/ Nova graphics card. HELP!!

Newsgroup: comp.sys.atari.st
Date: 2002-11-30 15:10:04 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1038674603.491625@blade.atari-source.com>
Source record: 30781

Donald and Cheryl wrote:

> I was setting up my TT with the Super Nova Mach 64 graphics card to run
> midi
>> apps when (after attempting to put an extra syquest drive on) I lost
> access
>> to the hard drive! Now the files needed to bring up the graphics card
> (and
>> the monitor) are inaccessible. Does anyone know the procedure for making
>> a bootable disk to make the screen come on?
>>
>> This is a minor disaster! I have tons of midi apps on the TT hard drive
> and
>> now I can't get to them. Yuck!
>>
>> Donald

Donald,

Unplug the monitor and replug it back into the TT. If the graphic drivers won't load, the video display will go to the original TT video port. Unless of course you blew your TT video up like my roomate did ;-) But anyway. I believe there's 4 programs. You need to run in this order
emulator.prg
menu.prg
something_bib.prg
sta_vdi.prg

and then whala. I know this because while farting around with my own mach 64 nova the other day I broke it bad and had to refigure this all out since it was setup years ago.

Mark

3723. Wanted. Atari TT mono Monitor.

Newsgroup: comp.sys.atari.st
Date: 2002-11-30 15:29:36 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <AP4G9.35831$Hs2.4717431@kent.svc.tds.net>
Source record: 30782

Wanted. Atari TT mono Monitor.

If anyone has at a reasonable price let me know OK?

Thanks!

Donald

3724. TT Nova card fixed!

Newsgroup: comp.sys.atari.st
Date: 2002-11-30 15:33:34 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <iT4G9.35832$Hs2.4718096@kent.svc.tds.net>
Source record: 30783

FIXED!!!!

I completely forgot, or never really realized, that the connector on the TT
was compatible with the SUPER VGA and the original TT monitor!

Wow that saved me!!!!!

And thanks to NIMA at Homa Systems House for explaining the details to me
after all these years of lost docs!

Back in the saddle again!

Donald

3725. FS Atari Mega ST2 44MB HD Spectre Mac Clone

Newsgroup: comp.sys.atari.st
Date: 2002-11-30 16:04:55 UTC
From: Robert Wheeler <rvwheeler@attbi.com>
Message-ID: <3DE8E1DC.A9672EE3@attbi.com>
Source record: 30784

Not sure if it is OK to post an item for sale here, but I thought there might be some genuine interest in this item. I am holding an Ebay auction for an Atari Mega ST2 with a SM 124 monchrome monitor, Gadgets by Small Spectre GCR, a 44 MB Sequest removeable HD, plus other stuff. The link to the auction is

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2075467356&ssPageName=ADME:B:LC:US:1

I am the original owner of the system (most component were purchased in '89). It has been in storage for about 7 years now. Everything still works.

Regards,
Robert

3726. Re: Looking for William Wong (Probe House software)

Newsgroup: comp.sys.atari.st
Date: 2002-11-30 22:20:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3de8e4b8511c21@attbi.com>
Source record: 30786

>Is William Wong of Probe House Software reading this?
>
>Or anyone who can confirm his current email address? I don't know if I
>have the right one -if the one shown at his website is currently in use.
>
>Of consideration to William, don't post his address in full here, to
>attract spammers, but find some smart way of writing it.
>Thanks.
>
>
>Hallvard

Hello,

The address I had was:

http://www.geocities.com/SiliconValley/6880/phsw.html

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3727. Atari Online News, Etc. #04-48

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 02:10:02 UTC
From: danap8@aol.com
Message-ID: <20021130211002.27670.00003822@mb-mr.aol.com>
Source record: 30787

A-ONE #0448 11/29/02

~ New Eureka Release! ~ People Are Talking! ~ Pirates: Pay Up!
~ Kazaa Case May Go On! ~ Copyright Trial Ready! ~ MESS Updates!
~ Web Tracking Tools! ~ 2002 Stunk For IT! ~ Inside Atari DOS!
~ Cyber Security Bill! ~ Child Porn Laws Fail! ~ New E-mail Worm!

-* Student's Rights Violated! *-
-* Software Counterfeiter Gets Prison! *-
-* Massachusetts Appeals Microsoft Decision! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3728. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 06:09:58 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0211302209.1b001631@posting.google.com>
Source record: 30788

danap8@aol.com (DANAP8) wrote in message
news:<20021119194712.13533.00006307@mb-mj.aol.com>...
> >sinclap here..
>
> <yawn>

Yep...

That sums up Atari Online News....Last week's news to make up for
little or new content. Why it is masqerading as a Atari news source
with little fuji related news..

3729. Re: Wanted. Atari TT mono Monitor.

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 09:26:13 UTC
From: nick@1632systems.co.uk
Message-ID: <asckjl$dh8$1@thorium.cix.co.uk>
Source record: 30789

Funnily enough I just picked up 2.. but shipping to States for one of these
ECL monitors might bne a TAD expensive.... I have never met such a heavy
(in weight) beastie.

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3730. High Res Tatung MM14SAR monitor died

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 12:15:55 UTC
From: RB <rich.eb@btinternet.com>
Message-ID: <ascuhqqdp1@sparta.btinternet.com>
Source record: 30791
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,

Anyone fixed one of these or know what the common faults are?

Richard B.

3731. ICD Link II

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 12:15:56 UTC
From: RB <rich.eb@btinternet.com>
Message-ID: <ascuhrqdp2@sparta.btinternet.com>
Source record: 30790
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,

My STE suddenly can't see my SCSI drive. Cables all seem to be OK. Tried cable and adaptor on my Stacy too. It can't see it either.

Any ideas on confirming the adaptor is dead or fixing it?

Richard B.

3732. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 14:31:07 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212011522140.105-100000@easymint>
Source record: 30793

On Thu, 28 Nov 2002, Henk Robbers wrote:

>
>
> Jo Even Skarstein wrote:
> >
> > Henk Robbers <h.robbers@chello.nl> wrote:
> >
> > >> Be very careful with AV protocol, it's one of those that likes
> > >> to break memory protection if you are not careful. ;-)
>
> These unthoughtfull designed protocols are a real nuisance.
>
> The drag&drop protocol demands the use of a pipe.
> The correct way.
>

I found a program called AVSERVER.APP which was meant to add AV-Server functionality to MagXdesk. I tried it with Teradesk/XaAES. It - no surprise - did not work. Memory violations with MP-enabled MiNT, AVSERVER overflow messages with MP-disabled. But maybe the programmer, who has stopped programming for Atari, is willing to release the sources, so that it can be used with Teradesk/XaAES ? And has anyone tried it with MagiC ?

Anyway, this is the place where I found it:

http://www.barton.de/atari/download.html

There is also a program called AV-TEST.PRG there to test which AV functions are supported by your system.

Martin Tarenskeen

3733. Scanning 35mm negatives

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 14:33:46 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3dea1dca.0@entanet>
Source record: 30792

I was looking at this device for scanning 35mm slides and negatives:

http://hh385.hiphip.com/merchant/SlideScan.htm

The problem with scanning colour negatives is that they cannot
be changed to their correct colour by using a simple negative
function due to the orange tint in the negative film.

Does anyone know of a method for converting them into
their correct colour ?

Regards,

Peter

3734. Look for TT b&#65533;tatesters

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 14:46:07 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3dea20ae$0$22977$626a54ce@news.free.fr>
Source record: 30794

Hello everybody,

I released new pictures for TT r&#65533;solution and look for b&#65533;tatesters opinion
for brightness and contrast adjustements.

Programm :
http://yves.rogne.free.fr/dispo/adark214.zip

Pictures :
http://yves.rogne.free.fr/images/ttpix2c.arj

UNARJ programm :
http://yves.rogne.free.fr/hades/ ... then look for it (-;

Note that adark214 only displays on TT.

Regards

3735. Re: Atari Online News, Etc. #04-46

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 15:02:54 UTC
From: danap8@aol.com
Message-ID: <20021201100254.14034.00000276@mb-fm.aol.com>
Source record: 30795

>> >sinclap here..
>>
>> <yawn>
>
>Yep...

<YAWN>

3736. Re: Wanted. Atari TT mono Monitor.

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 15:14:40 UTC
From: Starlord <starlord@in>
Message-ID: <ACqG9.477$rj1.194867330@news.inreach.com>
Source record: 30697

I used a mono montor on my TT that I picked up from a 2nd hand store, used it until I found a color one at the same place. Paid about $10.00 each for them and stillhave the mono one in case the color one dies.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/

<nick@1632systems.co.uk> wrote in message news:asckjl$dh8$1@thorium.cix.co.uk...
> Funnily enough I just picked up 2.. but shipping to States for one of these
> ECL monitors might bne a TAD expensive.... I have never met such a heavy
> (in weight) beastie.
>
> --
> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

3737. Re: Scanning 35mm negatives

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 15:20:18 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3dea28b1$0$18258$626a54ce@news.free.fr>
Source record: 30696

On 1 Dec 2002 14:33:46 G, Peter Slegg wrote:
>The problem with scanning colour negatives is that they cannot
>be changed to their correct colour by using a simple negative
>function due to the orange tint in the negative film.
>Does anyone know of a method for converting them into
>their correct colour ?

I scan the n>gatives with the orange tint, then take a graphic programm like Chagall, then lower the red and green tints tint. Sometimes you can just add blue.

Regards

3738. Re: Wanted. Atari TT mono Monitor.

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 16:32:37 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uuked55ctn9a0e@corp.supernews.com>
Source record: 30698

Here's a couple of suggestions where you might get one.

Bravo Sierra Computers
Portland Or
http://www.aracnet.com/~atari/

or

Best Electronics
California
http://www.best-electronics-ca.com/

Don
Vancouver, USA

"Donald and Cheryl" <dandc@merr.com> wrote in message
news:AP4G9.35831$Hs2.4717431@kent.svc.tds.net...
Wanted. Atari TT mono Monitor.

If anyone has at a reasonable price let me know OK?

Thanks!

Donald

3739. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 20:27:37 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fmj7iq.7ylllkfvrn9wN%donotusethisaddress@pandora.be.invalid>
Source record: 30699
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka212.zip
(831.095 bytes) 2D Graph Describer, 3D Modeller, complete version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka212-020.zip
(840.511 bytes) 68020 version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka212-fpu.zip
(801.775 bytes) fpu version

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka212-lite.zip
(231.457 bytes) light version which run ST with 780 kb floppy drive

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/accman25.zip
(224.161 bytes) ACCount-MANager is a account managing program that's
able to use under-accounts, it calculates in Euro or country-specific value.
German language

CU,
Martin
```

3740. Sharity Light on MiNT problems

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 20:43:19 UTC
From: hencox@hotmail.com
Message-ID: <9ae36432.0212011243.72545153@posting.google.com>
Source record: 30700

Hello!

I'm trying to use Sharity Light (versio 1.1) under Mint (FreeMiNT
1.15.12) to access the harddisk of my pc, running win2000 pro. I have
the Server service running on the pc, and I've enabled sharing for a
folder on one of its drives. Under MiNT I type this to connect to the
pc:

shlight //pc/folder /nfs/folder

This seems not to work as it outputs to the screen:

Kernel: smb_receive_raw: Invalid packet 0x83
Kernel: smb_receive: receive error: -90
Kernel: smb_proc_connect: Failed to send SESSION REQUEST.
error connecting to server: [90] I/O error

I've searched through the internet for an answer to this, and I found
something that said that the stack has to be at least 128kB for
'shlight'. I ran

stack shlight

which stated that the stack of shlight was already 128kB.

What else is there that I might have missed?

Thanks in advance
Henrik Gildï¿½

3741. Re: Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 23:13:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038792255.7732.1@demeter.uk.clara.net>
Source record: 30703

Hi Karsten

> >I thought boxkite was now freeware?.
>
> I have not heard that. And the homepage of the author
> (<http://www.mynetcologne.de/~nc-beckerha3/boxkitee.htm>)
> doesn't tell anything about boxkite changing to freeware.

I'm pretty sure I'm right on that score, there was a public key issued IIRC,
maybe someone else could expand on this?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

3742. Any dialup Atari BBSes left in the US?

Newsgroup: comp.sys.atari.st
Date: 2002-12-01 23:30:57 UTC
From: "Shane E. Curd" <nethak@mac.com>
Message-ID: <BA1005E1.2826%nethak@mac.com>
Source record: 30701

I see several European Atari BBSes still being operated, but I'm really interested in some dial-up BBSes here in the US with Atari software and users. Long distance calls aren't an issue as long as they're here in the states.

Thanks,
Shane

3743. Re: Any dialup Atari BBSes left in the US?

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 00:39:44 UTC
From: Video61@webtv.net
Message-ID: <9640-3DEAABD0-564@storefull-2118.public.lawson.webtv.net>
Source record: 30702

hi,
i have no idea if any are left. my question to you is would anyone here
be interested in a new atari st bbs program?
it could be a stand alone, or a telenet. i am looking for feedback.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

3744. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 11:06:39 UTC
From: usenet@kerslake.plus.com
Message-ID: <3deb3e68.1712651@usenet.plus.net>
Source record: 30704

On Tue, 26 Nov 2002 19:36:49 +0000 (UTC), vdjole@EUnet.yu (Djordje Vukovic) wrote:

>The biggest contribution to exceptional weight was a surprisingly heavy ball.
>Perhaps using a lighter ball from another mouse migh help if the diameters
>are compatible?

Bits box, here I come!

;-)

--

Best wishes
Mike K

EML: mike@kerslake.plus.com
FAX: 0870 7066299
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - RADIO - SCOOTERS - KERSLAKE

3745. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 11:06:39 UTC
From: usenet@kerslake.plus.com
Message-ID: <3deb3e93.1756143@usenet.plus.net>
Source record: 30705

On Wed, 27 Nov 2002 10:32:02 -0000, Derryck Croker
<derryck@.NOT~THIS~cix.co.uk> wrote:

>And of course there is a setting for mouse acceleration in the NVDI
>compatibility CPX FWIW.

I'll play later and see what gives.

--

Best wishes
Mike K

EML: mike@kerslake.plus.com
FAX: 0870 7066299
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - RADIO - SCOOTERS - KERSLAKE

3746. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 12:21:14 UTC
From: Ulli Ramps <Ulli.Ramps@rom-logicware.com>
Message-ID: <3DEB503A.B2FB83C9@rom-logicware.com>
Source record: 30706

No, sorry, because there has been no way to get money from outside of
Germany (poor world ;-)), we had to care for the German business.

That's the crux if you have to live from what you program. Would be
lucky having a huge company and being able to say "Hey, Karl, finish the
translation within a week!".
But we don't have the money to have that Karl ;-).

But now we found an agreement with Nick from 16/32, that he can do the
things for us, and I'll hurry up to do the little finishing of the
version.

Hope to get ready with that before Xmas. So you can call me Karl (NO!
It's a JOKE! ;-)).

Edward S. Baiz Jr. wrote:
>
> >I recently got the German v9 for the pc.
>
> Is the English version of V9 ready yet???
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

--

Gruss

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin
---
http://www.rom-logicware.com (Adr., Tel., FAX)

*** Bitte nicht unzitiert auf alte Mails beziehen ***

+++ Please don't refer to previous mails w/o citation +++
+++ (because of the high volume of incoming mails) +++

3747. Re: Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 15:10:38 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3debf426a8e1340@europe-shareware.org>
Source record: 30716

Hello,

in article <1038792255.7732.1@demeter.uk.clara.net> (comp.sys.atari.st),
Steve Sweet wrote on Sun 01-12-2002 23:13 (GMT):

> Hi Karsten
>
> > >I thought boxkite was now freeware?.
> >
> > I have not heard that. And the homepage of the author
> > (<http://www.mynetcologne.de/~nc-beckerha3/boxkitee.htm>)
> > doesnï¿½t tell anything about boxkite changing to freeware.
>
> I'm pretty sure I'm right on that score, there was a public key issued IIRC,
> maybe someone else could expand on this?.

I missed the begining of this thread, the news server I am using keeps
messages for a very few days only unfortunately.

Boxkite is _not_ freeware atm. It's still in our catalog (Europe
Shareware) and the fee is 16.50 euros.

Best regards,
P. Ricard
--
Europe Shareware http://europe-shareware.org

3748. A Few Days Left to Preorder!

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 16:24:22 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3DEB8947.E541984B@ataritimes.com>
Source record: 30707
Cross-posted to: alt.games.video.classic,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

It's almost done! I've been working my tail off all November to get The Atari Times 2002 Year-End Issue ready! The pre-order deadline is just a few days away, so if you were planning on getting a copy (for yourself or an Atari fan for Christmas, perhaps?) you'd better do it fast!

The pre-order pricing of the 2002 Year-End Issue is $12.00 plus $4 for U.S. shipping (overseas shipping is $8.) After December 4th, the price will be $15.00 plus $4 U.S. shipping (overseas shipping, $8.)

More information about this 100-page book of Atari features, reviews, interviews can be found at http://www.ataritimes.com/yearend

Thanks for your continued support of TAT!

--
Gregory D. George

```
=-=-=-
```

3749. Re: Teradesk V2.00

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 19:08:39 UTC
From: vdjole@EUnet.yu
Message-ID: <asgb3j$2vn$1@news.eunet.yu>
Source record: 30708

On 29 Nov 2002 23:27:25 , Henk Robbers wrote:
>> and also that there is a -very- noticeable increase in speed (several
>> times faster!) when opening windows on folders with many files and
>> subfolders (for some reason this seemed to be a weak spot of all
>> alternative desktops so far).
>
>I am curious what old version you are talking.
>The PD 1.40 version of 1995 ia smaller and already very fast.
>The reason for the speed is simple. Teradesk alligns the contents of the windows on
>[...]
>It depends a lot of the file system.

I did not refer to the speed of graphic operation, but rather to the
speed of disk/file operations. Here is an example:

On my hard disk there is a folder TERADSK2 with a subfolder SRC into which is
unpacked the complete source tree and where I experiment with compiling it.
Currently, SRC contains 6 subfolders and 188 files. I use TOS 2.06. When I
open a window on TERADSK2 and double-click on SRC, there is some disk
activity, and TOS desktop opens the window into SRC after about 1-2 seconds
(not easy to measure accurately). Thing 1.27 used over TOS 2.06 needs slightly
longer (a bit more than 2 seconds) to do the same. Jinnee 2.01 demo takes
about 4-5 seconds to do the same, which becomes unpleasantly slow. With
Teradesk 1.40a or 1.42 the same operation takes about 7-8 seconds which
can be quite annoying! With the new Teradesk 2 the operation takes only
about 1-2 seconds (hard to measure, but seems to be faster than Thing,
and about same as TOS desktop).

>> I had slight problems, however, compiling the source with PureC 1.1:
>> linker reported undefined symbol appl_getinfo (so I included into project
>> applgeti.c, aesparbl.c and aes.s from version 1.42); also, it helped
>> when I included prelude.h into a couple of files... right or wrong,
>> the home-compiled program seems to work now.
>
>the wind_get.s belongs to the native Pure C PCGEMLIB.LIB which also already
>had appl_getinfo. My versions dates from 1993. I'll mention that in the readme.
>The wind_get.s is needed for extended gets like 'XA', 'WX' etc for WINX and XaAES.
>And SHADED for N.Aes.
>If you keep using PCGEMLIB.LIB the library\multitis.prj is not needed.

Hmm, my version of PCGEMLIB (december 1992) indeed contains wind_get but
does not contain appl_getinfo (there are other appl_ functions, but not
getinfo). I suppose then that I can use applgeti.c etc. as I did.

Regards;

3750. Re: Any dialup Atari BBSes left in the US?

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 21:45:23 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1038871616.3169@blade.atari-source.com>
Source record: 30710

Lance Ringquist wrote:

> hi,
> i have no idea if any are left. my question to you is would anyone here
> be interested in a new atari st bbs program?
> it could be a stand alone, or a telenet. i am looking for feedback.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

You guys really should try Octopus if you haven't by now. It supports telnet or bbs over any port. Supports all ataris and clones, gem windowing, virtual console or tos mode support. It's spectacular in my opinion ;-) That and if you want any features added, I have the source code and can get cracking away. Plus it's freeware too.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

3751. Re: Any dialup Atari BBSes left in the US?

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 21:51:40 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0212021351.a4e1763@posting.google.com>
Source record: 30709

Video61@webtv.net (Lance Ringquist) wrote in message
news:<9640-3DEAABD0-564@storefull-2118.public.lawson.webtv.net>...
> hi,
> i have no idea if any are left. my question to you is would anyone here
> be interested in a new atari st bbs program?
> it could be a stand alone, or a telenet. i am looking for feedback.
> thanks,

I'm not so sure that would be a good idea, as there are several good
BBS programs (e.g. Octopus) already available. With the Internet,
there just isn't much demand for a BBS, although we could certainly
start one if there were interest.

Galen

3752. Re: Lyndon/Redelberger EtherNEC revisit

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 22:27:15 UTC
From: vdjole@EUnet.yu
Message-ID: <asgmnr$4u5$1@news.eunet.yu>
Source record: 30711

On 27 Nov 2002 23:15:33 , "Kenneth Medin" wrote:
>On Tue 26-11-2002 19:36 (GMT) Djordje Vukovic wrote:
>
>>I tried to visualize the connections in your network- and I couldn't, but I
>>got an impression that you did not set the routing quite right. Can you,
>>perhaps, display (sort of) schematically which component is connected to
>>which and through which port, what are the addresses, subnet masks and
>>gateways defined for those ports, and what do you suppose is the domain of
>>each subnet...

>And now to the actual diagram (with slightly different ip addresses
>compared to my previous post). I hope it's correct:

Yes, I saw some differences, it was a bit confusing, trying to refer to
the original post...

>OK here it comes. Those who read news with a proportional font should
>stop reading here or you will only get upset for doing so...

I think I noticed some irregularities in your setup- but as I am not an
expert, just an amateur who, by necessity, had to learn how to configure
some networks at work, take my remarks with some reserve...

>My original setup without the EtherNEC adaptor works perfect. All
>computers have full access to each other and Internet connection. The
>routing tables are at the bottom of the text.

In fact, I am a bit surprised that it worked ok. I guess that some
implementations are flexible in interpreting the guidelines...

>TT3, MSTe, Stacy, Mega4:
>0.0.0.0 0.0.0.0 [Interface] 0.0.0.0

Comments in the Sting's ROUTE.TAB file say that:

The network specified can be directly attached to the specified port, in
that case no gateway is needed, as the datagram can be routed directly.
For a route to a network that is directly attached therefore the gateway
entry should be set to 0.0.0.0.
#
For an attached Ethernet the gateway entry specifies the gateway out of
the Ethernet, for a serial line it is simply the host at the other end.

so I would assign the gateway fields to be 192.168.0.XXX, XXX being the IP
addresses appropriate ports on TT2.

>TT2:
>0.0.0.0 0.0.0.0 Modem 2 0.0.0.0

And the same here for TT2, i.e. would assign the gateway to be the IP address of the corresponding Modem 2 port on TT1.

>Command on PC1, PC2 and NAT-box:
>route add 192.168.0.192 MASK 255.255.255.192 192.168.0.129

Hopefully you did not forget to specify "permanent" switch (something like "route -p add") so that the routing was not lost after next reboot.

>TT1:
>192.168.0.240 255.255.255.248 Ser.2/LAN 0.0.0.0
>192.168.0.192 255.255.255.192 Modem 2 0.0.0.0

As far as I know, subnet specifications 192.168.0.240/29 and 192.168.0.192/26 are conflicting. E.g. you are supposed to be permitted to have up to 62 nodes on the ...192 subnet (...192|1 to 192|62); the highest possible host address would then be 192.168.0.254, but this could be then interpreted as being in the ...240 network (...240|14). Defining subnets with different subnet mask lengths on the same host could be tricky, there is a RFC proposing a scheme for this (RFC1219). On the other hand, if you can't have 62 hosts on a /26-length subnet, then you don't have a /26 but longer subnet mask.

RFC1219 proposes the following scheme for assigning subnet masks of different lengths so that such conflicts be avoided (shown in binary and decimal notation):

/25 0 0 (reserved to mean "this subnet")
/26 10 128
/26 01 64
/27 110 192
/27 001 32
/27 101 160
:
:
/nn 011...11
/nn 111...11 (reserved to mean "all subnets")

There may also be a problem in that apparently some protocols (e.g. RIP- route information protocol) and some TCP/IP implementations do not (or did not?) permit having different-length subnet masks on a host. Another problem may lie in the fact that, generally, "all zeros" in a subnet mask is supposed to mean "attached network" and "all ones" is supposed to mean "all (sub)networks", so a declaration of a subnet ...192/26 (i.e. "all ones" in the last octet) might be confusing. I think that this "all-zeros" and "all-ones" stuff is obsolete, but some implementations may not be aware of that obsolescence. So perhaps it would be safer to define subnets so that "all-zeros" and "all-ones" do not appear anywhere.

Assuming that it -IS PERMITTED- to have all-zeros and all-ones subnets, I would propose slight modifications (marked by asterisks *) to your addressing and routing scheme, so that subnet masks on TT2 have the same length:

PC1, PC2 and NAT-box:
192.168.0.192 MASK 255.255.255.192 192.168.0.4 *

TT1:
Ethernet: 192.168.0.4 *
Serial 2: 192.168.0.65 *
Modem 2: 192.168.0.193
192.168.0.0 255.255.255.192 Ethernet 0.0.0.0 *
192.168.0.64 255.255.255.192 Ser.2/LAN 0.0.0.0 *
192.168.0.192 255.255.255.192 Modem 2 0.0.0.0
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1 *

TT2:
192.168.0.200 255.255.255.248 Midi 0.0.0.0
192.168.0.208 255.255.255.248 Serial 1 0.0.0.0
192.168.0.216 255.255.255.248 Modem 1 0.0.0.0
192.168.0.224 255.255.255.248 Ser.2/LAN 0.0.0.0
0.0.0.0 0.0.0.0 Modem 2 192.168.0.193 *

MSTe, Stacy, Mega4:
0.0.0.0 0.0.0.0 [Interface] 192.168.0.XXX *

TT3:
0.0.0.0 0.0.0.0 Serial 2 192.168.0.65 *

TT3 Alternative with EtherNEC:
192.168.0.192 255.255.255.192 EtherNet 192.168.0.4 *
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

Adding a 192.168.0.0/26 route to TT2 should enable appropriate routing
without going through the NAT-box, but I suppose that things should
work even without it.

As an alternative, I would try to re-assign all addresses trying to avoid
specifying of "all-ones" and "all-zeros" subnets, just in case...
Note also that, as far as I remember, 192.168.XXX.XXX domain is reserved
for class-B private nets (cca 64500 hosts maximum), so you can easily use
the third octet as well, and avoid all CIDR subnet masking.

Regards;

3753. Re: ICD Link II

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 23:02:26 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0212021502.26bc4ae@posting.google.com>
Source record: 30713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"RB" <rich.eb@btinternet.com> wrote in message
news:<ascuhrqdp2@sparta.btinternet.com>...
> Hi all,
>
> My STE suddenly can't see my SCSI drive. Cables all seem to be OK. Tried
> cable and adaptor on my Stacy too. It can't see it either.
>
> Any ideas on confirming the adaptor is dead or fixing it?
>
Richard,

What do you mean by 'see'? Assuming you are using ICD drivers, does
the HD show up during the bootup screen?

Galen

3754. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 23:03:15 UTC
From: Jim James <dont@beatwat.com>
Message-ID: <leinuugitar145nqrluckpfhrrc04c6gqg@4ax.com>
Source record: 30712
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Mon, 2 Dec 2002 12:18:10 +0100 (CET), Anonymous
<nobody@remailer.privacy.at> wrote:

>Go fuck yourself Don "I am a big ass fucking fag just like Benny" Schmidt!
> For every one time you and all your fag fucking friends post fagboy Benny's
>adverts then we'll just stick around and fuck with the posts here.
>
>You sure are a big shit eater you fag fucking little loser. Go fuck yo daddy
>little fagboy.
>
>Stop advertising and we'll stop or else we'll never fucking go away got that
>shit eater?

What a wastes of space, a cowardl;y little gutless shit for brains,
does it amuse you to write like this hoping no one knows who you are.
I'm no so keen on Ben Smith adverts myself but I would never resort to
treating a fellow person like you are.

eh S

3755. Re: Looking for William Wong (Probe House software)

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 23:16:52 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0212021516.2505427f@posting.google.com>
Source record: 30714

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3de8e4b8511c21@attbi.com>...
> >Is William Wong of Probe House Software reading this?
> >
> >Or anyone who can confirm his current email address? I don't know if I
> >have the right one -if the one shown at his website is currently in use.
> >
> >Of consideration to William, don't post his address in full here, to
> >attract spammers, but find some smart way of writing it.
> >Thanks.
> >
> >
> >Hallvard
>
> Hello,
>
> The address I had was:
>
> http://www.geocities.com/SiliconValley/6880/phsw.html

William posted here with a rocketmail.com address less than a month
ago. Go to www.deja.com and search for "William Wong
comp.sys.atari.st". After sorting by date, you'll have it.

Galen

3756. Re: Teradesk V2.00

Newsgroup: comp.sys.atari.st
Date: 2002-12-02 23:21:14 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DEBE9D2.4E983D4E@chello.nl>
Source record: 30715

Djordje Vukovic wrote:
>
> On my hard disk there is a folder TERADSK2 with a subfolder SRC into which is
> unpacked the complete source tree and where I experiment with compiling it.
> Currently, SRC contains 6 subfolders and 188 files. I use TOS 2.06. When I
> open a window on TERADSK2 and double-click on SRC, there is some disk
> activity, and TOS desktop opens the window into SRC after about 1-2 seconds
> (not easy to measure accurately). Thing 1.27 used over TOS 2.06 needs slightly
> longer (a bit more than 2 seconds) to do the same. Jinnee 2.01 demo takes
> about 4-5 seconds to do the same, which becomes unpleasantly slow. With
> Teradesk 1.40a or 1.42 the same operation takes about 7-8 seconds which
> can be quite annoying! With the new Teradesk 2 the operation takes only
> about 1-2 seconds (hard to measure, but seems to be faster than Thing,
> and about same as TOS desktop).
>

I dont know what to think of it.
I ran all 3 versions and all are just as fast on my TT Tos 3.06.

> >If you keep using PCGEMLIB.LIB the library\multitis.prj is not needed.
>
> Hmm, my version of PCGEMLIB (december 1992) indeed contains wind_get but
> does not contain appl_getinfo (there are other appl_ functions, but not
> getinfo). I suppose then that I can use applgeti.c etc. as I did.
>

Well, it is so old (1992), it might well be possible that I once linked a new
pcgemlib adding my own appl_getinfo. A extremely simple operation for Pure C.
I just cant remember.

If it works for you, keep it that way.
I'll make sure that I wont break the multitos.prj.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

3757. Silkmouse versions

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 01:14:03 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <ash0gr$885$1@reader1.panix.com>
Source record: 30717

Someone posted that Silkmous was unstable on his machine. One version has a bad case of mouse creep on my TT, but there are two versions, and the older one works perfectly.

The older one divides mouse speed up into three speed ranges, and uses a different gain multiplier for each, and is adjustable for that.

The newer one uses one nonlinear curve, and that is the one that misbehaves, for no known reason.

Downgrade!

Jim
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3758. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 01:32:24 UTC
From: sidcelery@cix.co.uk
Message-ID: <ash1j7jdh1@thorium.cix.co.uk>
Source record: 30718

On 1 Dec 2002 15:31:07 +, Martin Tarenskeen wrote:
>On Thu, 28 Nov 2002, Henk Robbers wrote:
>> Jo Even Skarstein wrote:
>>> Henk Robbers <h.robbers@chello.nl> wrote:
>>>>> Be very careful with AV protocol, it's one of those that likes
>>>>> to break memory protection if you are not careful. ;-)
>> These unthoughtfull designed protocols are a real nuisance.
>>
>> The drag&drop protocol demands the use of a pipe.
>> The correct way.
> I found a program called AVSERVER.APP which was meant to add
> AV-Server functionality to MagXdesk. I tried it with Teradesk/XaAES.
> It - no surprise - did not work. Memory violations with MP-enabled
> MiNT, AVSERVER overflow messages with MP-disabled. But maybe the
> programmer, who has stopped programming for Atari, is willing to
> release the sources, so that it can be used with Teradesk/XaAES ?
> And has anyone tried it with MagiC ?

Yes, I've been using this with MagxDesk for quite some while. It's not
a full implemntation but works sufficiently well. Profile by Mark
Baines will tell you what parts are missing after it's been installed
through C:\GEMSYS\MAGIC\START\

rgds
H

3759. Re: ICD Link II

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 06:35:48 UTC
From: RB <rich.eb@btinternet.com>
Message-ID: <ashjc3$sd7$1@sparta.btinternet.com>
Source record: 30719
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

No, it doesn't show up on the boot up screen. The STE or Stacy can't
detect/see it.

Hope that's a bit clearer.

RB.

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0212021502.26bc4ae@posting.google.com...
> "RB" <rich.eb@btinternet.com> wrote in message
news:<ascuhrqdp2@sparta.btinternet.com>...
> > Hi all,
> >
> > My STE suddenly can't see my SCSI drive. Cables all seem to be OK. Tried
> > cable and adaptor on my Stacy too. It can't see it either.
> >
> > Any ideas on confirming the adaptor is dead or fixing it?
> >
> Richard,
>
> What do you mean by 'see'? Assuming you are using ICD drivers, does
> the HD show up during the bootup screen?
>
> Galen

3760. Re: Any dialup Atari BBSes left in the

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 07:31:06 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3dec5dba$0$22970$626a54ce@news.free.fr>
Source record: 30720

Hello Lance,

&#65533; i have no idea if any are left. my question to you is would anyone here
&#65533;be interested in a new atari st bbs program?
&#65533; it could be a stand alone, or a telenet. i am looking for feedback.

Yes, I'm interested in a Atari BBS programm.
I would be happy to be your b&#65533;ta tester if you need.

I know one left : Inli BBS +49 236 355 661

Other BBS : Pictures BBS Gohlam +33 130 100 163

Regards

3761. Re: Any dialup Atari BBSes left in the

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 07:37:29 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3dec5f38$0$22970$626a54ce@news.free.fr>
Source record: 30721

Hello Mark,

�You guys really should try Octopus if you haven't by now. It supports
�telnet or bbs over any port. Supports all ataris and clones, gem
�windowing, virtual console or tos mode support. It's spectacular in my
�opinion ;-) That and if you want any features added, I have the source
�code and can get cracking away. Plus it's freeware too.

I think the best computer for BBS is the TT because of his 4 s�rila ports
+ LAN, but I would like to try it on my Had�s : where to get it ?

Regards

Yves.rogne@online.fr

3762. [ANN] Cr&#65533;sus b4

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 08:51:59 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <ashr0jarm1@news-reader11.wanadoo.fr>
Source record: 30722

Bonjour :)

Directly on http://membres.lycos.fr/files/cresusb4_uk.zip (~110 Kb).

Not a lot of news coz I have another program to code :(

+ backup function
+ official icons
- bugfixes (thanks to Jean-Marc Stocklausen, P.Ricard, STrider, cicile, etc)

Bye

Rajah Lone
http://rajah.atari.org

3763. Re: [ANN] Cr&#65533;sus b4

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 08:56:16 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <ashr8n$7o1$1@news-reader12.wanadoo.fr>
Source record: 30723

> Directly on http://membres.lycos.fr/files/cresusb4_uk.zip (~110 Kb).

Sorry, bad link. the right one is:
http://rajah.atari.org/files/cresusb4_uk.zip

3764. Re: ICD Link II

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 09:28:01 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <NN_G9.537$8Z4.56526@newsfep2-gui>
Source record: 30724
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

"RB" <rich.eb@btinternet.com> wrote in message
news:ashjc3$sd7$1@sparta.btinternet.com...
> No, it doesn't show up on the boot up screen. The STE or Stacy can't
> detect/see it.

What I think was meant is, do you see the ICD banner and drive details as
the machine attempts to boot?

Have you tried running the boot prog from floppy?

All the common boot progs, AHDI, HDdriver and ICD etc, put some sort of
banner/info on the screen.

Is the red LED on the Link II lit?

You also ask about your monitor, did this problem show up at the same time?

Send the Link in and I'll test it.

Barrie at Keychange. www.keychange.co.uk

3765. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 11:21:13 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0212030321.7d9783e6@posting.google.com>
Source record: 30725

sidcelery@cix.co.uk (Harry Sideras) wrote in message news:

> > I found a program called AVSERVER.APP which was meant to add
> > AV-Server functionality to MagXdesk. I tried it with Teradesk/XaAES.
> > It - no surprise - did not work. Memory violations with MP-enabled
> > MiNT, AVSERVER overflow messages with MP-disabled. But maybe the
> > programmer, who has stopped programming for Atari, is willing to
> > release the sources, so that it can be used with Teradesk/XaAES ?
> > And has anyone tried it with MagiC ?
>
> Yes, I've been using this with MagxDesk for quite some while. It's not
> a full implemntation but works sufficiently well. Profile by Mark
> Baines will tell you what parts are missing after it's been installed
> through C:\GEMSYS\MAGIC\START\

While speaking of Profile, it can be downloaded from my page, along with a regcode generator. I contacted Mark in the hopes that he'd feel like releasing the sources for the program for The Orphaned Projects Page, but for various reasons he wasn't interested in this.

However, Mark was kind enough to allow me to distribute the regcode generator, so anyone can now use this program without registering. Profile can be considered freeware now.

http://aicq.atari-users.net/software.htm

Regards,

Joakim

3766. ICD PRO UTILITIES

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 12:56:58 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <uS1H9.40070$Hs2.5272279@kent.svc.tds.net>
Source record: 30726

Hi gang.

I have not heard from ICD for a while on my order of ICD pro utilities 6.5.5.

Anyone have them?

Donald

3767. Ho w do I make my SCSI drives "ALWAYS" appear.

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 14:06:33 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <fvdpuus1gd1h4j1eoc0et9vlb60buq1190@4ax.com>
Source record: 30727

A while ago, I got a falcon with a 6gig IDE drive, partitioned into about 8 drives.When I boot up the computer, all the hard drives show up. I connected my External Zip drive to the computer, but everytime I start the computer, I have to goto the menu and click Install Devices to make it apper. I have just also added a 1 external scsi to it also, and again, I have to click the Install Devices option to actually see the drives. When the computer is restarted, they disappear, and I have to click the install devices option everytime the computer is switched on to get the icons on the desktop to access the drives.

(I have HDDriver 8 if this helps with the answer)
How do I make these icons always appear.

Thanks.. Rob

I didn't get the manual with it but would like one if anyone knows where (or a net version if one exists)

3768. Re: Ho w do I make my SCSI drives "ALWAYS" appear.

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 14:12:27 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <fZ2H9.40100$Hs2.5283679@kent.svc.tds.net>
Source record: 30728

After installing the drives go to the desktop and press "S" to save the
desktop. That should keep the drives on the desktop after you boot.

Then find a falcon manual! :)

Donald
"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:fvdpuus1gd1h4j1eoc0et9vlb60buq1190@4ax.com...
> A while ago, I got a falcon with a 6gig IDE drive, partitioned into
> about 8 drives.When I boot up the computer, all the hard drives show
> up. I connected my External Zip drive to the computer, but everytime I
> start the computer, I have to goto the menu and click Install Devices
> to make it apper. I have just also added a 1 external scsi to it also,
> and again, I have to click the Install Devices option to actually see
> the drives. When the computer is restarted, they disappear, and I have
> to click the install devices option everytime the computer is switched
> on to get the icons on the desktop to access the drives.
>
> (I have HDDriver 8 if this helps with the answer)
> How do I make these icons always appear.
>
> Thanks.. Rob
>
>
> I didn't get the manual with it but would like one if anyone knows
> where (or a net version if one exists)

3769. Re: ICD PRO UTILITIES

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 16:27:26 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <asim1epjv1@reader1.panix.com>
Source record: 30729

Well, yes, but:

You might try Discus from Uwe Seimet. It does some of the same things as
ICD Pro, but better and in German. It replaces ICD Pro Cleanup for me.

There may be a demo version.

You might try pestering ICD. They have a reputation as being very slow,
but not completly useless yet.

And if all else fails, contact me off list, and I will zip them up and
send by e-mail.

Jim

Donald and Cheryl <dandc@merr.com> writes:

: Hi gang.

: I have not heard from ICD for a while on my order of ICD pro utilities
: 6.5.5.

: Anyone have them?

: Donald

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3770. Re: ICD Link II

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 18:08:30 UTC
From: RB <rich.eb@btinternet.com>
Message-ID: <asiruujjn1@helle.btinternet.com>
Source record: 30730
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > No, it doesn't show up on the boot up screen. The STE or Stacy can't
> > detect/see it.
>
> What I think was meant is, do you see the ICD banner and drive details as
> the machine attempts to boot?

With the drive connected to my Stacy via the Link II, I see the ICD banner on boot which displays the internal SCSI drive but not the extenal drive which it used to.

> Have you tried running the boot prog from floppy?

From STE and Stacy. Niether see external SCSI drive via Link II

> All the common boot progs, AHDI, HDdriver and ICD etc, put some sort of
> banner/info on the screen.
>
> Is the red LED on the Link II lit?

LED is lit

> You also ask about your monitor, did this problem show up at the same
time?

No the drive failed first.

> Send the Link in and I'll test it.

Will contact you shortly. Thanks.

Richard Ballinger.

3771. Re: Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 19:18:06 UTC
From: Karsten Lüdersen <karsten@kalue.de>
Message-ID: <asjgno$rstuj$1@ID-163102.news.dfncis.de>
Source record: 30736

"Steve Sweet" <stevesweet@freeuk.com> schrieb:

>I'm pretty sure I'm right on that score, there was a public key issued IIRC,
>maybe someone else could expand on this?.

The homepage of the author says, it isnï¿½t freeware. Are You shure, You
didnï¿½t mixed Boxkite up with Selectric?

Gruï¿½,
Karsten

--
http://www.kalue.de/

3772. Re: ICD Link II

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 19:58:18 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3ded0c3d.23906095@news.free.fr>
Source record: 30731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
I think Link II takes power from termpower pin on your scsi drive.
Tryed with another scsi device with termpower on?
```

Thierry
*----------
Attention, adresse anti-spam.
Enlevez le d&#65533;but...

3773. Re: Ho w do I make my SCSI drives "ALWAYS" appear.

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 21:29:01 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <asj7mt$99h$1@thorium.cix.co.uk>
Source record: 30732

In message <fvdpuus1gd1h4j1eoc0et9vlb60buq1190@4ax.com>, rob.jenkins2@btopenworld.com said:

>A while ago, I got a falcon with a 6gig IDE drive, partitioned into
>about 8 drives.When I boot up the computer, all the hard drives show
>up. I connected my External Zip drive to the computer, but everytime I
>start the computer, I have to goto the menu and click Install Devices
>to make it apper. I have just also added a 1 external scsi to it also,
>and again, I have to click the Install Devices option to actually see
>the drives. When the computer is restarted, they disappear, and I have
>to click the install devices option everytime the computer is switched
>on to get the icons on the desktop to access the drives.
>
>(I have HDDriver 8 if this helps with the answer)
>How do I make these icons always appear.

Hi Rob!

A 'silly' question: After 'Install Devices', did you save the desktop? This should write a new NEWDESK.INF file with all the devices (and any program icons etc as well as installed programs) to the boot drive, which will be used next time you boot.

If this does not work, are you using XBOOT or STOOP configured to select one of a number of NEWDESK.INF files? If so, you have to copy the saved file, modified as necessary, to one of the entries. (I am doing this with XBOOT to have different options available for various resolutions and external disk set-ups).

Regards, /Peter/

3774. MyAtari releases December issue

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 22:27:08 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0212031427.1fb32771@posting.google.com>
Source record: 30733

Hi all,

MyAtari has just launched its December 2002 issue featuring the following articles:

- Foreword
- ARAnyM: Atari Running on Any Machine
- Tip of the day
- The Future of Atari Computing
- Back There...
- MyIDE Interface Part 2
- Christmas Labels

Enjoy!

3775. Re: Megafile cable

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 23:08:48 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <aPaH9.1058$BW3.99108@newsfep3-gui.server.ntli.net>
Source record: 30734

Hello.

"DH (watch spamtrap)" <dhnewsREMOVETHISBIT@ntlworld.com> wrote in message
news:jc9H9.1260$0V5.93358@newsfep1-gui.server.ntli.net...
>
> Has anyone got a Megafile to STE cable for sale in the UK?

Yes.

www.keychange.co.uk

3776. Re: Megafile cable

Newsgroup: comp.sys.atari.st
Date: 2002-12-03 23:19:01 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <asje55$rn7v6$1@ID-40235.news.dfncis.de>
Source record: 30735

Barrie,
Are there any bits you don't gave :-)
Dave

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:aPaH9.1058$BW3.99108@newsfep3-gui.server.ntli.net...
> Hello.
>
> "DH (watch spamtrap)" <dhnewsREMOVETHISBIT@ntlworld.com> wrote in message
> news:jc9H9.1260$0V5.93358@newsfep1-gui.server.ntli.net...
> >
> > Has anyone got a Megafile to STE cable for sale in the UK?
>
> Yes.
>
> www.keychange.co.uk
>
>
>

3777. Re: ICD PRO UTILITIES

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 00:33:14 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0212031633.2dcb9abf@posting.google.com>
Source record: 30737

"Donald and Cheryl" <dandc@merr.com> wrote in message
news:<uS1H9.40070$Hs2.5272279@kent.svc.tds.net>...
> Hi gang.
>
> I have not heard from ICD for a while on my order of ICD pro utilities
> 6.5.5.
>
> Anyone have them?
>

Did you ever hear from ICD? I didn't know they were still in business.

Galen

3778. Re: TOS Manual

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 00:44:25 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0212031644.2f074a5d@posting.google.com>
Source record: 30738

"Donald and Cheryl" <dandc@merr.com> wrote in message
news:<fZ2H9.40100$Hs2.5283679@kent.svc.tds.net>...
> After installing the drives go to the desktop and press "S" to save the
> desktop. That should keep the drives on the desktop after you boot.
>
> Then find a falcon manual! :)
>
TOS 2, 3, and 4 are quite similar. A good manual for 2.06 may be
downloaded at ftp://gem.win.co.nz/hall/tos_206/guide206.zip . It's
worth reading.

Galen

3779. Re: ICD Link II

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 00:48:31 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0212031648.3188f2@posting.google.com>
Source record: 30739
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"RB" <rich.eb@btinternet.com> wrote in message news:<asiruujjn1@helle.btinternet.com>...

> With the drive connected to my Stacy via the Link II, I see the ICD banner
> on boot which displays the internal SCSI drive but not the extenal drive
> which it used to.
>
> LED is lit
>
I've never heard of Link II failing, but I suppose it is possible.
I'd take up Barrie on his offer, but I'd also check the cable as I've
had a couple fail on systems that were not moved or altered in any
way. I know it sounds strange, but a new cable got it working again.

Galen

3780. Re: Megafile cable

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 01:01:15 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <UucH9.1705$0V5.117152@newsfep1-gui.server.ntli.net>
Source record: 30740

Hello.

"David Wade" <g8mqw@yahoo.com> wrote in message
news:asje55$rn7v6$1@ID-40235.news.dfncis.de...
> Barrie,
> Are there any bits you don't have :-)
> Dave

Probably, but I try to keep stuff in stock for the discerning user.....

Barrie.

3781. Re: Sharity Light on MiNT problems

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 03:26:55 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <gneH9.11064$nd5.6679@news.bellsouth.net>
Source record: 30741

> What else is there that I might have missed?

1. Make sure you have a proper hostname pointing to the proper ip address for your PC. Make sure this IS the hostname that your PC is calling itself. In my case, the PC is called 'tonic' and the falcon is called 'dominant'.

2. Check that the folder(s) you intend to share are marked 'shared' in windows. Clicking "My Network Places" on your windows desktop should have a list of shared files and folders. If it's not in there...then you've simply forgotten to 'share' the directory.

I.E. I wanted my mp3 files in a lan shared directory...so I found the directory holding my mp3 files with explorer, right clicked it, selected sharing and security, and ultimately set it up for network sharing. Now, if I click "My Network Places" on the desktop...I see the folder listed as:

MyMusic on Windows XP (tonic)

Having done this, I now go to my Falcon and enter:

shlight //tonic/MyMusic /nfs/MyMusic

It asks for my password...and I'm in bussiness.

Check these things...they are pretty easy to miss. Took me a while to figure it out!

A little off topic...but quite worthy of mentioning...
This is a solution for the reverse...sharing things from your falcon to your pc.

I discovered that the built in XP explorer ftp client does a GREAT job of sharing the falcon drives with windows. It looks and feels pretty much like any other explorer window.
simply type:
ftp://root@falcon.ip.address in the run bar...or in the Address bar of an explorer window...OR...go into MyNetwork places and build yourself a little icon/shortcut that just click you in. That brings up your famaliar explorer window showing the directory of whatever ftp account you logged into...as if it were a directory on your PC.

One other tip...
The window's explorer doesn't seem to have a compatable parent directory option...so backing out of the root directory needs a symbolic link that windows can access via the explorer ftp client. In my case I did this on the Falcon.
ln -s .. BACK

Well...I don't know why...but I still can not SEE a file called BACK in windows explorer...BUT..it's there, shows up on the falcon shell and desktop and it

works like .. (parent directory) should. So...to get at the root of drive u:
where I can then jump to any partition on my falcon I do this on the PC.

ftp://root@falcon.ip.addy/BACK/

A windows explorer window opens, showing me the root of drive u:
Now I can browse everything on the Falcon from the PC, copy, delete, rename, etc
with files as if they were right here on my windows hard drive :) If I need to
back up and browse the current parent directory directory...I use the
explorer/browser back button...and it's all cached.

I'm not sure why, but doing this:
ftp://root@falcon.ip.addy/..
does not work...hence the symbolic link to .. named BACK.

Good luck,
Brian

3782. TT/Falcon/ST/PC/Syquest 270's

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 05:28:52 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <oogH9.41533$Hs2.5420453@kent.svc.tds.net>
Source record: 30742

I have these various machines and would like to be able to make syquest 270 meg removable disks readable between them all. HDdriver811 does not seem to be doing the trick. There are many errors after formatting for windows and tos when copying from the Ataris to these formatted disks. Any clues?

thanks for your time.

Donald

3783. Re: ICD PRO UTILITIES

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 06:48:54 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <ask8fn$s7s5u$1@ID-27442.news.dfncis.de>
Source record: 30743

Jim DeClercq wrote:

> You might try Discus from Uwe Seimet. It does some of the same things as
> ICD Pro, but better and in German. It replaces ICD Pro Cleanup for me.
>
> There may be a demo version.

Yes, there is: http://www.seimet.de/diskus_english.html. But as you
already mentioned, there is only a German version with a German manual.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

3784. Re: TT/Falcon/ST/PC/Syquest 270's

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 06:52:03 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <ask8le$s7s5u$2@ID-27442.news.dfncis.de>
Source record: 30744

Donald and Cheryl wrote:

> I have these various machines and would like to be able to make syquest 270
> meg removable disks readable between them all. HDdriver811 does not seem to
> be doing the trick. There are many errors after formatting for windows and
> tos when copying from the Ataris to these formatted disks. Any clues?

HDDRIVER definitely works. I'm so sure of that because I have been using
a 270 Meg SyQuest drive for data transfers between my TT and PCs
running under Windows and Linux regularly.
What you should simply do is create a single partitition that is
TOS/Windows compatible at the same time, as described in the manual. If
this does not work please contact me again and provide the serial number
of your version of HDDRIVER. We will find out then what's the problem.
It works for me and others, so it will also work for you :).

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

3785. Re: Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 11:24:44 UTC
From: <>
Message-ID: <1039018254-145636AEicMi@ntlworld.com>
Source record: 30647

From: "Steve Sweet" <stevesweet@freeuk.com>
Date: Sun, 1 Dec 2002 23:13:05 -0000

>> (<http://www.mynetcologne.de/~nc-beckerha3/boxkitee.htm>)
>> doesn`t tell anything about boxkite changing to freeware.
>
>I'm pretty sure I'm right on that score, there was a public key issued IIRC,
>maybe someone else could expand on this?.

I'm pretty sure you're mistaken Steve, perhaps you're thinking of Selectric?

Cheers

Derryck

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3786. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 11:27:48 UTC
From: <>
Message-ID: <1039018260-147004AEicMi@ntlworld.com>
Source record: 30648

From: gokmase@bigfoot.com (Joakim Hï¿½gberg)
Date: 3 Dec 2002 03:21:13 -0800

>While speaking of Profile, it can be downloaded from my page, along
>with a regcode generator. I contacted Mark in the hopes that he'd feel
>like releasing the sources for the program for The Orphaned Projects

That's a pity, as Profile has problems with cascading menus under NVDI 5 :-(

>However, Mark was kind enough to allow me to distribute the regcode
>generator, so anyone can now use this program without registering.
>Profile can be considered freeware now.

Thanks for taking the time and trouble! :-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3787. Technical hard drive question..... I think (WAS - Ok, so if you see my previous post [how do I make my SCSi always)

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 14:00:55 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <oh2suu07kkdetfunu3u0f375s2erlaojpd@4ax.com>
Source record: 30745

Ok, so if you see my previous post [how do I make my SCSi always appear], you may see I couldnt get my external drive icons to always stay on the desktop.I decided that I would back up the entire contents of drive C to the new external Scsi drive I had (so I at least always had a copy) and then would format drive C and start over. [the reason for this was that there was it was a 2nd hand falcon, and there was a lot of software on there that I didn't know how to use, and didn't really know what it was (though I've backed it up anyway).

When I turned the computer back on, it booted up to a horrible resolution with only A + B drive icons and the trash icon. Having dug out my HDDriver disk (version 8, though I do also have v7.8) I managed to work out how to install the internal 6gig IDE drive.

I played about with the desktop resolutions, drive icons, colour etc and was able to save the desktop. I couldn't seem to get the external drives to appear though, and tried playing about on HDDriver a little more, and I was able to get them recognised in the program (though I obviously didnt want to partition them as I have the old contents of old C still on one of the three partitions.)

Going back to the desktop and even restarting didnt make a difference, I couldnt get the external Scsi drive to appear (though I could get the zip to appear, and the scsi h/drive was connected to that).

I found what I thooought to be a scsi driver in an auto folder on the hddriver 7.8 disk, and so put that in the autofolder on c drive, only now, when I turn the computer on, I can't get it to load to the desktop, it goes through the memory count, but then seems to just reload the same driver until it bombs out.

putting a disk in A drive doesnt force the computer to load that first, is that correct, or do I need to do something else to force the floppy to boot before the hard drive, and get me to the desktop so I can remove the two files I put in (both .prg's)

Thanks if anyone can help me out.... Rob

3788. Re: Technical hard drive question..... I think (WAS - Ok, so if you see my previous post [how do I make my SCSi always)

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 14:34:11 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <asl3f6$ft7$1@news1.tilbu1.nb.home.nl>
Source record: 30646

HDDriver can do everything you want. First install it in C dir, Menu Install
from HDDRUTIL.APP. Autoconfigure so HDDRIver sees the harddiscs and restart.
Everything should be working now...

Jos

"Rob" <rob.jenkins2@btopenworld.com> schreef in bericht
news:oh2suu07kkdetfunu3u0f375s2erlaojpd@4ax.com...
> Ok, so if you see my previous post [how do I make my SCSi always
> appear], you may see I couldnt get my external drive icons to always
> stay on the desktop.I decided that I would back up the entire contents
> of drive C to the new external Scsi drive I had (so I at least always
> had a copy) and then would format drive C and start over. [the reason
> for this was that there was it was a 2nd hand falcon, and there was a
> lot of software on there that I didn't know how to use, and didn't
> really know what it was (though I've backed it up anyway).
>
> When I turned the computer back on, it booted up to a horrible
> resolution with only A + B drive icons and the trash icon. Having dug
> out my HDDriver disk (version 8, though I do also have v7.8) I managed
> to work out how to install the internal 6gig IDE drive.
>
> I played about with the desktop resolutions, drive icons, colour etc
> and was able to save the desktop. I couldn't seem to get the external
> drives to appear though, and tried playing about on HDDriver a little
> more, and I was able to get them recognised in the program (though I
> obviously didnt want to partition them as I have the old contents of
> old C still on one of the three partitions.)
>
> Going back to the desktop and even restarting didnt make a difference,
> I couldnt get the external Scsi drive to appear (though I could get
> the zip to appear, and the scsi h/drive was connected to that).
>
> I found what I thoought to be a scsi driver in an auto folder on the
> hddriver 7.8 disk, and so put that in the autofolder on c drive, only
> now, when I turn the computer on, I can't get it to load to the
> desktop, it goes through the memory count, but then seems to just
> reload the same driver until it bombs out.
>
> putting a disk in A drive doesnt force the computer to load that
> first, is that correct, or do I need to do something else to force the
> floppy to boot before the hard drive, and get me to the desktop so I
> can remove the two files I put in (both .prg's)

>
> Thanks if anyone can help me out.... Rob

3789. Re: Selectric

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 17:42:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200212041842.a12670@b.maus.de>
Source record: 30651

> Selectric?

There is a public key for Selectric?

Gerhard

3790. WTB: 1040STe

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 18:45:06 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1039033131.407751@blade.atari-source.com>
Source record: 30649

I know these hot little machines go fast but I'd like one for setup to have hooked up beside my couch and hooked to the tv <evil grins>

Name your price

Thanks
Mark

3791. Re: 1040STe

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 19:05:19 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uuskffno4h6h12@corp.supernews.com>
Source record: 30650

Give either Bravo Sierra, Best Electronics, Atty Computers a try.

http://www.aracnet.com/~atari/

http://www.best-electronics-ca.com/

http://www.virtual-markets.net/vme/aty/

Don
Vancouver, USA

"Mark Duckworth" <mducksub@no-spam.atari-source.com> wrote in message
news:1039033131.407751@blade.atari-source.com...
> I know these hot little machines go fast but I'd like one for setup to
have
> hooked up beside my couch and hooked to the tv <evil grins>
>
> Name your price
>
> Thanks
> Mark
>

3792. Re: Technical hard drive question..... I think (WAS - Ok, so if you see my previous post [how do I make my SCSi always)

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 20:23:28 UTC
From: Nicholas Steele <a@b.c>
Message-ID: <4vtH9.103473$ea.1763896@news2.calgary.shaw.ca>
Source record: 30652

Same thing happened when I reformatted. After I "Installed devices"
icons for all my partitions on the internal drive and Zip drive appeared on
the desktop.

Nicholas

"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:oh2suu07kkdetfunu3u0f375s2erlaojpd@4ax.com...
> Ok, so if you see my previous post [how do I make my SCSi always
> appear], you may see I couldnt get my external drive icons to always
> stay on the desktop.I decided that I would back up the entire contents
> of drive C to the new external Scsi drive I had (so I at least always
> had a copy) and then would format drive C and start over. [the reason
> for this was that there was it was a 2nd hand falcon, and there was a
> lot of software on there that I didn't know how to use, and didn't
> really know what it was (though I've backed it up anyway).
>
> When I turned the computer back on, it booted up to a horrible
> resolution with only A + B drive icons and the trash icon. Having dug
> out my HDDriver disk (version 8, though I do also have v7.8) I managed
> to work out how to install the internal 6gig IDE drive.
>
> I played about with the desktop resolutions, drive icons, colour etc
> and was able to save the desktop. I couldn't seem to get the external
> drives to appear though, and tried playing about on HDDriver a little
> more, and I was able to get them recognised in the program (though I
> obviously didnt want to partition them as I have the old contents of
> old C still on one of the three partitions.)
>
> Going back to the desktop and even restarting didnt make a difference,
> I couldnt get the external Scsi drive to appear (though I could get
> the zip to appear, and the scsi h/drive was connected to that).
>
> I found what I thooought to be a scsi driver in an auto folder on the
> hddriver 7.8 disk, and so put that in the autofolder on c drive, only
> now, when I turn the computer on, I can't get it to load to the
> desktop, it goes through the memory count, but then seems to just
> reload the same driver until it bombs out.
>
> putting a disk in A drive doesnt force the computer to load that
> first, is that correct, or do I need to do something else to force the
> floppy to boot before the hard drive, and get me to the desktop so I
> can remove the two files I put in (both .prg's)

>
> Thanks if anyone can help me out.... Rob

3793. Re: MyAtari releases December issue

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 21:45:33 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0212041345.6a91502b@posting.google.com>
Source record: 30653

matthew@myatari.net (Matthew Bacon) wrote in message
news:<28889b8e.0212031427.1fb32771@posting.google.com>...
> Hi all,
>
> MyAtari has just launched its December 2002 issue featuring the following articles:
>
> - Foreword
> - ARAnyM: Atari Running on Any Machine
> - Tip of the day
> - The Future of Atari Computing
> - Back There...
> - MyIDE Interface Part 2
> - Christmas Labels
>
> Enjoy!

I always do enjoy MyAtari, although I thought the "Back There" article
was needlessly depressing. Although I don't own a 2600 any more, I
(and my 7 year old) greatly enjoy playing the older games on our
800XL!

Galen

3794. Re: Technical hard drive question..... I think (WAS - Ok, so if you see my previous post [how do I make my SCSi always)

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 21:59:25 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0212041359.3a8e70db@posting.google.com>
Source record: 30654

Rob <rob.jenkins2@btopenworld.com> wrote in message
news:<oh2suu07kkdetfunu3u0f375s2erlaojpd@4ax.com>...

> I found what I thooought to be a scsi driver in an auto folder on the
> hddriver 7.8 disk, and so put that in the autofolder on c drive, only
> now, when I turn the computer on, I can't get it to load to the
> desktop, it goes through the memory count, but then seems to just
> reload the same driver until it bombs out.
>
> putting a disk in A drive doesnt force the computer to load that
> first, is that correct, or do I need to do something else to force the
> floppy to boot before the hard drive, and get me to the desktop so I
> can remove the two files I put in (both .prg's)

Hold down the Alternate key when turning on the Falcon.

Alternatively, another Atarian posted this procedure about 10 months
ago:

1. Switch power off and insert chosen floppy.
2. Switch on and *as soon as* the power led lights up, hold ALTERNATE
3. When the floppydrive led lights up, release Alternate.
4. Wait a few seconds, then press any key.

In any event, you need to read the TOS manual ASAP. Most of the
things you are asking are listed there.

Galen

3795. Re: Silkmouse versions

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 22:15:31 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA13CD20.2840C%nameerf@flash.net>
Source record: 30655

in article ash0gr$885$1@reader1.panix.com, Jim DeClercq at
jimd@panix3.panix.com wrote on 12/2/02 5:14 PM:

> Someone posted that Silkmous was unstable on his machine. One version has
> a bad case of mouse creep on my TT, but there are two versions, and the
> older one works perfectly.
>
> The older one divides mouse speed up into three speed ranges, and uses a
> different gain multiplier for each, and is adjustable for that.
>
> The newer one uses one nonlinear curve, and that is the one that
> misbehaves, for no known reason.
>
> Downgrade!

Hi!

I was the person who posted that Silkmouse makes my system unstable.
First, I think I do have the older version you speak of, as that's the type
of adjustments that I can make on it. Second, it wasn't a matter of the
mouse pointer "creeping" or anything. It was that it caused other programs
to crash from time to time. I was having random unexplainable crashes when
using Magic. Someone asked that I send them my AUTO folder order, and when
they saw I used Silkmouse, they suggested removing it. This seems to have
fixed the problem. It was very random (any program at any time would crash),
and intermitant (I might not see it happen for weeks, then it would happen a
number of times, then nothing for a while). Since I stopped using it, my
system's been much more stable.

Mike Freeman
nameerf@flash.net

3796. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 22:59:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039111979.72890.1@dyke.uk.clara.net>
Source record: 30659

Hi 'H'

Harry you old slapper, you're back, are you staying long this time?.

> Yes, I've been using this with MagxDesk for quite some while. It's not
> a full implemntation but works sufficiently well. Profile by Mark
> Baines will tell you what parts are missing after it's been installed
> through C:\GEMSYS\MAGIC\START\

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.426 / Virus Database: 239 - Release Date: 02/12/2002

3797. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 23:00:59 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039111980.72890.2@dyke.uk.clara.net>
Source record: 30660

Hi Derryck

> >While speaking of Profile, it can be downloaded from my page, along
> >with a regcode generator. I contacted Mark in the hopes that he'd feel
> >like releasing the sources for the program for The Orphaned Projects
>
> That's a pity, as Profile has problems with cascading menus under NVDI 5
:-(

Profile had problems with anything that wasn't standard Atari, and Mark
always had an excuse for it!!!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.426 / Virus Database: 239 - Release Date: 02/12/2002

3798. Re: Silkmouse versions

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 23:02:06 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <OPvH9.20149$q43.60380@news-server.bigpond.net.au>
Source record: 30656

Funny you should mention it, I had weird problems too. Removing silkmouse
and putting up with NVDI was better. I haven't tried Maccel yet tho? Will
tryit out soon.
As a note both versions of Silkmouse did strange things. It was an awesome
program tho, pity.
Mark

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:BA13CD20.2840C%nameerf@flash.net...
> in article ash0gr$885$1@reader1.panix.com, Jim DeClercq at
> jimd@panix3.panix.com wrote on 12/2/02 5:14 PM:
>
> > Someone posted that Silkmous was unstable on his machine. One version
has
> > a bad case of mouse creep on my TT, but there are two versions, and the
> > older one works perfectly.
> >
> > The older one divides mouse speed up into three speed ranges, and uses a
> > different gain multiplier for each, and is adjustable for that.
> >
> > The newer one uses one nonlinear curve, and that is the one that
> > misbehaves, for no known reason.
> >
> > Downgrade!
>
> Hi!
>
> I was the person who posted that Silkmouse makes my system unstable.
> First, I think I do have the older version you speak of, as that's the
type
> of adjustments that I can make on it. Second, it wasn't a matter of the
> mouse pointer "creeping" or anything. It was that it caused other programs
> to crash from time to time. I was having random unexplainable crashes when
> using Magic. Someone asked that I send them my AUTO folder order, and when
> they saw I used Silkmouse, they suggested removing it. This seems to have
> fixed the problem. It was very random (any program at any time would
crash),
> and intermitant (I might not see it happen for weeks, then it would happen
a
> number of times, then nothing for a while). Since I stopped using it, my
> system's been much more stable.
>
> Mike Freeman
> nameerf@flash.net

>

3799. Re: MyAtari releases December issue

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 23:05:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039111982.72890.3@dyke.uk.clara.net>
Source record: 30663

Hi Matthew

> MyAtari has just launched its December 2002 issue featuring the following
articles:

Hurry off to the web everyone.

> - Foreword

Why do you always out this before everything else.

> - ARAnyM: Atari Running on Any Machine
> - Tip of the day
> - The Future of Atari Computing
> - Back There...
> - MyIDE Interface Part 2
> - Christmas Labels

> Enjoy!

It would be difficult not to.

Its been ages since you asked for articles, are you up to capacity now, has
Shiuming run out of blue LED's yet, I've got a TV remote here that's not
been ming'd...

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.426 / Virus Database: 239 - Release Date: 02/12/2002

3800. Re: Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 23:06:32 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039111984.72890.4@dyke.uk.clara.net>
Source record: 30661

Hi Pascal

>I thought boxkite was now freeware?.
> > >
> > > I have not heard that. And the homepage of the author
> > > (<http://www.mynetcologne.de/~nc-beckerha3/boxkitee.htm>)
> > > doesn't tell anything about boxkite changing to freeware.
> >
> > I'm pretty sure I'm right on that score, there was a public key issued
IIRC,
> > maybe someone else could expand on this?.
>
> I missed the begining of this thread, the news server I am using keeps
> messages for a very few days only unfortunately.
>
> Boxkite is _not_ freeware atm. It's still in our catalog (Europe
> Shareware) and the fee is 16.50 euros.

OK dude, thanks for the official validation.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.426 / Virus Database: 239 - Release Date: 02/12/2002

3801. Re: Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 23:07:23 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039111986.72890.5@dyke.uk.clara.net>
Source record: 30664

Hi Karsten

> >I'm pretty sure I'm right on that score, there was a public key issued
IIRC,
> >maybe someone else could expand on this?.
>
> The homepage of the author says, it isn't freeware. Are You shure, You
> didn't mixed Boxkite up with Selectric?

It seems I'm wrong, its been confirmed as being a commercial product still.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.426 / Virus Database: 239 - Release Date: 02/12/2002

3802. Re: Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-12-04 23:08:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039111990.72890.6@dyke.uk.clara.net>
Source record: 30662

Hi Derryck

> >> (<http://www.mynetcologne.de/~nc-beckerha3/boxkitee.htm>)
> >> doesn`t tell anything about boxkite changing to freeware.
> >
> >I'm pretty sure I'm right on that score, there was a public key issued
IIRC,
> >maybe someone else could expand on this?.
>
> I'm pretty sure you're mistaken Steve, perhaps you're thinking of
Selectric?

Its seems you are right, its been confirmed as a commercial product by one
person.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.426 / Virus Database: 239 - Release Date: 02/12/2002

3803. Re: 1040STe

Newsgroup: comp.sys.atari.st
Date: 2002-12-05 05:34:44 UTC
From: Someone <NoSpam@no.com>
Message-ID: <brBH9.90630$g9.253230@newsfeeds.bigpond.com>
Source record: 30657

where are you, ive a 4mb one in mint original condition, rarely used.

"Mark Duckworth" <mducksub@no-spam.atari-source.com> wrote in message
news:1039033131.407751@blade.atari-source.com...
> I know these hot little machines go fast but I'd like one for setup to
have
> hooked up beside my couch and hooked to the tv <evil grins>
>
> Name your price
>
> Thanks
> Mark
>

3804. FS] USA (Dallas, TX) 1040STE 4 MB/ICD Link/Spectre

Newsgroup: comp.sys.atari.st
Date: 2002-12-05 10:45:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0000fad7@fmlynet.org>
Source record: 30666

FamilyNet Newsgate

I have a bulk of items that I would like to sell. What I have here is a Atari 1040 STE that is upgraded to 4 mb, and has a working hard drive and CD-rom (at least the audio portion). Will come with a SM124 (monocrome) monitor.
Has a working hard drive which has a working Spectre partition. (Running System 6.04 or 6.08.)

The setup has been recased in a PC case and has an external keyboard setup anyway from the case.

This would come with a good box or two of software and hardware and magazines.

Would be great to sell to someone in the local Dallas/Fort Worth area, but can talk about shipping arrangements.

Total setup and stuff will go for $150.00 (not including shipping), and if interested, I'll be happy to spell out all that will come with it in greater detail.

Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3805. Re: 1040STe

Newsgroup: comp.sys.atari.st
Date: 2002-12-05 15:48:19 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1039108942.473962@blade.atari-source.com>
Source record: 30658

Someone wrote:

> where are you, ive a 4mb one in mint original condition, rarely used.
>
> "Mark Duckworth" <mducksub@no-spam.atari-source.com> wrote in message
> news:1039033131.407751@blade.atari-source.com...
>> I know these hot little machines go fast but I'd like one for setup to
> have
>> hooked up beside my couch and hooked to the tv <evil grins>
>>
>> Name your price
>>
>> Thanks
>> Mark
>>

Philadelphia, Pennsylvania, USA
Thanks
Mark

3806. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-12-05 20:26:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <asocov$10f$1@thorium.cix.co.uk>
Source record: 30665

In message <1039018260-147004AEicMi@ntlworld.com>, derryck@.NOT~THIS~cix.co.uk said:

>That's a pity, as Profile has problems with cascading menus under NVDI 5 :-(

Agreed, but if you use the option of 'Whole report' in one of the
'File' menu sections, you can write the whole thing to a file or
clipboard, or print it out directly. Perhaps not as convenient as
being able to bring up the info in one of the cascading menus on
the screen, but a usable work-around.

Regards, /Peter/

3807. Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-05 22:01:00 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0212052255520.198-100000@hadesbox>
Source record: 30667

I know this is not really the place for these reports, but I'm in a hurry
and could not find the authors address.

On both my Milan and Hades, the below message is given each time I try
starting it ;

pid 200 (CRESUS): MEMORY VIOLATION: type=free RW=r AA=22CD3C PC=1F2CDE BP=1C4000

This basically means the program tries to access memory it does not own.

I always run with Memory protection enabled, and regard the above as very
dangerous to system stability, therefore I post it here....

--
Regards,
Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.
* ISA version of NE2K for Milan can be tested by ppl who wants to *

3808. WTB Atari STM

Newsgroup: comp.sys.atari.st
Date: 2002-12-05 22:24:21 UTC
From: laurencecoombes@aol.com
Message-ID: <20021205172421.14186.00000215@mb-fm.aol.com>
Source record: 30668

Yup, an STM. UK variety with external double sided floppy at a reasonable price.

The keyboard on an original ST or STM is far less spongy than later ST's.

Oh, can you run an ST on an EGA monitor with a standard RGB cable?

Cheers.

3809. Re: Authors - where are they?

Newsgroup: comp.sys.atari.st
Date: 2002-12-05 23:06:22 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3defe01859ba123@europe-shareware.org>
Source record: 30669

Hello,

in article <1039111986.72890.5@dyke.uk.clara.net> (comp.sys.atari.st),
Steve Sweet wrote on Wed 04-12-2002 23:07 (GMT):

> It seems I'm wrong, its been confirmed as being a commercial product still.

Shareware, if the difference means something.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

3810. Re: WTB Atari STM

Newsgroup: comp.sys.atari.st
Date: 2002-12-05 23:47:11 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <asoohv$tac10$1@ID-40235.news.dfncis.de>
Source record: 30670

"Laurencecoombes" <laurencecoombes@aol.com> wrote in message
news:20021205172421.14186.00000215@mb-fm.aol.com...
> Yup, an STM. UK variety with external double sided floppy at a reasonable
> price.
>
> The keyboard on an original ST or STM is far less spongy than later ST's.
>

I would think older = more spongey. The rubber must be going soft by now.
Mega is different.

> Oh, can you run an ST on an EGA monitor with a standard RGB cable?
>

No Chance EGA is a digital monitor, can only display 64 colors IN TOTAL (not
64 from a pallette of xxx)

> Cheers.

3811. Re: Sharity Light on MiNT problems

Newsgroup: comp.sys.atari.st
Date: 2002-12-06 00:51:50 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10212051849110.1430-100000@www.coazter.com>
Source record: 30673

On Tue, 3 Dec 2002, Brian Roland wrote:

> ftp://root@falcon.ip.addy/BACK/

or even ftp://root:yourpasswd@falcon.ip.addy/BACK/

yes, you can pass your passwd as an argument as well.

>
> A windows explorer window opens, showing me the root of drive u:
> Now I can browse everything on the Falcon from the PC, copy, delete, rename, etc
> with files as if they were right here on my windows hard drive :) If I need to
> back up and browse the current parent directory directory...I use the
> explorer/browser back button...and it's all cached.

~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.coazter.com

3812. ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-06 03:19:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0212051912280.22477-100000@shell1.aracnet.com>
Source record: 30671
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering My Atari Christmas/Holidays Discount! 20% off the Top on Atari HardWare/Accessories, Games/SoftWare & Books/References for Classic Atari 8 Bit and Atari ST Computers Lines! Plus Atari Jaguar Games And Game Machines! I have limited Inventory of my Atari stuff. So Act NOW while I still got it!Got Questions?E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts! Call Ben@ (503)256-9974! Or Get Catalogs at http://BensCatalogs.atari.org or goto http://BenSells.atari.org http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org or atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at http://BenSells.atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3813. Re: 1040STe

Newsgroup: comp.sys.atari.st
Date: 2002-12-06 04:29:21 UTC
From: Someone <NoSpam@no.com>
Message-ID: <UzVH9.91369$g9.255045@newsfeeds.bigpond.com>
Source record: 30672

sorry, wrong side of the plannet, not even the same voltage :)

"Mark Duckworth" <mducksub@no-spam.atari-source.com> wrote in message
news:1039108942.473962@blade.atari-source.com...
> Someone wrote:
>
> > where are you, ive a 4mb one in mint original condition, rarely used.
> >
> > "Mark Duckworth" <mducksub@no-spam.atari-source.com> wrote in message
> > news:1039033131.407751@blade.atari-source.com...
> >> I know these hot little machines go fast but I'd like one for setup to
> > have
> >> hooked up beside my couch and hooked to the tv <evil grins>
> >>
> >> Name your price
> >>
> >> Thanks
> >> Mark
> >>
>
> Philadelphia, Pennsylvania, USA
> Thanks
> Mark
>

3814. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-12-06 09:42:04 UTC
From: <>
Message-ID: <1039168298-584709AEicMi@ntlworld.com>
Source record: 30674

From: xlator@cix.compulink.co.uk
Date: Thu, 5 Dec 2002 20:26:07 +0000 (UTC)

>>That's a pity, as Profile has problems with cascading menus under NVDI 5 :-
>(
>
>Agreed, but if you use the option of 'Whole report' in one of the
>'File' menu sections, you can write the whole thing to a file or

"Sysinfo" would seem to be the better choice though, as it must be very rare
that you'd need to produce a report for an outside programe etc!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3815. Re: WTB Atari STM

Newsgroup: comp.sys.atari.st
Date: 2002-12-06 11:24:33 UTC
From: Steve Pratt <sp014f3451SPAMBLOCK@blueyonder.co.uk>
Message-ID: <RN%H9.8371$IW2.2577@news-binary.blueyonder.co.uk>
Source record: 30675

On Thu, 05 Dec 2002 23:47:11 +0000, David Wade wrote:

>
> I would think older = more spongey. The rubber must be going soft by now.
> Mega is different.
>

I seem to recall my STM has springs (But it's a lot of years since I looked.)

Steve

3816. [PROG] Need testers for PCI test program

Newsgroup: comp.sys.atari.st
Date: 2002-12-06 12:52:42 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <qi6qsa.d83.ln@127.0.0.1>
Source record: 30676
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made a simple program to test the PCI bios:
http://membres.lycos.fr/pmandin/download/pci1.zip (49 Kb).

If you have a Medusa, Hades, Milan, or any other machine which has a PCI
bios, could you test it. Thanks.

Sources are available (105 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.10.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3817. Re: FS] USA (Dallas, TX) 1040STE 4 MB/ICD Link/Spectre

Newsgroup: comp.sys.atari.st
Date: 2002-12-06 15:09:19 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1039193021.587920@blade.atari-source.com>
Source record: 30677

Greg Goodwin wrote:

> FamilyNet Newsgate
>
> I have a bulk of items that I would like to sell. What I have here
> is a
> Atari 1040 STE that is upgraded to 4 mb, and has a working hard drive and
> CD-rom (at least the audio portion). Will come with a SM124 (monocrome)
> monitor.
> Has a working hard drive which has a working Spectre partition.
> (Running
> System 6.04 or 6.08.)
>
> The setup has been recased in a PC case and has an external keyboard
> setup
> anyway from the case.
>
> This would come with a good box or two of software and hardware and
> magazines.
>
> Would be great to sell to someone in the local Dallas/Fort Worth
> area, but
> can talk about shipping arrangements.
>
> Total setup and stuff will go for $150.00 (not including shipping),
> and if
> interested, I'll be happy to spell out all that will come with it in
> greater detail.
>
> Thanks,
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

I'd buy it... and all of my Atari's are in tower cases because I like that.
But in this particular instance I WANT the original design ;-)

Mark

3818. Re: Technical hard drive question..... I think (WAS - Ok, so if you see my previous post [how do I make my SCSi always)

Newsgroup: comp.sys.atari.st
Date: 2002-12-06 15:51:09 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <asqh06$u86c7$1@ID-27442.news.dfncis.de>
Source record: 30678

Rob wrote:

> putting a disk in A drive doesnt force the computer to load that
> first, is that correct, or do I need to do something else to force the
> floppy to boot before the hard drive, and get me to the desktop so I
> can remove the two files I put in (both .prg's)

You can boot from A: if you press the Alternate key before the hard disk driver is loaded. Please also refer to the HDDRIVER manual.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

3819. Re: WTB Atari STM

Newsgroup: comp.sys.atari.st
Date: 2002-12-06 16:26:40 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <f1wJonGA$M89EwNY@atari.org.uk>
Source record: 30679

In article <RN%H9.8371$IW2.2577@news-binary.blueyonder.co.uk>, Steve Pratt <sp014f3451SPAMBLOCK@blueyonder.co.uk> writes
>I seem to recall my STM has springs (But it's a lot of years since I >looked.)

Hmm!

I know the ST & M's have a totally different keyboard, you cant use an STFM/E one with them.

My ST (external everything) still works ok, maybe they used a harder rubber or springs!!!

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3820. Re: MyAtari releases December issue

Newsgroup: comp.sys.atari.st
Date: 2002-12-06 16:57:09 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0212060857.15198979@posting.google.com>
Source record: 30680

Steve,

> > - Foreword
>
> Why do you always out this before everything else.

Well, the majority of magazines you buy off the shelf invariably start
with a note from the editor. Our "Foreword" is just this! a note from
the editors which helps to set the scene for the current issue.

> > - ARAnyM: Atari Running on Any Machine
> > - Tip of the day
> > - The Future of Atari Computing
> > - Back There...
> > - MyIDE Interface Part 2
> > - Christmas Labels
>
> > Enjoy!
>
> It would be difficult not to.

;-))

> Its been ages since you asked for articles, are you up to capacity now, has
> Shiuming run out of blue LED's yet, I've got a TV remote here that's not
> been ming'd...

As you can see from our recent issues, MyAtari is not suffering from
lack of articles. However, we are never going to reach capacity, so
articles and reviews are ALWAYS welcome! Shiuming and I are always on
the lookout for talented and keen Atari enthusiasts that would like
the opportunity to share their experience and enthusiasm with other
Atari users. If you are such a person, please get in touch.

I would just like to dispell a few myths about contributing to
MyAtari. Firstly, we are not looking for a long-term commitment
(although, that would be most welcome), so if you can only write one
article for us, that's ok! Secondly, MyAtari does have high
standards... but don't be put off by this as both myself and Shiuming
will help you as much as we can (you are not alone writing your
article, so do not be daunted).

Finally, if you really think you cannot write but have another talent
which you'd like to offer the magazine such as designing a future
cover for us, rounding up the latest Atari news, please get in touch.

Merry Christmas and a Happy New Year!

Matthew Bacon, Editor

P.S. Shiuming never runs out of blue LED's

3821. Re: WTB Atari STM

Newsgroup: comp.sys.atari.st
Date: 2002-12-06 18:16:09 UTC
From: laurencecoombes@aol.com
Message-ID: <20021206131609.29505.00000230@mb-fb.aol.com>
Source record: 30681

>>I seem to recall my STM has springs (But it's a lot of years since I
>>looked.)
>
>Hmm!
>
>I know the ST & M's have a totally different keyboard, you cant use an
>STFM/E one with them.
>
>My ST (external everything) still works ok, maybe they used a harder
>rubber or springs!!!
>
>--
>-- Cheers! For Now
> Steve <>< * * *
I gather they used completely different keyboards. The latter were more membrance style while the STM's used real keys.

Anyone, does this indicate someone has an STM to sell or not?

I do have a Phillips monitor which I believe is fully ST compatible but the top line pulls at the top a bit.

3822. Re: WTB Atari STM

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 00:28:33 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1039220913@news.frii.com>
Source record: 30682

On 06 Dec 2002 18:16:09 GMT, laurencecoombes@aol.com (Laurencecoombes) wrote:
> >>I seem to recall my STM has springs (But it's a lot of years since I
> >>looked.)
> >
> >Hmm!
> >
> >I know the ST & M's have a totally different keyboard, you cant use an
> >STFM/E one with them.
> >
> >My ST (external everything) still works ok, maybe they used a harder
> >rubber or springs!!!
> >
> >--
> >-- Cheers! For Now
> > Steve <>< * * *
> I gather they used completely different keyboards. The latter were more
> membrance style while the STM's used real keys.

I've missed some of these posts, but I gather the discussion is about the detached keyboards from Atari and that STM stands for ST Mega.

The Mega keyboard does indeed have real key switches. It's a heavy sucker, and built like a tank. Like the orignal ST's, it has the mushy feel, in other words, no tactile feeling of going "past center" when typing on the keys. Best Electronics used to sell replacement key switches that had the feel of definitely clicking. The were pricey, plus you had to solder each on to the circuit board after desolder the originals. In addition, the keycaps were larger than normally found on keyboards and typewriters. That generated some ire about making increased typos with the keyboard.

With the TT, Atari switched back to a membrane keyboard with standard sized keycaps. The tactile feedback (spring feel) was provided by small rubber cups that look something like a suction cup. This same idea was used in the original ST's. Best sells a kit, called TT Touch, that you can use in the ST's to give them the feedback similar to the TT.

For awhile, there was a company selling spring kits for the ST's that claimed to give the ST the tactile feel of a real switch. I bought that kit, to me it just gave a stiffer mushy feel to my 1040. I eventually put the TT Touch kit in all the keys.

The only difference between the TT keyboard and the STE keyboard is the color of the case. This is what I was told by my Atari dealer, and he often had an STE keyboard attached to the TT in his store.

As for interchangeability, the TT keyboard will work on a Megas ST. Been there, done that a couple of times when static electricity blew a chip on the Mega keyboard. It would seem logical that the Mega keyboard would work on the TT and STE also, but of course you would have to deal with no mouse and use keyboard controls for that.

Yea, I"ve had Atari's since the 8 bit days, with 2 Atari 800's which I still have.

Ken

3823. Re: MyAtari releases December issue

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 00:47:35 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039259040.90845.0@doris.uk.clara.net>
Source record: 30685

Hi Matthew

> > > - Foreword
> >
> > Why do you always out this before everything else.
>
> Well, the majority of magazines you buy off the shelf invariably start
> with a note from the editor. Our "Foreword" is just this! a note from
> the editors which helps to set the scene for the current issue.

Ah!, so that's where you can decide if the mag's about spanking or tying up
before you buy it!.

> P.S. Shiuming never runs out of blue LED's

I was afraid of that!!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.426 / Virus Database: 239 - Release Date: 03/12/2002

3824. Re: CT060 for Christmas?

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 00:48:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039259042.90845.1@doris.uk.clara.net>
Source record: 30684

Hi "Rustynutt"

> Would be nice for the colder part of the year.:)

May??.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.426 / Virus Database: 239 - Release Date: 03/12/2002

3825. Quick question

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 06:20:14 UTC
From: Brad H <brad@socketcomputersource.com>
Message-ID: <yqgI9.45772$Qr.970344@news3.calgary.shaw.ca>
Source record: 30683

Hi there,

I'm new to Atari equipment and was wondering if there is a way to boot an Atari 520ST with a hard drive connected, but not actually boot off of the hard drive? I got the hard drive for free and when the atari tries to boot from it, it gets to a certain point, and then resets and tries to boot from there again. I'm wondering if there's a way to boot the Atari using something else to get in and see if there is anything salvageable on the drive.

Any help is greatly appreciated!

THanks!

Brad

3826. Re: ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 14:13:06 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnav408i.sob.atari@core.preferuje.luzik.pl>
Source record: 30687

> 40 GB IDE Maxtor 7200 RPM Hard Drive

My 20GB Maxtor "thin" one died after about one year of 100% correct ussage,
so watch out!

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3827. Re: Quick question

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 14:40:49 UTC
From: lp <gfa@basic.net>
Message-ID: <BA1772A1.AE4A%gfa@basic.net>
Source record: 30688

Try holding down the Alternate key until the desktop appears.
You might have to try a few times until you get the timing right.
Meaning at what point you press and hold the key down.

It might help having a blank formatted disk in drive A: to avoid any
delays while it looks for a disk.

in article yqgI9.45772$Qr.970344@news3.calgary.shaw.ca, Brad H at
brad@socketcomputersource.com wrote on 12/7/02 1:20 AM:

> Hi there,
>
> I'm new to Atari equipment and was wondering if there is a way to boot an
> Atari 520ST with a hard drive connected, but not actually boot off of the
> hard drive? I got the hard drive for free and when the atari tries to boot
> from it, it gets to a certain point, and then resets and tries to boot from
> there again. I'm wondering if there's a way to boot the Atari using
> something else to get in and see if there is anything salvageable on the
> drive.
>
> Any help is greatly appreciated!
>
> THanks!
>
> Brad
>
>

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3828. Atari Online News, Etc. #04-49

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 14:53:10 UTC
From: danap8@aol.com
Message-ID: <20021207095310.03303.00000252@mb-fz.aol.com>
Source record: 30689

```
A-ONE #0449 12/06/02

~ Kazaa Case Has Begun! ~ People Are Talking! ~ Spam To Get Worse?
~ PGP Products Improve! ~ Aimster Is Restrained! ~ Justify Patriot Act!
~ eBay Scammer Charged! ~ Britain Closing Gap! ~ AliveSX Released!
~ Russian Cracker Case! ~ AOL Offers Exclusives! ~ Bonzi.com Sued!

-* Microsoft Like Tonya Harding *-
-* Sun's Java in Windows May Have Merit *-
-* West Virginia To Join MS Settlement Fight! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3829. Re: ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 14:56:38 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1039247822-244012AEicMi@williams-net.com>
Source record: 30686

YO ANONYMOUS,

I dont know who you think you are. I have been
following this newsgroup for 2 years and have never
seen such CHILDISH, IMMATURE and COWARDLY acts as I
have seen from you in the past month. I have not
bought anything from BEN but if I could not find atari
items from any other reputible Atari dealer I would go
to him. At least his post are Atari related. Your
post are NOT consider yourself an official member of
my KILL FILE!!!!!! Sounds to me like you have a
fascination with being a FAG!!!!! Is this the case???

NO THANKS go out to our friend ANONYMOUS,

Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit

2 Panasonic Dot Matrix Printers
Color Monitor

3830. Script File Format

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 15:20:12 UTC
From: msdemlei@users.sourceforge.net
Message-ID: <e5a0ecdf.0212070720.65945544@posting.google.com>
Source record: 30690

Hi,

I've got quite a bunch of old Script 1/2 documents (.STX) that I'd like to recover, if possible with as much formatting as possible. A "Save as Text" option from Script is not really an option, since I don't have a copy of the program, and also because I'd really like a bit more markup.

So I'm hoping that maybe somebody reading this has figured out the format or knows someone who has -- the program's author, Volker Christen, appearently doesn't have an E-Mail address, but there just have to be some people who know him (or knew him...).

Alternatively, I've read that at some point there was a "free" (as in magazine disk) version of Script II floating around. I guess that would be fine, too -- once I have the program running, reverse engineering the format would be quite a bit more feasible.

Or is there some STX2html or STR2rtf or whatever floating around?

Any hints appreciated,

Markus

3831. Re: Ho w do I make my SCSI drives "ALWAYS" appear.

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 17:19:33 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3df1d8624322e4@attbi.com>
Source record: 30691

>A while ago, I got a falcon with a 6gig IDE drive, partitioned into
>about 8 drives.When I boot up the computer, all the hard drives show
>up. I connected my External Zip drive to the computer, but everytime I
>start the computer, I have to goto the menu and click Install Devices
>to make it apper. I have just also added a 1 external scsi to it also,
>and again, I have to click the Install Devices option to actually see
>the drives. When the computer is restarted, they disappear, and I have
>to click the install devices option everytime the computer is switched
>on to get the icons on the desktop to access the drives.
>
>(I have HDDriver 8 if this helps with the answer)
>How do I make these icons always appear.
>
>Thanks.. Rob

Have you saved your desktop after you got your icons to appear?
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3832. Re: ICD Link II

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 17:19:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3df1d8624322e5@attbi.com>
Source record: 30692
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Hi all,
>
>My STE suddenly can't see my SCSI drive. Cables all seem to be OK. Tried
>cable and adaptor on my Stacy too. It can't see it either.
>
>Any ideas on confirming the adaptor is dead or fixing it?
>
>Richard B.

Does the right light on the Link II still light up? Could be the
SCSI cable. That happened to me one time. I just disconnected the
cable, gave it a stretch and then put everything back together.
Worked fine after that.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3833. Re: MyAtari releases December issue

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 17:19:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3df1d8624322e6@attbi.com>
Source record: 30693

>Hi all,
>
>MyAtari has just launched its December 2002 issue featuring the following articles:
>
>- Foreword
>- ARAnyM: Atari Running on Any Machine
>- Tip of the day
>- The Future of Atari Computing
>- Back There...
>- MyIDE Interface Part 2
>- Christmas Labels
>
>Enjoy!

I hope everyone finds some use out of my article on how I make my
Christmas labels....

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3834. Re: Quick question

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 17:19:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3df1d8624322e7@attbi.com>
Source record: 30694

>Hi there,
>
>I'm new to Atari equipment and was wondering if there is a way to boot an
>Atari 520ST with a hard drive connected, but not actually boot off of the
>hard drive? I got the hard drive for free and when the atari tries to boot
>from it, it gets to a certain point, and then resets and tries to boot from
>there again. I'm wondering if there's a way to boot the Atari using
>something else to get in and see if there is anything salvageable on the
>drive.
>
>Any help is greatly appreciated!
>
>THanks!
>
>Brad

What software do you use to boot the hard drive? You should have
HDDriver. I would just boot up the ST, then turn on the drive. Run
the HDDriver boot program, then install the hard drive icon. Click
on that icon and it should bring up what is on the drive.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3835. Re: Scanning 35mm negatives

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 17:19:37 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3df1d8624322e8@attbi.com>
Source record: 30695

>I was looking at this device for scanning 35mm slides and negatives:
>
> http://hh385.hiphip.com/merchant/SlideScan.htm
>
>The problem with scanning colour negatives is that they cannot
>be changed to their correct colour by using a simple negative
>function due to the orange tint in the negative film.
>
>Does anyone know of a method for converting them into
>their correct colour ?
>
>Regards,
>
>Peter

From what I remember, didn't Homa Systems have a driver for device
that scanned slides?
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3836. DHCP, ADSL Modem & Routers [was Cable modem/DHCP]

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 19:10:39 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3df247af.0@entanet>
Source record: 30596

Hi All,

I've been having fun getting up and running on BT Broadband.
I bought an ADSL modem a D-Link DSL-300G+ and waited patiently
for my phone line to be converted to ADSL. It only took about
a week but I had to wait a further 2 days for my isp to supply
my static ip address.

It was then that I found some info hidden deep in the modem
documentation. This ADSL modem uses DHCP so even though I have
a static ip address I think am going to need a router device
to connect to the modem unless someone knows anything about
a DHCP client for Atari ?

I haven't managed to configure the modem. The manual says a
javascript browser is needed but Draconis doesn't like the
script on the modems web-page. I suspect it need Java too.

I also discovered that BT Broadband uses PPP over ATM and
not PPP over Ethernet that is common on cable networks.
If am going to need a router then apparently it needs to
be able do PPPoA as well otherwise it doesn't work with
the modem. Does anyone know of such a router at reasonable
price ?

Regards,

Peter (still using a 56k modem :-(

3837. Re: Script File Format

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 19:55:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200212072055.a18984@su2.maus.de>
Source record: 30623

Hi Markus,

MD>Alternatively, I've read that at some point there was a "free" (as in
MD>magazine disk) version of Script II floating around.
true.

You should save the files in RTF format. Click 'Save as' and enter RTF
as extension.

Und TTschï¿½
ps

3838. Re: DHCP, ADSL Modem & Routers [was Cable modem/DHCP]

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 20:11:52 UTC
From: Joshua Kaijankoski <lord_gaiyan@hotmail.com>
Message-ID: <cCsI9.372$as1.19@read3.inet.fi>
Source record: 30597

I'm afraid that any DSL solution for an Atari computer will require a router of some sort. The reason for this is not DHCP since you already have a static IP but the software (PPPoE etc) required to connect to a DSL service. A cable solution with a static IP would be a better solution for an Atari user and I do know quite a few with such a setup.

As for PPPoA, I'm not familiar with that. For the 2 years I was in Canada working for an ISP, I never came across it.

There are really no DHCP clients for Atari that I know of but I think I have heard that MiNTNet might have a client of some sort. Again, DHCP is not something you need to worry about in this instance.

Usually DSL modems that can be configured act as a router as well. See if you can get the modem itself to do PPPoA for you. That will save you from buying a router. Sometimes DSL modems have a 9 pin serial connection to console into it using comms software and configure it that way. There are quite a few comms software for the Atari to do it. If your modem doesn't have a serial connector, you might have to find a friend with a windoze PC to configure the modem.

Feel free to email me with any questions.

Joshua.

"Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in message news:3df247af.0@entanet...
> Hi All,
>
> I've been having fun getting up and running on BT Broadband.
> I bought an ADSL modem a D-Link DSL-300G+ and waited patiently
> for my phone line to be converted to ADSL. It only took about
> a week but I had to wait a further 2 days for my isp to supply
> my static ip address.
>
> It was then that I found some info hidden deep in the modem
> documentation. This ADSL modem uses DHCP so even though I have
> a static ip address I think am going to need a router device
> to connect to the modem unless someone knows anything about
> a DHCP client for Atari ?
>
> I haven't managed to configure the modem. The manual says a
> javascript browser is needed but Draconis doesn't like the
> script on the modems web-page. I suspect it need Java too.
>
> I also discovered that BT Broadband uses PPP over ATM and

> not PPP over Ethernet that is common on cable networks.
> If am going to need a router then apparently it needs to
> be able do PPPoA as well otherwise it doesn't work with
> the modem. Does anyone know of such a router at reasonable
> price ?
>
> Regards,
>
> Peter (still using a 56k modem :-(

3839. Re: DHCP, ADSL Modem & Routers [was Cable modem/DHCP]

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 20:49:09 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1039299836.356867@blade.atari-source.com>
Source record: 30598

Joshua Kaijankoski wrote:

> I'm afraid that any DSL solution for an Atari computer will require a
> router of some sort. The reason for this is not DHCP since you already
> have a static IP but the software (PPPoE etc) required to connect to a DSL
> service. A cable solution with a static IP would be a better solution for
> an Atari user and I do know quite a few with such a setup.
>

That's DEFINATELY not true. GOOD dsl service (like Speakeasy.net in the US) doesn't use PPPoe or PPPoa crap. It actually works and never goes down. You plug the modem into an ethernet hub, plug the atari into the ethernet hub, setup your ip and gateway and that's it. Don't speak for all just because most people make the mistake of choosing poor typical consumer service.

I don't mean to sound harsh but people really really need to do some research if they want some decent service. At least in the US. I don't even really know how it is over the big blue ocean. I pay $100 a month for speakeasy with 6 static IP's 1.5mb/384k up and yeah, it's pricey and yeah it has *never* gone down. Not even for 3 seconds. with the exception of the world trade center attack.

But for the record DECENT non PPPo(anything) DSL service is available.

> As for PPPoA, I'm not familiar with that. For the 2 years I was in Canada
> working for an ISP, I never came across it.
>
> There are really no DHCP clients for Atari that I know of but I think I
> have heard that MiNTNet might have a client of some sort. Again, DHCP is
> not something you need to worry about in this instance.
>
> Usually DSL modems that can be configured act as a router as well. See if
> you can get the modem itself to do PPPoA for you. That will save you from
> buying a router. Sometimes DSL modems have a 9 pin serial connection to
> console into it using comms software and configure it that way. There are
> quite a few comms software for the Atari to do it. If your modem doesn't
> have a serial connector, you might have to find a friend with a windoze PC
> to configure the modem.
>

This would be the way to do it, but with PPPoA or PPPoE I don't think there exists a decent solution on the Atari. However with available PPPoe solutions for linux and bsd, I'm sure with a little bit of porting we could have such a solution (for mint).

> Feel free to email me with any questions.
>
> Joshua.
>
> "Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in
> message news:3df247af.0@entanet...
>> Hi All,
>>
>> I've been having fun getting up and running on BT Broadband.
>> I bought an ADSL modem a D-Link DSL-300G+ and waited patiently
>> for my phone line to be converted to ADSL. It only took about
>> a week but I had to wait a further 2 days for my isp to supply
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>> It was then that I found some info hidden deep in the modem
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>> a static ip address I think am going to need a router device
>> to connect to the modem unless someone knows anything about
>> a DHCP client for Atari ?
>>
>> I haven't managed to configure the modem. The manual says a
>> javascript browser is needed but Draconis doesn't like the
>> script on the modems web-page. I suspect it need Java too.
>>
>> I also discovered that BT Broadband uses PPP over ATM and
>> not PPP over Ethernet that is common on cable networks.
>> If am going to need a router then apparently it needs to
>> be able do PPPoA as well otherwise it doesn't work with
>> the modem. Does anyone know of such a router at reasonable
>> price ?
>>
>> Regards,
>>
>> Peter (still using a 56k modem :-(

3840. Re: DHCP, ADSL Modem & Routers [was Cable modem/DHCP]

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 21:00:14 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <astngu$3f6$1@tyfon.itea.ntnu.no>
Source record: 30599

Mark Duckworth <mducksub@nospaamatari-source.com> wrote:

> That's DEFINATELY not true. GOOD dsl service (like Speakeasy.net in the US)
> doesn't use PPPoe or PPPoa crap. It actually works and never goes down.
> You plug the modem into an ethernet hub, plug the atari into the ethernet
> hub, setup your ip and gateway and that's it. Don't speak for all just

Indeed. This is the solution used by my DSL provider. The DSL "modem" has
built-in DHCP (but you don't have to use it) and NAT, and all I had to do
to get online with all my computers (three PC's and several Ataris with
ethernet) was to connect the DSL modem/router to my network and set the
correct gateway and DNS server on my computers.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3841. Re: Selectric

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 22:30:25 UTC
From: Karsten Lüdersen <karsten@kalue.de>
Message-ID: <asttg3$ueveo$1@ID-163102.news.dfncis.de>
Source record: 30600

Gerhard_Stoll@b.maus.de (Gerhard Stoll) schrieb:

>There is a public key for Selectric?

I thought, there have been one. Only actually I canï¿½t find any
information about it. Maybe it was published in the ST-Computer.

But for me itï¿½s not important, because I have a personal key and Iï¿½m
not using selectric anymore.

Gruï¿½,
Karsten

--
http://www.kalue.de/

3842. Re: Selectric

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 23:31:09 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3df284bc$0$250$4c56ba96@master.news.zetnet.net>
Source record: 30602

On 4 Dec 2002 18:42:00 +, Gerhard Stoll wrote:
>> Selectric?
>
>There is a public key for Selectric?
>
>Gerhard

I don't think so: I paid up my shareware a couple of years ago.
Of course, I may be behind the times.

Charles.

3843. Zetnet.co.uk Digital

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 23:31:10 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3df284bd$0$250$4c56ba96@master.news.zetnet.net>
Source record: 30601

For those in this froup who have or had Zetnet.co.uk as their ISP:
you may know that Zetnet's analogue line has been switched off.

Instead, you have (in the UK) to dial the digital line 0845 604 2018.

Those using STiNG and its Dialler will get no response on the old line;
nor on the new line unless they reconfigure or use StiK (1 or 2).

My attempts with StiK2.03 gave only one success, subsequently failure.
Reconfiguring STing (1.26) for the new line is successful. If any wish
to see my STiNG default and dial files, please email me; or if you know
anyone with problems (having no other means of access).

There is always help on the Zetnet-atarians list.

Charles.

3844. Keyboard repair

Newsgroup: comp.sys.atari.st
Date: 2002-12-07 23:31:12 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3df284bf$0$250$4c56ba96@master.news.zetnet.net>
Source record: 30603

I remember seeing pleas for help about failing keys, especially the Control key on the TT, over the past years, but could not recall the published solution.

In case the problem arises again (Atari Info Sites please copy), I have just found my print-out of instructions. They were by Mario Becroft and were downloaded, with a comment, from *Funkyware.Org*, July 1997.

Mario's site was http:/www.pl.net/user/mario/ or mailto: mb@tos.pl.net.

I followed his instructions and succeeded in repairing the mylar.

Thanks for your attention,
Merry Christmas,
Charles.

3845. Re: Ho w do I make my SCSI drives "ALWAYS" appear.

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 01:56:34 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1039288986-476787AEicMi@williams-net.com>
Source record: 30607

Edward,
I agree with you on this!!! You must save the
desktop to the HD. Especially to the bootup drive on
the root directory to make sure that the system will
know what partitions and drives are available espcialy
on a TOS setup. Not so picky with Magic 6.1 and
Jinnee though. I always disconnect my 4.3 GB Seagate
(because I only use it to backup my files once a
month) and put it in my lock box at the bank.
REMEMBER YOUR BACKUP IS ONLY AS GOOD AS WHERE YOU PUT
IT. So if your house burns down and all your
software is setting on the computer or in the same
room even if you replace the hardware your screwed
with everything that you had done on your system.
BTW, Edward how is your broadband connection on your
HADES 60 doing???

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
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Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3846. Re: ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 02:00:02 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1039288978-474830AEicMi@williams-net.com>
Source record: 30604

Adam,
I have had this drive for over a year and have had
NO problems at all. Besides that I have CD backups of
everything and a 4.5 GB Seagate 7200 RPM drive that I
use strictly for backups and it gets removed after
the backup process and put into my safety deposit box
at the bank!!! I have NO worries. Besides that I
was thinking of going and getting a 80 or 120 GB hard
drive sometime anyways since the 80 GB is getting
rediculously low almost to the point of what I paid
for my 40 GB drive over a year ago. Thanks for the
information though.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
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10x4x32x Sony CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
1.1 GB Conner Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit

2 Panasonic Dot Matrix Printers
Color Monitor

3847. Re: DHCP, ADSL Modem & Routers [was Cable modem/DHCP]

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 02:04:06 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1039288980-475495AEicMi@williams-net.com>
Source record: 30605

Anyone,
This next spring I plan on getting wireless
broadband internet that essentially uses FM antenna to
get a guaranteed download of 512K/sec with burst to 3
megs/sec and uploads of only 256K/sec are guaranteed.
I will be getting probably the top of the line APPLE
POWERMAC. I want to connect the POWERMAC and my
FALCON to a router and of course the modem to the
router. I have all ready purchased Lyndon Amsdons
ethernet card for my Falcon. My point is when I get
ready I may need some help from some of you experts in
here on this subject. I have been seeing alot more
post on broadband and internet connection for the
Atari. I have been pondering Sting 1.26 or MagXnet,
which is better??? I dont have a working MINT setup,
not even sure if I would ever want to go that way or
not. I am very comfortable with my Magic and Jinnee
setup that I am not sure that I would want to change.
Thanks and any feedback would be appreciated.

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz. 256 megs of PC133 SDRam
Eclipse with 4 meg ATI Graphic Card
Coming 32 megs of DDR SDRam GC by NATURE for the CT60
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.5 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
10x4x32x Sony CD-Burner
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120 meg Quantum Hard Drive
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Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3848. Re: ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 02:11:14 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1039288984-476229AEicMi@williams-net.com>
Source record: 30606

YO Anonymous,
You just dont learn do YOU!!!!!!!! We Atarians want to KNOW when DEALERS have something for us to purchase so BUZZ off. Go home and play with your little barbie dolls or what ever you little faggy boys do. I hope B&C computervisions, Best Electronics, Video61 and Bravo Sierra all POST in this newsgroup. We need to know more about Atari related items and topics than what YOU are doing in your bedroom. Sounds pretty GROSS to me.

Still consider yourself in my KILLED FILE. But had to check to see if you loser had posted to my response.

A BIG, HUGE NO THANKS go out to our friend FAGGY ANONYMOUS!!!!!!!!!!

3849. Atari WEB Site FAQ!!!

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 02:28:14 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1039289318-543164AEicMi@williams-net.com>
Source record: 30608

From: <local>
Date: Sat, 07 Dec 2002 20:20:14 -0600

Everyone,
Here is a ***NEWLY*** updated list of everything
that I have and some of what people have given me in
my e-mail. Thanks to all who have sent me there
favorite web-sites!!! This is meant as a good
resource for people to find web-sites related to Atari
computers. This list is by NO means complete and can
always be added to or deleted from if found that a
site is no longer operational. Please direct all
comments to me at firest@williams-net.com. Please if
you have any web-sites to add to this list by all
means send them to me and I will add them in. If you
find a web-site that NO longer works let me know and I
will check it out. I will do my best to update this
list at least twice a month and post in this
newsgroup. If this becomes to big I will break it
down into smaller messages and post each message every
other week as to not overload the newsgroup!! We as
Atarians must band together to help to ensure the
survival of our platform!!

I have several more web sites to add but I will do
them this weekend and post next week sometime. I have
not posted this resource for sometime and have felt
bad about not updating it on a regular basis that I
wanted to get it out there for everyone this weekend.
Main reason for lack of updates is personal, deaths
in the family have kept me pre-occupied. But I am
back and will do my best to post once a month or so.
Any comments please direct to me at firest@williams-
net.com.

Thanks,
Carey Christenson

Atari Vendors

Video 61 and Atari Sales (Sells Atari 8-bit and 16 bit
hardware and
software)
http://www.angelfire.com/mn/video61/

Cortex Design (Seller of Eclipse Graphics Card)
http://www.cortex-design.co.uk/

Woller Systems (Sells Atari Hardware and Software)
http://www.woller.com/

Merlancia Industries (Was planning on making a PPC
Atari compatible
computer needed 2000 pre-orders though)
http://www.merlancia.com/

Homa systems Retail
http://www.geocities.com/nmontaser/

Best Electronics
http://www.best-elctronics-ca.com/

European Shareware web-site.
http://www.europeshareware.free.fr/english/

16/32 bit systems web-site.
http://www.1632systems.co.uk/

Have not checked this site out.
http://www.keychange.co.uk/

Atari 8-bit and 16-bit software and hardware reseller
http://www.aracnet.com/~atari/atarisales.htm

Atari Downloads

University of Michigan Archives
http://www.umich.edu/~archive/atari/

The Ultimate TOS Software Index
http://users.pandora.be/tos4ever/atari/prg-ind3.htm

Atari Hardware

Atari Eiffel Interface PS/2
http://perso.wanadoo.fr/laurent.favard/eiffel_e.html

Atari-launchpad: Hardware projects and information
http://www.geocities.com/SiliconValley/Bay/8745/pages/h

ardware.html

Eclipse User's Support Page
http://www.vianet.ca/~joshua/

Czuba Tech (Designer of the upcoming CT60)
http://www.czuba-tech.com/accueil/english/welcome.htm

Ethernet Adapter Details (From Elmar Hilgart)
http://www.asamnet.de/~hilgarte/ether_e.htm

Passage (Atari Info web-site)
http://hem.passagen.se/atari/

Mario Becroft's Atari Hardware Page
http://gem.win.co.nz/mb/atarihw/

Atari Coldfire Project
http://acp.atari.org

Frontier Systems (Hardware developer of the DEESSE
card and XTOS
Computer)
http://www.frontier-systems.de/indexen.htm

Atari Ethernet Adapter (Lyndon Amsdon adapter)
http://hardware.atari.org/

CT60 Graphic Card Web-Site
http://www.dtek.chalmers.se/~d98gilda/

Atari Sites

The Atari ST Quick FAQ (A very good resource for Atari
ST, Mega ST,
Mega STe,Falcon 030 and TT030
http://www.megacom.net/~q-funk/ST/

The Atari Source
http://www.Atari-source.com

For Atari Users
http://www.atari-users.net

Another Atari FAQ devoted for the TT030
http://members.tripod.com/~TT030/

Anthill industries
http://www.netset.com/~baldrick

A-One Magazine
http://www.atarinews.org/

The Definitive Atari Resource ATARI.ORG
http://www.atari.org

Magic Online
http://www.magical-sides.de/

The Milan Computer Company
http://www.milan-computer.de/

My Atari - The monthly on-line magazine devoted to
Atari
http://www.myatari.net/

Atari-Home site
http://www.atari-home.de/

Site of the Future XTOS computer!!!
http://www.xtos.de/

Someone sent this site to me, have not checked it out.
http://gem.win.co.nz/

Another Atari site that I will check out.
http://www.geocities.com/siliconvalley/peaks/6320/stplu

s01.htm

Atari history web-site.
http://www.atari-history.com/

Atari Software

Anodyne Software Home Page
http://www.anodynesoftware.com/

Aniplayer Support (There are 2 web-sites for this
piece of software)
http://jf.omnis.ch/aniplayer.shtml
or
http://aniplayer.atari.org

Dursoft Development
http://home.sunrise.ch/dursoft/progs_e.html

Escape
http://www.inf.tu-dresden.de/~nf2/

Falcamp Homepage
http://deunstg.free.fr/sct1/falcamp/

Five to Five
http://www.optik.uni-
erlangen.de/osmin/haeusler/people/hs/525e.html or
http://www.jointhenet.de/hs/525e.html

FVDI (For use with Eclipse Graphics Card)
http://rand.thn.htu.se/~johan/fvdi.html

GokMasE's Atari Page - Atari ICQ
http://aicq.atari-users.net/

Heinisoft Homepage
http://heinisoft.atari-users.net/

Highwire Development Project (New Browser for the
Atari)
http://highwire.atari-users.net/

PlaymyCD
http://www.chez.com/lrd/

Invers Software (I believe this is the Calamus web-
site)

http://www.calamus.net/us/index.html

Patricks Homepage
http://members.tripod.de/funmedia/

Pixart's Homepage
http://www.pixart.de/

Quincy shareware
http://gbarges.free.fr/quincy_e.html

Sector One Homepage - What's New!!!
http://deunstg.free.fr/sct1/index.html

ST-CAD's Homepage
http://home.t-online.de/home/MKrutz/

Atari IRC Homepage
http://www.q1.net/~atari/

Tim's Atari Midi World
http://tamw.atari-users.net/timidi.htm

Vassilis Hompage (Developer of STing)
http://users.otenet.gr/~papval/

VISION's Homepage
http://www.multimania.com/jlusetti/visione.htm

Wildfire
http://wildfire.atari.org

Ultimate Virus Killer 2000 web site
http://www.uvk2000.com

Ultimate TOS Software index
http://users.pandora.be/tos4ever/atari/prg-ind3.htm

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
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Atari Falcon 030 running at 16 mhz. DSP running at 32
mhz. 14 megs of RAM Coming CT60 with a 68060 running
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Color Monitor

3850. Tried the Alternate key for booting from disk

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 03:04:44 UTC
From: Brad H <brad@socketcomputersource.com>
Message-ID: <gFyI9.174301$ka.4051104@news1.calgary.shaw.ca>
Source record: 30609

Hi there,

I tried using the Alternate key to force the Atari (520ST) to boot off the floppy instead of the hard drive. Didn't work though, it just goes to the hard drive and tries to boot there. Anyone have any other ideas? I noticed this Atari appears to have been modified.. the Floppy disk casing is somewhat banged up and there is what appears to be maybe an early PC floppy unit in there.

Thanks in advance for any help!

Brad

3851. Steinberg M_ROS Task Switcher

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 04:01:21 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <KpzI9.52315$bq3.26513@news.bellsouth.net>
Source record: 30610

I have CueBase Audio Falcon.
The manual mentions an M_ROS task switcher that allows multiple MIDI apps to run at once, but I can't find any such thing on any of my CAF disks. Is this something that doesn't work with CAF, so left out at the last minute?

If anyone has it...perhaps from some other CueBase release...I'd sure like to try it.

Thanks,
Brian

3852. Re: Tried the Alternate key for booting from disk

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 05:49:31 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA182C09.2848C%nameerf@flash.net>
Source record: 30611

in article gFyI9.174301$ka.4051104@news1.calgary.shaw.ca, Brad H at brad@socketcomputersource.com wrote on 12/7/02 7:04 PM:

> Hi there,
>
> I tried using the Alternate key to force the Atari (520ST) to boot off the
> floppy instead of the hard drive. Didn't work though, it just goes to the
> hard drive and tries to boot there. Anyone have any other ideas? I noticed
> this Atari appears to have been modified.. the Floppy disk casing is
> somewhat banged up and there is what appears to be maybe an early PC floppy
> unit in there.

I think (not 100% positive) older Atari's like the 520ST didn't have this feature. It was only when I got my Falcon (up from a 1040STfm) that I'd heard of booting this way to bypass the hard disk. Is SCSI or ACSI(?) "plug and play" such that you could remove the plug, boot from floppy, plug it back in, and run a hard disk driver from floppy to access the hard drive without screwing something important up?

Mike Freeman
nameerf@flash.net
freeman@email.arizona.edu

3853. Re: Tried the Alternate key for booting from disk

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 10:39:19 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3df3181e3cbc31@tripnet.se>
Source record: 30612

On Sun 08-12-2002 05:49 (GMT) Michael and Nicole Freeman wrote:

>in article gFyI9.174301$ka.4051104@news1.calgary.shaw.ca, Brad H at
>brad@socketcomputersource.com wrote on 12/7/02 7:04 PM:

>> I tried using the Alternate key to force the Atari (520ST) to boot off the
>> floppy instead of the hard drive. Didn't work though, it just goes to the

I know for sure the [Alt] method works on TOS 1.4 and AHDI 3.0 (sic!) on
my Stacy. But you must press (and keep down) the [Alt] key at the right
moment. I guess that if it's already down when the keyboard controller
initiate itself it will not be recognised as down?

>> hard drive and tries to boot there. Anyone have any other ideas? I noticed
>> this Atari appears to have been modified.. the Floppy disk casing is
>> somewhat banged up and there is what appears to be maybe an early PC floppy
>> unit in there.

Could be a HD floppy mod. If so it should really be running TOS 2.06 and
you would have an Atari logo (if you read this with Atari charset) on
startup and a black "countdown" bar.

Which process is responsible for checking the [Alt] key? TOS or the
harddisk driver?

>I think (not 100% positive) older Atari's like the 520ST didn't have this
>feature. It was only when I got my Falcon (up from a 1040STfm) that I'd

Never tried a harddisk on TOS 1.2 or 1.0 but 1.4 definitly has this
feature if it's not handled by the driver (??).

>heard of booting this way to bypass the hard disk. Is SCSI or ACSI(?) "plug
>and play" such that you could remove the plug, boot from floppy, plug it
>back in, and run a hard disk driver from floppy to access the hard drive
>without screwing something important up?

Don't do that! His 520ST must have a separate power switch/chord to the
external harddrive. Simply power up the computer first and when the
desktop is up then power up the harddrive. Then run the HD driver
(AHDI.PRG or whatever) from floppy. Install the hd desktop icon, remove
the offending program, install a bootselector program and reboot. Then
you will never have this problem again.

The delayed powerup method is not very practical on the Stacy btw! That's
the reason I know for shure the [Alt] key works with it...

--
Kenneth Medin <kennethm@tripnet.se>

Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3854. Re: Steinberg M_ROS Task Switcher

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 10:58:35 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <asv8ae$95d$1@news1.tilbu1.nb.home.nl>
Source record: 30613

I remember it was already uncertain if Cubase 3.1 would support the Switcher. I've never tried it with CAF because it works only with programs that support MROS (that is mostly Steinberg programs and EPSS). The only one I have is Avalon and that doesn't work with my Falcon's SVGA monitor.

But if you want to try it, I'll send it. I believe it's also available on http://groups.yahoo.com/group/atari-midi/files/ but you need a manual (I have one).

Cheers,

Jos

"Brian Roland" <BJRoland@bellsouth.net> schreef in bericht news:KpzI9.52315$bq3.26513@news.bellsouth.net...
> I have CueBase Audio Falcon.
> The manual mentions an M_ROS task switcher that allows multiple MIDI apps to run
> at once, but I can't find any such thing on any of my CAF disks. Is this
> something that doesn't work with CAF, so left out at the last minute?
>
> If anyone has it...perhaps from some other CueBase release...I'd sure like to
> try it.
>
> Thanks,
> Brian
>
>

3855. Debugging with GCC

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 12:28:20 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3df33a1f$0$22995$626a54ce@news.free.fr>
Source record: 30614

Hello,

I know that MonTT debugger supports two symbols formats.
The first is HED (Hisoft Extended Debug).
The second is DRI more common on Atari computer.

Which option can I use on GCC to generate HED or DRI symbols format into my program ?

DOCs

3856. Re: Tried the Alternate key for booting from disk

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 12:36:22 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <asvec6$s6f$1@tyfon.itea.ntnu.no>
Source record: 30615

Brad H <brad@socketcomputersource.com> wrote:

> I tried using the Alternate key to force the Atari (520ST) to boot off the
> floppy instead of the hard drive. Didn't work though, it just goes to the
> hard drive and tries to boot there. Anyone have any other ideas? I noticed

What hard disk driver is installed on your ST? Try holding down the
Control key instead, this will boot from the hard disk but will skip any
programs in the auto folder.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3857. Re: DHCP, ADSL Modem & Routers [was Cab

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 13:16:36 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3df34634.0@entanet>
Source record: 30616

On 7 Dec 2002 21:00:14 +, Jo Even Skarstein wrote:
>Mark Duckworth <mducksub@nospaamatari-source.com> wrote:
>
>> That's DEFINATELY not true. GOOD dsl service (like Speakeasy.net in the US)
>> doesn't use PPPoe or PPPoa crap. It actually works and never goes down.
>> You plug the modem into an ethernet hub, plug the atari into the ethernet
>> hub, setup your ip and gateway and that's it. Don't speak for all just
>
>Indeed. This is the solution used by my DSL provider. The DSL "modem" has
>built-in DHCP (but you don't have to use it) and NAT, and all I had to do
>to get online with all my computers (three PC's and several Ataris with
>ethernet) was to connect the DSL modem/router to my network and set the
>correct gateway and DNS server on my computers.

Hi,

The D-Link DSL 300G+ modem can do PPPoA, PPPoE, IP over ATM (RFC 1577) and Ethernet over ATM (RFC 1483). BT happen to use PPPoA so I just need to configure the modem to that setting. Telewest (my local and only cable supplier) use PPPoE.

If the ADSL modem I bought didn't force DHCP I am sure I could get this working without a router but I didn't know this when I bought this modem.

* What DSL modem do you use ?
* Does it support PPPoA ?

I don't need to have an in-house network so I would prefer to do this without a router if I can. I might swap the ADSL modem if there is a better alternative.

I am learning as I go and I've learnt a lot from the guys on the Atari Clones list.

Regards,

Peter

3858. Re: Keyboard repair

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 15:01:38 UTC
From: Starlord <starlord@in>
Message-ID: <s0KI9.319$_C7.64446599@news.inreach.com>
Source record: 30617

Only my TT's keyboard is not working, not because of the mylar, but because the tabs broke off on the back of the main plastic part and it no longer holds that metal plate so the keys work.

I wish my car hadn't blown a water pump, I was aiming to get a keyboard by now, but life just had other ideas.

--
In This Universe The Night was Falling,The Shadows were lenghtening
towards an east that would not know another dawn.
But elsewhere the Stars were still young and the light of morning lingered: and
along the path he once had followed, Man would one day go again.

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord
High Mojave Desert Iris
http://desert-iris.netfirms.com/
Starlords-ATM Page
http://starlords-atm.netfirms.com
Bishop's Car Fund
http://www.bishopcarfund.Netfirms.com/

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
news:3df284bf$0$250$4c56ba96@master.news.zetnet.net...
> I remember seeing pleas for help about failing keys, especially the
> Control key on the TT, over the past years, but could not recall the
> published solution.
>
> In case the problem arises again (Atari Info Sites please copy), I have
> just found my print-out of instructions. They were by Mario Becroft and
> were downloaded, with a comment, from *Funkyware.Org*, July 1997.
>
> Mario's site was http:/www.pl.net/user/mario/ or mailto: mb@tos.pl.net.
>
> I followed his instructions and succeeded in repairing the mylar.
>
> Thanks for your attention,
> Merry Christmas,
> Charles.

3859. Steinberg Avalon TORONTO - I STILL HAVE IT!

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 17:31:21 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <ujLI9.398$281.75897@news20.bellglobal.com>
Source record: 30618

You lent it to me. email me!

You know who you are!

3860. Atari Related Stuff on eBay

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 18:16:23 UTC
From: Marshall Lake <mlake@melake.erols.com>
Message-ID: <slrnav733m.a7r.mlake@melake.erols.com>
Source record: 30619
Cross-posted to: comp.sys.atari.st,alt.atari

Atari Corp-Related Floppy Disks
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2079665332&ssPageName=ADME:B:LC:US:1

Book: Atari ST Subjects
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1979776639&ssPageName=ADME:B:LC:US:1

The Atari Compendium CD ROM
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2079674407&ssPageName=ADME:B:LC:US:1

Atari Dev Support Package for Falcon030
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2079682701&ssPageName=ADME:B:LC:US:1

Book: The Atari Compendium
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1979796780&ssPageName=ADME:B:LC:US:1

Book: Atari ST Application Programming
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1979801352&ssPageName=ADME:B:LC:US:1

Book: Atari BASIC
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1979807677&ssPageName=ADME:B:LC:US:1

Complete Package: Mark Williams C For the Atari ST
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2079705124&ssPageName=ADME:B:LC:US:1

--
Marshall Lake -- mlake@melake.erols.com -- http://melake.erols.com

3861. HD Driver disk

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 19:35:33 UTC
From: Brad H <brad@socketcomputersource.com>
Message-ID: <9aNI9.179638$ka.4162633@news1.calgary.shaw.ca>
Source record: 30620

Hi there,

Anyone know where I could obtain (if it's legal) an image of a boot disk
that would have support for the external HD (it's a Supradrive, btw) for my
520ST? I don't have any around as I got the system second hand.

I'm assuming the TOS ROM on my 520 doesn't have the ability to recognize
hard drives, since it hasn't thus far?

Thanks again!

Brad

3862. Re: DHCP, ADSL Modem & Routers [was Cab

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 20:10:03 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <at08urcbb1@tyfon.itea.ntnu.no>
Source record: 30621

Peter Slegg <peterslegg@===anti-spam===scubadivers.co.uk> wrote:

> If the ADSL modem I bought didn't force DHCP I am sure I could get this
> working without a router but I didn't know this when I bought this modem.

You don't have to disable DHCP in the router, just ignore it and set up
your computers with fixed IP adresses. Set the router's IP adress as the
default gateway, and use the DNS server supplied by your ISP.

> * What DSL modem do you use ?

A Cisco 677i-DIR

> * Does it support PPPoA ?

I don't know and don't care, as it was already set up when I got it ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3863. Re: Tried the Alternate key for booting from disk

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 20:11:13 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <at0911cbb2@tyfon.itea.ntnu.no>
Source record: 30622

Kenneth Medin <kennethm@tripnet.se> wrote:

> Which process is responsible for checking the [Alt] key? TOS or the
> harddisk driver?

IIRC this is implemented in the driver.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3864. Re: HD Driver disk

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 20:46:35 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1039380395@news.frii.com>
Source record: 30624

On Sun, 08 Dec 2002 19:35:33 GMT, "Brad H" <brad@socketcomputersource.com> wrote:
> Hi there,
>
> Anyone know where I could obtain (if it's legal) an image of a boot disk
> that would have support for the external HD (it's a Supradrive, btw) for my
> 520ST? I don't have any around as I got the system second hand.
>
> I'm assuming the TOS ROM on my 520 doesn't have the ability to recognize
> hard drives, since it hasn't thus far?
>
> Thanks again!
>
> Brad
>
>

Well, you could actually support one of the few remaining Atari developers in business and actually buy a copy of HDDRIVER.

Or, if you look around, you can find Atari's hard drive utilities on the net. Not the best, but they should work.

Ken

3865. Re: Papyrus Dead?

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 21:46:35 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3df3c3c7$0$248$4c56ba96@master.news.zetnet.net>
Source record: 30625

```
| >I recently got the German v9 for the pc.
|
| Is the English version of V9 ready yet???
```

RSN

JI Logan

3866. Re: ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 23:19:40 UTC
From: starbucknomad@aol.com
Message-ID: <20021208181940.19666.00000170@mb-fs.aol.com>
Source record: 30626

>go fuck yer lesbian momma fagboy. as long as fagboy benny posts then i won't
>go away. so keep your shit eating fag fucking mouth shut fagot loser. as
>long as ben keeps posting then i'll be here you big fagot piece of shit.
>fuck
>ya big fagboy.
>
>
>
>
>
>

I have forwarded a copy of your note to the FBI...Enjoy!

I am the Great One! Nothing can dispute that!

3867. Re: Bravo/Ben's Threatening E-Mail(2)!

Newsgroup: comp.sys.atari.st
Date: 2002-12-08 23:26:55 UTC
From: starbucknomad@aol.com
Message-ID: <20021208182655.19666.00000171@mb-fs.aol.com>
Source record: 30627

>It's me!

What a total loser...

I am the Great One! Nothing can dispute that!

3868. New on TAMW: AEX version 2 !

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 00:09:08 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0212081609.147df555@posting.google.com>
Source record: 30628

Hi All

Dr Ambient has now released a major update to his AEX (Tangerine Dream machine) application. I have been the Beta tester and I have to say, this new version is remarkable. It is now in 2 voices plus a percussion section. Lots more algorithms, a Copy to Function key/snap shot feature, immediate transpose, a very sleek graphic look including a new AEX logo with the 3 tangerines in the corner as well as a transport bar. This version also includes 16 color support so the program can be run on TT's as well as falcons.The 256 color version is however the better. I have also had the preveledge of actually coding most of the algorithms for Voice 2 as well as the percussion patterns. Thanks Dr!

Please print out the page for documentation. We will be expanding on the documentation as well, so look for it.

http://tamw.atari-users.net/aex.htm

Have fun with the new version of AEX. Comments welcome.

Tim Conrardy
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

3869. Ebay - 1040STf with working PC Ditto II

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 02:24:06 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1039400646@news.frii.com>
Source record: 30629

This is a 1985 1040STf, very little use, with PC Ditto II from Avant Garde hardwired inside. And it works.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2079898371

I've been using Micro$loth Front Page 2000 for creating my sales, sure glad I don't make a living using this program. Even after the patches, it still can't get the text case consistent for embedded graphic filenames. :-)

Ken

3870. Re: Tried the Alternate key for booting from disk

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 02:59:37 UTC
From: Christopher Friend <chfriendd@charter.net>
Message-ID: <uv81ojmknstj57@corp.supernews.com>
Source record: 30630

Brad H wrote:
> Hi there,
>
> I tried using the Alternate key to force the Atari (520ST) to boot off the
> floppy instead of the hard drive. Didn't work though, it just goes to the
> hard drive and tries to boot there. Anyone have any other ideas? I noticed
> this Atari appears to have been modified.. the Floppy disk casing is
> somewhat banged up and there is what appears to be maybe an early PC floppy
> unit in there.

Try holding down SHIFT as you boot, most Supra hard disk drivers would
bypass startup from the hard disk if you did this.

3871. Supra 20MB

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 05:41:06 UTC
From: Brad H <brad@socketcomputersource.com>
Message-ID: <S1WI9.58294$Qr.1392245@news3.calgary.shaw.ca>
Source record: 30631

Hi again! You guys are awesome... not used to people being helpful.. hehe.

Okay, I have yet another question. I have a Supradrive 20mb. I understand it's a SCSI? Does that mean that I could potentially take the 20mb drive out, and put say, a 300mb regular 50pin scsi in old casing? Anyone know if the connectors (power, scsi) are standard in there, and if it'd work?

Thanks so much again, you guys have been really helpful.

Brad

3872. Re: Supra 20MB

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 07:08:00 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ueXI9.59656$bq3.10109@news.bellsouth.net>
Source record: 30632

> "Brad H" <brad@socketcomputersource.com> wrote:
> Hi again! You guys are awesome... not used to people being helpful.. hehe.
>
> Okay, I have yet another question. I have a Supradrive 20mb. I understand
> it's a SCSI? Does that mean that I could potentially take the 20mb drive
> out, and put say, a 300mb regular 50pin scsi in old casing? Anyone know if
> the connectors (power, scsi) are standard in there, and if it'd work?

This is quite possible.
If the drive inside is an inlaid SCSI I type drive, then yep...you can replace it with a more modern SCSI I or SCSI II mech. Possibly even SCSI III with an adaptor.

If the drive inside is MLM or RLL, then no.

If you have some SCSI mechs laying around that you'd like to try, these are the main things to consider with many of the Atari ASCI to SCSI hosts.

1. Be sure that parity can be disabled on the drive (usually via jumper). It's most likely that the Supra host adaptor isn't going to support parity.

2. You may have to experiment with Termination power settings. I'm not sure if the supra hosts provide term power or not. Some devices need this in order to work. Most devices living up to SCSI specs can provide their own term power if/when needed (again via jumpers). Many can even be configured to supply term power to the bus. If for some reason you discover you need term power and can't get it from the adaptor or some other SCSI device on your chain, then it can be added...grab 5v from somewhere (your power supply or from the joystick port, etc..) and add it to pin 26 of the SCSI bus.

3. I doubt the Supra Host will support SCSI arbitration. Some drives need this or you can't boot from them. Avoid these type drives.

4. Stock TOS/GEM only supports so many partitions up to certian sizes. This can vary from machine to machine, host to host, and driver software. To access really large drives you'll most likely want to get HDDriver.

In general...with these older host adaptors...you'll want to stay with drives 1gig or smaller. Zip drives should also work, but keep in mind that alot of those need an external 5v term power source on pin26 of the SCSI chain.
HDDriver is definately recommended for removeable media!

Brian

3873. Re: FS] USA (Dallas, TX) 1040STE 4 MB/ICD Link/Spectre

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 08:22:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001c7fe@fmlynet.org>
Source record: 30637

FamilyNet Newsgate

> From: Mark Duckworth <mducksub@nospaamatari-source.com>
> Greg Goodwin wrote:
>> FamilyNet Newsgate

> I'd buy it... and all of my Atari's are in tower cases because I like that.
> But in this particular instance I WANT the original design ;-)
> Mark

LOL ... understood.

Suffice to say, the 1040STE I had became so useful that it outgrew it's
case. I know many ST users can relate.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3874. Re: Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 08:57:50 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <at1lio$lm8$1@news-reader12.wanadoo.fr>
Source record: 30633

Bonjour :)

> I know this is not really the place for these reports, but I'm in a hurry
> and could not find the authors address.

You can find my email on my homepage, where you have downloaded Cr&#65533;sus.

> This basically means the program tries to access memory it does not own.

No, or else MagiC should have caused also an alert and a program end.

The problem comes from the GFA init part of which I'm not responsible.

> I always run with Memory protection enabled, and regard the above as very
> dangerous to system stability, therefore I post it here....

Cr&#65533;sus is compiled with the patched (1.07) GFA Compilator, which is not
compatible with MiNT memory protection. Same problem with others of my
programs.
I should have used the LicomLIB from www.rgfsoft.com, which is compatible
plainfully with MiNT, but this library has a bug which fragments the memory
at program end. 'Tis a niggle under MiNT or MagiC, but very obstructing
under monoTOS. So I had to make a choice and prefer monoTOS rather than MiNT
with memory protection (I think Cr&#65533;sus works well under MiNT without MP).

Regards

Pierre
http://rajah.atari.org

3875. Re: DHCP, ADSL Modem & Routers [was Cable modem/DHCP]

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 11:18:00 UTC
From: <>
Message-ID: <1039609100-401031AEicMi@ntlworld.com>
Source record: 30539

From: carey christenson <firest@williams-net.com>
Date: Sat, 07 Dec 2002 20:04:06 -0600

>post on broadband and internet connection for the
>Atari. I have been pondering Sting 1.26 or MagXnet,
>which is better??? I dont have a working MINT setup,

You have to ask yourself whether you wish to keep using Emailer.

If so, you should install MagxNet and email Vassillis to ask for a beta copy of his IConnect gateway. Once you've got it set up it works very well. You should also consider how you will use the LAN that your proposed setup will provide - I have Vassillis' ftp server on the Falcon so can use an ftp client on other computers on my LAN to grab files.

I don't think that you need consider MiNT at all :-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3876. Re: Supra 20MB

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 12:34:36 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1039437276@news.frii.com>
Source record: 30634

On Mon, 09 Dec 2002 05:41:06 GMT, "Brad H" <brad@socketcomputersource.com> wrote:
> Hi again! You guys are awesome... not used to people being helpful.. hehe.
>
> Okay, I have yet another question. I have a Supradrive 20mb. I understand
> it's a SCSI? Does that mean that I could potentially take the 20mb drive
> out, and put say, a 300mb regular 50pin scsi in old casing? Anyone know if
> the connectors (power, scsi) are standard in there, and if it'd work?
>
> Thanks so much again, you guys have been really helpful.
>
> Brad
>
>

I don't know what kind of casing is on Supra hard drives, but they also made a removeable floppy drive, the FD10), that held 10 megs. The drive was made by Konica, and was SCSI. The back of the shoebox case had both ACSI and SCSI connectors built in.

HDDriver supported the Konica but as a 20 meg drive. (Maybe there was a 20 meg out there somewhere, I don't know.) But I was never able to get HDDriver to format my FD10 drives.

Ken

3877. Re: Atari compatible mouse wanted - UK

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 13:31:50 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <fH0J9.9071$X%3.5085@news.bellsouth.net>
Source record: 30635

ROFL

Too true. I use "The Best" trackball. The Atari original mouse is
gawdaweful.

Regards,

Jeff

"Mark Duckworth" <mducksub@no-spam.atari-source.com> wrote in message
news:1038330189.287631@blade.atari-source.com...
>
> Nevermind the fact that you need 400 psi of pressure to push the buttons
> down, or that the mouse is bigger than my head. ;-)
>
>
> Mark
> http://atari-source.com

3878. Re: Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 13:57:58 UTC
From: lp <gfa@basic.net>
Message-ID: <BA1A0B96.AED7%gfa@basic.net>
Source record: 30636

in article at1lio$lm8$1@news-reader12.wanadoo.fr, Pierre TONTHAT at
ptonthat@NO.club-internet.fr.SPAM wrote on 12/9/02 3:57 AM:

>> This basically means the program tries to access memory it does not own.
>
> No, or else MagiC should have caused also an alert and a program end.

Magic does not support memory protection like mint, your program will
react differently under mint with MP enabled.

> The problem comes from the GFA init part of which I'm not responsible.

It's possible to write MP clean apps with GFA. aIRC run fine under MP and
MiNT and is all gfa code.

>> I always run with Memory protection enabled, and regard the above as very
>> dangerous to system stability, therefore I post it here....
>
> Crï¿½sus is compiled with the patched (1.07) GFA Compilator, which is not
> compatible with MiNT memory protection. Same problem with others of my
> programs.

I use this same patched lib, works great with memory protection.
Memeory protection requires more work on the coder end, one has to detect
mint and pass the correct MP bits only for MiNT. I am assuming you do not
do this?

> I should have used the LicomLIB from www.rgfsoft.com, which is compatible
> plainfully with MiNT, but this library has a bug which fragments the memory
> at program end. 'Tis a niggle under MiNT or MagiC, but very obstructing
> under monoTOS. So I had to make a choice and prefer monoTOS rather than MiNT
> with memory protection (I think Crï¿½sus works well under MiNT without MP).

LicomLib won't solve a MP issue, the built in malloc() is not aware of
MP. You need a binding to mxalloc() to solve the problem. ;o)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3879. Re: Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 14:55:06 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <at2agm$18u$1@news-reader12.wanadoo.fr>
Source record: 30638

Salut :)

> > No, or else MagiC should have caused also an alert and a program end.
>
> Magic does not support memory protection like mint, your program will
> react differently under mint with MP enabled.

I know MagiC and MiNT memory management are very different... I meant to say that if I had a write outside my allocated memory, I should have seen it. I have some of these bugs when coding and MagiC is very strict on it : alert + quit.

> It's possible to write MP clean apps with GFA. aIRC run fine under MP and
> MiNT and is all gfa code.

I know but something was missing in the counsels you gave me about this problem. didn't work at all so I gave up: I'm not a mint-fan.

> I use this same patched lib, works great with memory protection.
> Memeory protection requires more work on the coder end, one has to detect
> mint and pass the correct MP bits only for MiNT. I am assuming you do not
> do this?

No. That's the "missing" point ;p
How do you do this ? with a mxalloc ? when ? never saw it in my dev-docs, is it MiNT special feature ? since what version ?

> LicomLib won't solve a MP issue, the built in malloc() is not aware of
> MP. You need a binding to mxalloc() to solve the problem. ;o)

Using LicomLIB has solved this problem without changing anything in my sources. But, as I explained above, I can't use it.

Thanks for the post :)

Pierre
http://rajah.atari.org

3880. FA: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 16:14:45 UTC
From: atari1040st@sbcglobal.net
Message-ID: <Vj3J9.1248$cF7.72751429@newssvr13.news.prodigy.com>
Source record: 30642

I have listed another Falcon on Ebay check it out at:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2080045922&
rd=1

Thanks,
Don

3881. Re: Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 17:26:59 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0212091819380.369-100000@hadesbox>
Source record: 30639

On Mon, 9 Dec 2002, Pierre TONTHAT wrote:

> Salut :)
>
> > > No, or else MagiC should have caused also an alert and a program end.
> > >
> > Magic does not support memory protection like mint, your program will
> > react differently under mint with MP enabled.
>
> I know MagiC and MiNT memory management are very different... I meant to say
> that if I had a write outside my allocated memory, I should have seen it. I
> have some of these bugs when coding and MagiC is very strict on it : alert +
> quit.

Well, there is no doubt that this definately is accessing memory you do
not own. I program ASM only under MiNT, and I know a lot about pointers
going wild ;-) MP saves my system from going down just because it kills
anything trying to access anything outside of its own translation tree.
You should listen to Lonny when it comes to experience using GFA and MiNT
with REAL memory protection :)

>
> > It's possible to write MP clean apps with GFA. aIRC run fine under MP and
> > MiNT and is all gfa code.
>
> I know but something was missing in the counsels you gave me about this
> problem. didn't work at all so I gave up: I'm not a mint-fan.

That rules me out as a user, then. Too bad...

>
> > I use this same patched lib, works great with memory protection.
> > Memeory protection requires more work on the coder end, one has to detect
> > mint and pass the correct MP bits only for MiNT. I am assuming you do not
> > do this?
>
> No. That's the "missing" point ;p
> How do you do this ? with a mxalloc ? when ? never saw it in my dev-docs, is
> it MiNT special feature ? since what version ?

Do you have the compendium? If not, let me know and I'll send you info
about the mxalloc() call. I think even newer TOS versions (at least TT)
have mxalloc(), with which you can select what kind of RAM you want, like
TT, ST, prefer TT and prefer ST RAM.

>
> > LicomLib won't solve a MP issue, the built in malloc() is not aware of
> > MP. You need a binding to mxalloc() to solve the problem. ;o)
>
> Using LicomLIB has solved this problem without changing anything in my
> sources. But, as I explained above, I can't use it.
>
> Thanks for the post :)

Why not work it out? You and Lonny can make it better if you cooperate
and make it clean. We can't have apps that read/write memory all over the
place ;-)

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

3882. Re: MyAtari releases December issue

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 17:28:15 UTC
From: flib <flib@reddwarf.co.uk>
Message-ID: <up4J9.6260$iz3.622469@newsfep2-win.server.ntli.net>
Source record: 30640

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3df1d8624322e6@attbi.com...
> >Hi all,
> I hope everyone finds some use out of my article on how I make my
> Christmas labels....
>
> --
> Edward S. Baiz Jr.
> (Gamer)

Cool. I can't wait to read that, and the rest of the mag!

Good work Matthew! I'm so happy to hear of a new issue each month. It helps
to ease the loss of Atari Computing.

BTW, anyone want any back issues?? :D

Simon

3883. Re: DHCP, ADSL Modem & Routers [was Cable modem/DHCP]

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 17:31:56 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <at2k2e$vu0oi$1@ID-40235.news.dfncis.de>
Source record: 30641

"Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in message
news:3df247af.0@entanet...
> Hi All,
>
> I've been having fun getting up and running on BT Broadband.
> I bought an ADSL modem a D-Link DSL-300G+ and waited patiently
> for my phone line to be converted to ADSL. It only took about
> a week but I had to wait a further 2 days for my isp to supply
> my static ip address.
>
> It was then that I found some info hidden deep in the modem
> documentation. This ADSL modem uses DHCP so even though I have
> a static ip address I think am going to need a router device
> to connect to the modem unless someone knows anything about
> a DHCP client for Atari ?
>

I can't find an DHCP client for the Atari. I use a router with NAT and just
reserve and address for the ATARI.
Note that its not always obvious if and how you can reserve static addresses
in ADSL routers so it may be worth asking the supllier if it will do what
you want before you buy.

> I haven't managed to configure the modem. The manual says a
> javascript browser is needed but Draconis doesn't like the
> script on the modems web-page. I suspect it need Java too.
>

I suspect many of the routers will need this type of browser. Also Not sure
what type of Atari you have but my TT with CAB and the Lyndon Etherenet is
not fast enough to take real advantage of broadband. Its just too slow at
rendering JPEG files etc. I would look at a cheap PC running Linux if you
want to avoid MS.

> I also discovered that BT Broadband uses PPP over ATM and
> not PPP over Ethernet that is common on cable networks.
> If am going to need a router then apparently it needs to
> be able do PPPoA as well otherwise it doesn't work with
> the modem. Does anyone know of such a router at reasonable
> price ?
>

There are a number of such routers. I use the Alcatel but its not cheap.
For cheaper options see the Solwise range, but again these may need a PC to
configure.
www.adslguide.org is a good place to start looking at routers.

> Regards,
>
> Peter (still using a 56k modem :-(

3884. Re: Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 18:27:26 UTC
From: ptonthat@club-internet.fr
Message-ID: <3df4e08d$0$7359$7a628cd7@news.club-internet.fr>
Source record: 30643

Bonsoir :)

>Do you have the compendium? If not, let me know and I'll send you info
about the mxalloc() call. I think even newer TOS versions (at least TT)
>have mxalloc(), with which you can select what kind of RAM you want, like
>TT, ST, prefer TT and prefer ST RAM.

I have (bought) the compendium, but it's very bad to see the long HTML
pages under CAB and my Falcon+Eclipse. So I prefer use the TOS.HYP and
others dev-docs.

I have studied and use mxalloc for TT-RAM allocations (blind use: no
TT-RAM to test). And seen this late afternoon the MiNT part of this
function: I understand nothing in the monography, and need some
lines/example. The header of the GFA program must be changed/patched
with this mxalloc in the GFA init part: how can I control this
moment? Since it's before all GFA instructions in my source, I cannot
see how to handle it :(

>Why not work it out? You and Lonny can make it better if you cooperate
>and make it clean. We can't have apps that read/write memory all over the
>place ;-)

Let's try another try... but without hope: I have already worked on it
the best I could, for nothing.

Regards

Pierre
http://rajah.atari.org

3885. Re: Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 19:07:08 UTC
From: gokmase@fakenet.se
Message-ID: <at2pkn$mc4$1@green.tninet.se>
Source record: 30644

On 9 Dec 2002 18:27:26 G, Pierre TONTHAT wrote:
>Bonsoir :)

>Let's try another try... but without hope: I have already worked on it
>the best I could, for nothing.

If the only problem is the way to allocate RAM, this problem should be quite posible to solve. I am sure Lonny will be able to explain the details of setting up a bitmask for useage with mxalloc. I don't have the details handy right now, but know it is an easy fix to handle mxalloc under memory protection.

Regards,

Joakim

3886. Re: DHCP, ADSL Modem & Routers [was Cable modem/DHCP]

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 21:32:03 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3df50bc22619210@tripnet.se>
Source record: 30645

On Mon 09-12-2002 17:31 (GMT) David Wade wrote:

>
>"Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in message
>news:3df247af.0@entanet...
>> Hi All,
>>
>> I've been having fun getting up and running on BT Broadband.
>> I bought an ADSL modem a D-Link DSL-300G+ and waited patiently

>I can't find an DHCP client for the Atari. I use a router with NAT and just
>reserve and address for the ATARI.
>Note that its not always obvious if and how you can reserve static addresses
>in ADSL routers so it may be worth asking the supllier if it will do what
>you want before you buy.

Note that you really don't have to reserve any static ip addresses, just
avoid using them on any other computer on the network. I have been using
a Netgear RT314 "Broadband router" or NAT-box for a couple of years now
with a couple of pc's and Ataris with DHCP enabled and it works fine. To
be sure the ip will not be used on any other computer choose a higher
like 192.168.0.129 or so. Often the DHCP server will start from
192.168.0.2 so from 192.168.0.6 and upwards will be OK if you have four
pc's.

>> I haven't managed to configure the modem. The manual says a
>> javascript browser is needed but Draconis doesn't like the
>> script on the modems web-page. I suspect it need Java too.
>>
>
>I suspect many of the routers will need this type of browser. Also Not sure

My RT314 is fully configurable from Atari via Telnet. This is also a much
faster way compared to using a browser.

>what type of Atari you have but my TT with CAB and the Lyndon Etherenet is
>not fast enough to take real advantage of broadband. Its just too slow at
>rendering JPEG files etc. I would look at a cheap PC running Linux if you
>want to avoid MS.

Partly agreed! I use my Atari TT for all news and mail (virus free!) and
also lots of surfing by clicking on url's in mail/news posts. As there is
no extra "online fee" I can wait while CAB renders the pages.

On the other hand a 500 Mhz pc is realy much better and more compatible
for lots of web pages. With the Microsoft dominance you simply must have
at least IE 5.5 sp2 or you will be locked out of lots of things. And it's

of course OK to use MS products as long as you don't pay anything for
them :-)

The Lyndon EtherNEC actually can fill my 500 kbit/sec connection simply
by downloading files with CAB on a TT.

Everything runs considerably faster with EtherNEC compared to 153600 bps
nullmodem that I used on this TT before.

>> I also discovered that BT Broadband uses PPP over ATM and
>> not PPP over Ethernet that is common on cable networks.

My provider simply uses "bridged Ethernet" where the user must obtain an
ip address via DHCP and then manually "logon" on a Javascript webpage. As
long as you renew the ip address you will stay "logged in". This means I
can keep my pc off and only have to power it up if my link has gone down
for some reason. The RT314 takes care of the ip address renewals.

>There are a number of such routers. I use the Alcatel but its not cheap.
>For cheaper options see the Solwise range, but again these may need a PC to
>configure.

May I suggest that you by a separate NAT-box (broadband router) with
built in switch and four tp connections. If you buy a combined ADSL
modem/router you may get into trouble when the ADSL technology gets
obsolete. And no USB!!! this goes for both Atari and pc use!!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3887. FA: Zero-X

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 22:11:43 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <xw8J9.2742$lL6.416603@news20.bellglobal.com>
Source record: 30496

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1288&item=928804022

3888. FA: Sound Diver

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 22:12:11 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <Pw8J9.2743$lL6.416589@news20.bellglobal.com>
Source record: 30497

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1288&item=929005302

3889. Re: CT060 for Christmas?

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 23:09:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039550996.27210.0@doris.uk.clara.net>
Source record: 30517

Hi "Rustynutt"

> >> Would be nice for the colder part of the year.:)
> >
> >May??.
>
>
> :)
> Thats summer over here!

We don't have summer over here!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.427 / Virus Database: 240 - Release Date: 06/12/2002

3890. Re: CT060 for Christmas?

Newsgroup: comp.sys.atari.st
Date: 2002-12-09 23:09:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039552407.19284.0@iris.uk.clara.net>
Source record: 30518

Hi "Rustynutt"

> >> Would be nice for the colder part of the year.:)
> >
> >May??.
>
>
> :)
> Thats summer over here!

We don't have summer over here!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.427 / Virus Database: 240 - Release Date: 06/12/2002

3891. Re: Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 01:49:53 UTC
From: lp <gfa@basic.net>
Message-ID: <BA1AB270.AEF1%gfa@basic.net>
Source record: 30498

in article at2agm$18u$1@news-reader12.wanadoo.fr, Pierre TONTHAT at ptonthat@NO.club-internet.fr.SPAM wrote on 12/9/02 9:55 AM:

> Salut :)
>
>>> No, or else MagiC should have caused also an alert and a program end.
>>
>> Magic does not support memory protection like mint, your program will
>> react differently under mint with MP enabled.
>
> I know MagiC and MiNT memory management are very different... I meant to say
> that if I had a write outside my allocated memory, I should have seen it. I
> have some of these bugs when coding and MagiC is very strict on it : alert +
> quit.

You don't have to write outside your memory area to have problems. If your program allocates all ram as private by default for say an av protocol buffer, then when you pass the pointer the receiving app will be killed. This is a comman problem under memory protection. Such buffers need to have their access set to global, then the other app can access it with no problem.

>> It's possible to write MP clean apps with GFA. aIRC run fine under MP and
>> MiNT and is all gfa code.
>
> I know but something was missing in the counsels you gave me about this
> problem. didn't work at all so I gave up: I'm not a mint-fan.

Mxalloc() is in all tos since version 1.4, so it's not what I'd call mint specific. I am not a magic-fan, but I make sure my calls to mxalloc() are free of MP bits under magic, since magic doesn't use them.

>> I use this same patched lib, works great with memory protection.
>> Memeory protection requires more work on the coder end, one has to detect
>> mint and pass the correct MP bits only for MiNT. I am assuming you do not
>> do this?
>
> No. That's the "missing" point ;p
> How do you do this ? with a mxalloc ? when ? never saw it in my dev-docs, is
> it MiNT special feature ? since what version ?

It's really rather simple, mxalloc() has an extra parameter to control who can and cannot access a memory block. If you do it right you can over-ride the header bits and just forget those.

>> LicomLib won't solve a MP issue, the built in malloc() is not aware of
>> MP. You need a binding to mxalloc() to solve the problem. ;o)
>
> Using LicomLIB has solved this problem without changing anything in my
> sources. But, as I explained above, I can't use it.

I never had the memory leak problem you mentioned with licomlib.
My main problem with it is I cannot fully grasp the german docs.
So I don't use it.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3892. Magic PC

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 03:26:23 UTC
From: gevansx@yahoo.com
Message-ID: <f38a74bd.0212091926.ec4536b@posting.google.com>
Source record: 30499

Does anyone know if Magic PC v. 6.1 works properly under Windows XP?

3893. B&C Computervisions Email Down

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 03:55:35 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <XAdJ9.7285$_W1.1381@nwrddc03.gnilink.net>
Source record: 30500
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Heads up to all.

B&C has had some problems with their email servers since Dec 1st. If you made any inquiries or order requests since then, they probably didn't get the email.

Email addresses affected:
atari@myatari.com and sales@myatari.com

They ask me to get the word out that emails can be sent to myatari2@juno.com until they get the mail servers back up.

They're sorry if this has caused any inconvience to anyone trying to place an order.

You can visit their website at: http://www.myatari.com.

Glenn

3894. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 04:26:59 UTC
From: Someone <NoSpam@no.com>
Message-ID: <GVdJ9.88$jM5.596@newsfeeds.bigpond.com>
Source record: 30501

allow international bidders and you'll get 10x as much.

<atari1040st@sbcglobal.net> wrote in message
news:Vj3J9.1248$cF7.72751429@newssvr13.news.prodigy.com...
> I have listed another Falcon on Ebay check it out at:
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2080045922&
> rd=1
>
> Thanks,
> Don
>
>

3895. New Pulsar Article on My Atari

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 04:44:47 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0212092044.3eaa1a7a@posting.google.com>
Source record: 30502

Hi All

I am covering the NEW version of PULSAR (Pulsar 2)in the new December issue of My Atari (on-line magizine)The download is available as well. This version also contains MIDI Spy, as you can use it to capture Pulsars Output and save it as a MIDI file.

The article is also a Tutorial on how to use Pulsar, which has not been done yet. It might be best to print out the article when using the new version.

Neil, however tells me, he is still planning GREAT things for Pulsar! So stay tuned!

http://www.myatari.net/issues/dec2002/pulsar.htm

Also check out the new issue as well:

http://www.myatari.net

Looks like lots of Version 2's this month! I think its great that we still have dedicated people who still code for us in this day and age of 2002!

ATARI Lives ON! YEAH!!!

Tim (getting over excited)
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

3896. Login HTML Script

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 04:48:51 UTC
From: swampfax1@atlantic.net
Message-ID: <TmeJ9.118$sc1.23007@news1.atlantic.net>
Source record: 30503

Please excuse if this posted twice!

Hi All,
I'm having fun using JOE to build some web pages (great program).
So far, so good with the very (VERY) basics. In my travels around HTML
code sites I see login scripts (username/password) that need a program at
the ISP (ex. Perl) for it to function. Is there a script/program that will
function within a website and independant of an ISP ?
Mote: Must run on an Atari.

John G.

3897. queer...

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 05:05:39 UTC
From: starbucknomad@aol.com
Message-ID: <20021210000539.24428.00011048@mb-mw.aol.com>
Source record: 30504

To the freaky queer coward who sent me email...How bout those Dodgers!?

I am the Great One! Nothing can dispute that!

3898. Re: Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 09:54:33 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <at4d90eee1@news-reader11.wanadoo.fr>
Source record: 30505

Bonjour :)

> You don't have to write outside your memory area to have problems. If
your
> program allocates all ram as private by default for say an av protocol
> buffer, then when you pass the pointer the receiving app will be killed.
> This is a comman problem under memory protection. Such buffers need to
have
> their access set to global, then the other app can access it with no
> problem.

I am aware of this since a long time. I can assure you all memory for AV protocol or data exchange are in global, not private (I took the several codes/samples on the net to include in my code), this is why I started to use the GEMDOS(68).

The problem is that the Cr&#65533;sus (or Joe, or DGEM, or Rosemary, etc)'s MP crash occurs at start, during the GFA init.

My memory allocations seem to come later. What is means exactly MX_HEADER (that seems to be the path of the solution, since I think the problem is in the header of the PRG, builded by the library, not coming from my code)? Is the bit 3 of mode must be always active for MiNT (never aware of it, may be the cause)?
Thanks for the help :)

> I never had the memory leak problem you mentioned with licomlib.

'Tis a very very dim niggle in a multitasking OS, but in monoTOS where memory fragmentation is a curse, you loose 2-300Ko (more or less the size of the PRG file) every time a program (compiled with this library) is launched and quit. A small ~600bytes is left in the memory, fragmenting it. You can't see it if you have plenty of memory, but that it was obvious on my MegaST4 (TOS1.4+NVDI+Newdesk: 2 Mo free for user), during the tests. At a moment I had no more memory to launch my programs. And I compared with the GFA3PLIB with the same sources: no effect of this kind.

Regards

Pierre
http://rajah.atari.org

3899. Re: Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 10:00:04 UTC
From: gokmase@fakenet.se
Message-ID: <at4duspuo1@green.tninet.se>
Source record: 30506

On 10 Dec 2002 10:54:33 , "Pierre TONTHAT" wrote:
>Bonjour :)

>> I never had the memory leak problem you mentioned with licomlib.
>
>'Tis a very very dim niggle in a multitasking OS, but in monoTOS where
>memory fragmentation is a curse, you loose 2-300Ko (more or less the size
>of the PRG file) every time a program (compiled with this library) is
>launched and quit. A small ~600bytes is left in the memory, fragmenting it.
>You can't see it if you have plenty of memory, but that it was obvious on my
>MegaST4 (TOS1.4+NVDI+Newdesk: 2 Mo free for user), during the tests. At a
>moment I had no more memory to launch my programs. And I compared with the
>GFA3PLIB with the same sources: no effect of this kind.

Interesting observations. Have you mentioned them to Richard Gordon Faika?
If not, I am sure he would be interesting in hearing about these syndromes.
While I use the updated licomlibs, I haven't yet noticed the scenario you describe,
but it sounds like it might be worth looking into this.

Regards,

Joakim

3900. Re: Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 10:18:25 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <at4elo$f6q$1@news-reader10.wanadoo.fr>
Source record: 30507

Salut :)

> Interesting observations. Have you mentioned them to Richard Gordon Faika?

Twice: when I have discovered the niggle, and after the next upgrade (the last "GFA package from RGF" but I'm not sure).

> If not, I am sure he would be interesting in hearing about these syndromes.
> While I use the updated licomlibs, I haven't yet noticed the scenario you describe,
> but it sounds like it might be worth looking into this.

He may have corrected it, but I'm not sure. I was a bit dissapointed by the results in the upgrade, and I gave up. I can't blame him coz he has others things more important to do, and his programs are too powerfull to be used and wasted in monoTOS.

Regards

Pierre
http://rajah.atari.org

3901. RE: Magic PC

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 10:47:18 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <WCjJ9.159$xX2.88@read3.inet.fi>
Source record: 30508

Greg <gevansx@yahoo.com> skrev i
meldingsnyheter:f38a74bd.0212091926.ec4536b@posting.google.com...
> Does anyone know if Magic PC v. 6.1 works properly under Windows XP?

It worked fine for me.

Joshua.

3902. [PROG] Need testers for PCI test program (V2)

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 13:53:41 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <5lr4ta.ktr.ln@127.0.0.1>
Source record: 30509
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

I made a simple program to test the PCI bios:
http://membres.lycos.fr/pmandin/download/pci2.zip (49 Kb).
(bugfixes since previous version)

If you have a Medusa, Hades, Milan, or any other machine which has a PCI
bios, could you test it. Thanks.

Sources are available (115 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.11.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3903. Re: Scanning 35mm negatives

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 18:09:13 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3df62dc9.0@entanet>
Source record: 30510

On 1 Dec 2002 15:20:18 G, M�gamodeste wrote:
>On 1 Dec 2002 14:33:46 G, Peter Slegg wrote:
>>The problem with scanning colour negatives is that they cannot
>>be changed to their correct colour by using a simple negative
>>function due to the orange tint in the negative film.
>>Does anyone know of a method for converting them into
>>their correct colour ?
>
>I scan the n�gatives with the orange tint, then take a graphic programm like
>Chagall, then lower the red and green tints tint. Sometimes you can just add
>blue.

I usually use Photoline (I had never heard of Chagall until recently).
The CLUT and histogram stuff doesn't make a lot of sense to me. Is there
any info about how to use these features. The manual is pretty basic.

Regards,

Peter

3904. Re: DHCP, ADSL Modem & Routers [was Cab

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 18:09:23 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3df62dd3.0@entanet>
Source record: 30511

On 9 Dec 2002 17:31:56 -, "David Wade" wrote:
>
>"Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in message
>news:3df247af.0@entanet...
>> Hi All,
>>
>> I've been having fun getting up and running on BT Broadband.
>> I bought an ADSL modem a D-Link DSL-300G+ and waited patiently
>> for my phone line to be converted to ADSL. It only took about
>> a week but I had to wait a further 2 days for my isp to supply
>> my static ip address.
>>
>> It was then that I found some info hidden deep in the modem
>> documentation. This ADSL modem uses DHCP so even though I have
>> a static ip address I think am going to need a router device
>> to connect to the modem unless someone knows anything about
>> a DHCP client for Atari ?
>>
>
>I can't find an DHCP client for the Atari. I use a router with NAT and just
>reserve and address for the ATARI.
>Note that its not always obvious if and how you can reserve static addresses
>in ADSL routers so it may be worth asking the supllier if it will do what
>you want before you buy.

Martin Byttebier has placed a DHCP client on the Beligan FTP server:

ftp://chapelie.rma.ac.be/atari/mint/net/dhclient-3.0b2pl22-mint.tar.gz

Early days but I haven't got it working yet.

>> I haven't managed to configure the modem. The manual says a
>> javascript browser is needed but Draconis doesn't like the
>> script on the modems web-page. I suspect it need Java too.
>>
>
>I suspect many of the routers will need this type of browser. Also Not sure
>what type of Atari you have but my TT with CAB and the Lyndon Etherenet is
>not fast enough to take real advantage of broadband. Its just too slow at
>rendering JPEG files etc. I would look at a cheap PC running Linux if you
>want to avoid MS.

I'm using a Milan060 but it's not just the extra speed I wanted. My current
dial-up bill isn't much less than Broadband and I will have 24hr access
as well. Plus Mint-net has SSL.

>> I also discovered that BT Broadband uses PPP over ATM and
>> not PPP over Ethernet that is common on cable networks.
>> If am going to need a router then apparently it needs to
>> be able do PPPoA as well otherwise it doesn't work with
>> the modem. Does anyone know of such a router at reasonable
>> price ?
>>
>
>There are a number of such routers. I use the Alcatel but its not cheap.
>For cheaper options see the Solwise range, but again these may need a PC to
>configure.
>
>www.adslguide.org is a good place to start looking at routers.

Thanks, I will have a look.

Peter

3905. Re: Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 18:17:00 UTC
From: lp <gfa@basic.net>
Message-ID: <BA1B99CC.AF4F%gfa@basic.net>
Source record: 30513

in article at4d90eee1@news-reader11.wanadoo.fr, Pierre TONTHAT at
ptonthat@NO.club-internet.fr.SPAM wrote on 12/10/02 4:54 AM:

> Bonjour :)
>
>> You don't have to write outside your memory area to have problems. If
> your
>> program allocates all ram as private by default for say an av protocol
>> buffer, then when you pass the pointer the receiving app will be killed.
>> This is a comman problem under memory protection. Such buffers need to
> have
>> their access set to global, then the other app can access it with no
>> problem.
>
> I am aware of this since a long time. I can assure you all memory for AV
> protocol or data exchange are in global, not private (I took the several
> codes/samples on the net to include in my code), this is why I started to
> use the GEMDOS(68).
>
> The problem is that the Crï¿½sus (or Joe, or DGEM, or Rosemary, etc)'s MP
> crash occurs at start, during the GFA init.

This is sounding like a library problem. Interesting. I may download your
program and runs some tests. The patched lib I use runs very nice under
mint. Ozk runs MP all the time with my program running for many hours.

> My memory allocations seem to come later. What is means exactly MX_HEADER
> (that seems to be the path of the solution, since I think the problem is in
> the header of the PRG, builded by the library, not coming from my code)? Is
> the bit 3 of mode must be always active for MiNT (never aware of it, may be
> the cause)?
> Thanks for the help :)

Yes. Book states:
bit 3 If set, refer to bits 4-7 for memory protection
advice, otherwise default to protection specified in
program header. This bit is only valid in the
presence of MiNT.

If you set this bit then the header is ignored. This way the user cannot
fiddle with the header, set it to private and then cause the prg to fail.

>> I never had the memory leak problem you mentioned with licomlib.
>
> 'Tis a very very dim niggle in a multitasking OS, but in monoTOS where
> memory fragmentation is a curse, you loose 2-300Ko (more or less the size

> of the PRG file) every time a program (compiled with this library) is
> launched and quit. A small ~600bytes is left in the memory, fragmenting it.
> You can't see it if you have plenty of memory, but that it was obvious on my
> MegaST4 (TOS1.4+NVDI+Newdesk: 2 Mo free for user), during the tests. At a
> moment I had no more memory to launch my programs. And I compared with the
> GFA3PLIB with the same sources: no effect of this kind.

Oh, I see. I would not notice that here with 128mb of ram on my Hades060.
That is certainly a problem that needs looked after.
Thanks for the detailed info.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3906. Re: Login HTML Script

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 18:17:41 UTC
From: Chris Simon <osianunder@wearzetnet.co.uk>
Message-ID: <3DF62FC5.2020605@wearzetnet.co.uk>
Source record: 30512

John Garone wrote:
> I'm having fun using JOE to build some web pages (great program).
> So far, so good with the very (VERY) basics. In my travels around HTML
> code sites I see login scripts (username/password) that need a program at
> the ISP (ex. Perl) for it to function. Is there a script/program that will
> function within a website and independant of an ISP ?
> Mote: Must run on an Atari.

Erm, no! This sort of thing can only be done with server-side scripting
/CGI (dependant on your ISP - although if you use a standard method then
it will be portable across ISPs as long as they support that method), or
client-side scripting where there is no Atari support.

I don't think cookies can be created without some sort of scripting?

--
Chris Simon
osianunder@wearzetnet.co.uk
http://www.users.zetnet.co.uk/csimon/

** Please remove underwear if replying directly **

3907. Re: Login HTML Script

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 18:20:38 UTC
From: Chris Simon <osianunder@wearzetnet.co.uk>
Message-ID: <3DF63076.3070806@wearzetnet.co.uk>
Source record: 30514

PS. It can also be done by putting pages into a secure directory on the server whereupon the browser will ask for authentication before retrieving anything from that directory, but again it depends on the ISP. And I've had limited success with accessing secure directories with CAB - it asks for a username but fails to authenticate, maybe it's something to do with the CAB.OVL.

--
Chris Simon
osianunder@wearzetnet.co.uk
http://www.users.zetnet.co.uk/csimon/

** Please remove underwear if replying directly **

3908. Re: Cresus bug report...

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 18:22:23 UTC
From: lp <gfa@basic.net>
Message-ID: <BA1B9B0F.AF50%gfa@basic.net>
Source record: 30515

in article at4duspuo1@green.tninet.se, GokMasE at gokmase@fakenet.se wrote
on 12/10/02 5:00 AM:

> Interesting observations. Have you mentioned them to Richard Gordon Faika?
> If not, I am sure he would be interesting in hearing about these syndromes.
> While I use the updated licomlibs, I haven't yet noticed the scenario you
> describe,
> but it sounds like it might be worth looking into this.

Indeed. I do not have a low memory machine here, so it's not gonna
show up until _many_ hours later if at all. Lowest ram setup I have is
74mb. Can you verify this problem perhaps?

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3909. Re: DHCP, ADSL Modem & Routers [was Cab

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 19:36:10 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3df6422a.0@entanet>
Source record: 30516

On 9 Dec 2002 21:32:03 G, "Kenneth Medin" wrote:
>On Mon 09-12-2002 17:31 (GMT) David Wade wrote:
>
>>
>>"Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in message
>>news:3df247af.0@entanet...
>>> Hi All,
>>>
>>> I've been having fun getting up and running on BT Broadband.
>>> I bought an ADSL modem a D-Link DSL-300G+ and waited patiently
>
>
>My RT314 is fully configurable from Atari via Telnet. This is also a much
>faster way compared to using a browser.

How do you Telnet to the box ? Over the LAN cable ?

My modem has a "console" socket but it doesn't have serial D-9
connections. I've just tried to Telnet to 192.168.0.1 but it doesn't
find anything. I am going to alter my rc.net and see if I can Telnet again.

>May I suggest that you by a separate NAT-box (broadband router) with
>built in switch and four tp connections. If you buy a combined ADSL
>modem/router you may get into trouble when the ADSL technology gets
>obsolete.

Like I said, I all ready have an ADSL modem but because it uses a DHCP
server as standard I will need a DHCP client somewhere, either in
a separate router or as an Atari DHCP client daemon.

I don't quite understand your "trick" of using a higher ip address.
Do you think this might work with the DHCP server in my modem?

> And no USB!!! this goes for both Atari and pc use!!

Even the PC users I know said avoid USB.

Peter

3910. Re: Login HTML Script

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 21:08:47 UTC
From: swampfax1@atlantic.net
Message-ID: <zJsJ9.132$sc1.29963@news1.atlantic.net>
Source record: 30520

On 10 Dec 2002 18:17:41 , Chris Simon wrote:
>John Garone wrote:
>> I'm having fun using JOE to build some web pages (great program).
>> So far, so good with the very (VERY) basics. In my travels around HTML
>> code sites I see login scripts (username/password) that need a program at
>> the ISP (ex. Perl) for it to function. Is there a script/program that will
>> function within a website and independant of an ISP ?
>> Mote: Must run on an Atari.
>
>Erm, no! This sort of thing can only be done with server-side scripting
>/CGI (dependant on your ISP - although if you use a standard method then
>it will be portable across ISPs as long as they support that method), or
>client-side scripting where there is no Atari support.
>
>I don't think cookies can be created without some sort of scripting?
>
>--
>Chris Simon

Hi Chris,
Thanks for the feedback. Do FTP logins work similarly?
I had a site built that had a lot of files with vt and hta and I seem to
remember a password in there somewhere /:). I made some changes to the site
using JOE and transfered it all over to another ISP via FTP. It's running
the same without the vt and hta files so it seems they were'nt being
used and made no difference regarding logging into FTP.

John G.

3911. Re: Script File Format

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 21:16:48 UTC
From: msdemlei@users.sourceforge.net
Message-ID: <e5a0ecdf.0212101316.19c9d022@posting.google.com>
Source record: 30519

Peter_Schneider@su2.maus.de (Peter Schneider) wrote in message
news:<200212072055.a18984@su2.maus.de>...
> MD>that at some point there was a "free" (as in
> MD>magazine disk) version of Script II floating around.
> true.
>
> You should save the files in RTF format. Click 'Save as' and enter RTF
> as extension.

Oh, you see, I'd need to have the program for that (and be able to run
it in some STonX or somesuch) -- which I don't have. Also, I'd rather
spend an hour or two coding a converter that can do this in batch than
clicking for an hour or so...

Still, I understand that even the ancient Script II could write RTF, right?

Markus

3912. HTML Color Chart

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 21:41:02 UTC
From: swampfax1@atlantic.net
Message-ID: <ObtJ9.135$sc1.30184@news1.atlantic.net>
Source record: 30522

Hi All,
2 questions:

1- Anyone know if a list of color codes with the color names is available anywhere? (preferably free). Not sure if it's hex or decimal but here's a sample:

#00CCFF" link="#FF0000" vlink="#FF0000" alink="#FFFFFF"> Light Blue

2- Is CAB able to display more colors than what it's menu offers?
The HTMLTAGS.TXT file shows around 200 possibilties but the menu shows only 16 available even though my rez is set for 256.

John G.

3913. Re: Login HTML Script

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 21:42:10 UTC
From: Chris Simon <osianunder@wearzetnet.co.uk>
Message-ID: <3DF65FB2.6070705@wearzetnet.co.uk>
Source record: 30521

John Garone wrote:
> Thanks for the feedback. Do FTP logins work similarly?
> I had a site built that had a lot of files with vt and hta and I seem to
> remember a password in there somewhere /:). I made some changes to the site
> using JOE and transfered it all over to another ISP via FTP. It's running
> the same without the vt and hta files so it seems they were'nt being
> used and made no difference regarding logging into FTP.

FTP logins are different. You have an account on the server (for the sake of argument, let's say it's Unix) and can log into the server as though you were logging in at a terminal - that's telnet really but it's the same principle for FTP.

When you log into the server using FTP, you are using your own account name and password and you have total privileges in your own directory. On a Unix server, you could then 'chmod', or change the privileges on various directories, to make them secure via HTTP (a web browser) - that's how you make a directory secure as detailed in my second response.

I'm not familar with vt and hta files, although I know that htaccess is certainly a method of restricting access to HTTP calls. I think it's specific to the Apache web server software??

When a user requests page via HTTP (a browser), he gets assigned an anonymous username. By restricting access via one of these methods, he is required to authenticate with a valid username and password.

Or you can program usernames and passwords via server-side or client-side scripting as I've mentioned before. In that situation, you are in charge of a username database yourself - you have to program into your pages a username/password lookup and then allow the page to be delivered to the browser.

I think that's it in a nutshell!

BTW I have done some secured websites in work. If you try http://admint.bangor.ac.uk/cardenq/ then you should be prompted for a username and password by your browser (I'm not telling you what a valid username would be!). Here, I'm using directory permissions on a Windows NT server, where that directory can only be accessed by a certain user group that I've set up in the operating system.

A different method was used by this site - http://admint.bangor.ac.uk/recruit/. This time, you get the first page but have to enter a username and password into a HTML form. When it's sent to the server via CGI, it is authenticated against a database that I've programmed.

--
Chris Simon
osianunder@wearzetnet.co.uk
http://www.users.zetnet.co.uk/csimon/

** Please remove underwear if replying directly **

3914. Re: Login HTML Script

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 21:47:19 UTC
From: swampfax1@atlantic.net
Message-ID: <HhtJ9.136$sc1.30162@news1.atlantic.net>
Source record: 30524

On 10 Dec 2002 21:42:10 , Chris Simon wrote:
>John Garone wrote:
>> Thanks for the feedback. Do FTP logins work similarly?
>> I had a site built that had a lot of files with vt and hta and I seem to
>> remember a password in there somewhere /:). I made some changes to the site
>> using JOE and transfered it all over to another ISP via FTP. It's running
>> the same without the vt and hta files so it seems they were'nt being
>> used and made no difference regarding logging into FTP.
>
>FTP logins are different.

SNIP

Thanks again for the info. I'm getting the general idea but I have a long
way to go before really understanding!

John G.

3915. Re: HTML Color Chart

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 21:54:31 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnavcod0.qk.atari@core.preferuje.luzik.pl>
Source record: 30523

```
> 1- Anyone know if a list of color codes with the color names is available
> anywhere? (preferably free). Not sure if it's hex or decimal but here's a
> sample:
>
> #00CCFF" link="#FF0000" vlink="#FF0000" alink="#FFFFFF"> Light Blue
>
> 2- Is CAB able to display more colors than what it's menu offers?
> The HTMLTAGS.TXT file shows around 200 possibilties but the menu shows only
> 16 available even though my rez is set for 256.

http://www.w3c.org

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl
```

3916. Re: DHCP, ADSL Modem & Routers [was Cab

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 21:59:15 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3df663a4a8bb70@tripnet.se>
Source record: 30525

On Tue 10-12-2002 19:36 (GMT) Peter Slegg wrote:

>On 9 Dec 2002 21:32:03 G, "Kenneth Medin" wrote:
>>On Mon 09-12-2002 17:31 (GMT) David Wade wrote:
>>
>>>
>>>"Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in message
>>>news:3df247af.0@entanet...
>>>> Hi All,
>>>>
>>>> I've been having fun getting up and running on BT Broadband.
>>>> I bought an ADSL modem a D-Link DSL-300G+ and waited patiently
>>
>>My RT314 is fully configurable from Atari via Telnet. This is also a much
>>faster way compared to using a browser.
>
>How do you Telnet to the box ? Over the LAN cable ?

Exactly! I simply enter 192.168.0.1 in TELSTAR.APP (a STinG ip-stack
program). This is a documented feature of this NAT-box.

>My modem has a "console" socket but it doesn't have serial D-9
>connections. I've just tried to Telnet to 192.168.0.1 but it doesn't
>find anything. I am going to alter my rc.net and see if I can Telnet again.

You chould need to change anything really... On the other hand my Alcatel
ADSL modem (separate from the NAT-box/switch) only responds when the
connected computer has a specific local ip address (Can't remember which
at the moment). But this is only for special configuration purposes and
the modem itself off course has no ip address at all under normal working
conditions.

>>May I suggest that you by a separate NAT-box (broadband router) with
>>built in switch and four tp connections. If you buy a combined ADSL
>>modem/router you may get into trouble when the ADSL technology gets
>>obsolete.
>
>Like I said, I all ready have an ADSL modem but because it uses a DHCP
>server as standard I will need a DHCP client somewhere, either in
>a separate router or as an Atari DHCP client daemon.

Are you shure aboute this? An ADSL modem should not deal with DHCP or ip
addresses at all! Think of the modem as a converter from Ethernet to
analogue signals that the telephone line can handle.

At the other end of the line in the "telephone station" (or whatever it's called...) there may very well be a DHCP server running and from which you get your ip address. In my case I must have a DHCP client on my side that gets my single ip address. This client is the WAN (Wide Area Network) side of my Netgear RT314 NAT-box.

>I don't quite understand your "trick" of using a higher ip address.

It is note that much of a trick, really. You can either set your computers to use static 192.168 addresses or let the router DHCP server assign ip addresses automatically. You can mix freely between static and dynamic (DHCP) addresses among your computers. But you should make shure to select static addresses that are not inside the range of addresses that your local DHCP server chooses from. All this is on the LAN (Local Area Network) side of my Netgear RT314 NAT-box.

Right at this moment I have one Atari with static 192.168.0.129, another with static 192.168.0.9 and a pc that has got 192.168.0.2 from the NAT-box DHCP server, all on the same 255.255.255.0 Ethernet network.

>Do you think this might work with the DHCP server in my modem?

Again, no DHCP server in ADSL modems! But, if you have a combined modem/router/NAT-box then you will most likely have a DHCP server that can serve local computers with 192.168.0 addresses.

If you really need to setup your ADSL modem (or whatever it is) get yourself a P-133 Win-95 osr2 computer with 32 MB RAM and install MSIE 5.5 and then spend a few days to run all the various security updates and service packs. After that you should be able to surf both the Internet and any configuration pages. A computer like that should not cost anything at all these days. Actually you should be able to find even faster pc's for nothing as they are next to useless for the average Windows lover...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3917. Re: DHCP, ADSL Modem & Routers [was Cab

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 22:49:38 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <8ZtJ9.14719$X%3.2737@news.bellsouth.net>
Source record: 30526

If the adsl modem isn't also a swticher...I don't understand what the fuss is about DHCP. Use the proper type ethernet cable, as there are two basic types for the RJ type, and possibly even COAX (see your modem's manual) and connect it to your ethernet adaptor. Then, if your modem can do this alone (without the help of windows or somesuch drivers) you need to configure it with your account login information (often requires a Windows, MAC, or UNIX box with some sort of firmware installer...I.E. tftp).

Next you need a gateway...if this is not defined by your modem or the ISP, then a default 0.0.0.0 with a netmask of 0.0.0.0 should work just fine. Now make sure the last line of your route.tab in your STING directory looks something like this.

0.0.0.0 0.0.0.0 Ethernet 0.0.0.0 <----(Replace this last set with the gateway instead of zeros here if defined by modem instructions or isp)

Next, give your Atari an ip number in the sting PORTS CPX. Make sure the ethernet driver is showing and the mac address has registered. It usually doesn't matter what ip you use so long as it's in a private network range...I.E. 192.168.xxx.xxx, but see what your modem manual has to say about this.

Finally, you'll need a DNS entered in the STING control panel. In general the ISP gives this to you...some modems will fetch it automatically and in turn you use a 'gateway' for the DNS. In most cases...even if your modem can grab all of this info upon connection, you can still use the true DNS address if you like.

It's highly likely that you need to set your modem up using a PC for the first time. Here you will upload firmware drivers, tell your modem account information (how to log in) and if it should connect always, or only connect upon network activity, etc. Some adsl modems are more 'software' based than others...thus reqiring constant driver attention on a modern PC. If this is the case...you'll ether need to add a PC, or...a nat router/switcher box that can hold your modem drivers in static ram and run it.

In my case...I use Vigor 2200USB router switcher. An Alcatel USB adsl modem plugs into this box, of which I had used a PC to upload the modem drivers and such into (so once it is set up...no PC is needed anymore). The Vigor has 4 ethernet connections...thus allowing a small LAN, a basic NAT server so all TCP/IP aware computers on the LAN can share the one internet connection, firewall capabilities, dhcp server (optional and mixable with non dhcp clients), RIP, VPN, and much much more. Vigor also makes a router almost identical to the 2200USB but for modems with the standard ethernet type connection. Perhaps something like this is what you need.

The reason I went the USB route is because that's what my phone company sent me (for Windows). It worked very well for quite some time before I ever added the

Ataris. Later (on this very news group) I learned about the DraTek Vigor routers that supported a modem I already owned...so I got the thing, and it works just grand ;) Chances are that Vigor, or any number of other router/switcher/hub makers have an inexpensive box that will get you online with your current modem too.

http://www.draytek.co.uk

Hope this helps.
Brian

3918. Re: queer...

Newsgroup: comp.sys.atari.st
Date: 2002-12-10 23:43:40 UTC
From: Jeffery Archer <feedmespam@unreal.co.uk>
Message-ID: <at5ubm$b52$1@newsg2.svr.pol.co.uk>
Source record: 30527

Err Cool!!

"Gary Stollman" <starbucknomad@aol.com> wrote in message
news:20021210000539.24428.00011048@mb-mw.aol.com...
> To the freaky queer coward who sent me email I would love to caress his
breast
...How bout those thighs !?
>
>
> I am the Great One! Nothing can dispute that!

3919. 68 pin SCSI's???

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 02:29:58 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1039552374-746912AEicMi@williams-net.com>
Source record: 30528

Anyone,
Does anyone know if 68 pin SCSI Seagate HD will work on the Falcon 030??? I can get a 68 pin 7200 RPM 36.7 GB with a 4 meg cache for under 50 dollars. Cant hardly turn that down!! Any input or feedback welcome. I think I found an adapter that goes from 50 pin male to 68 pin female that will connect my ribbon cable to the hard drive.

Thanks,

3920. Re: 68 pin SCSI's???

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 05:03:20 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <xrzJ9.18157$X%3.9697@news.bellsouth.net>
Source record: 30529

It should work...
May have to play with jumper settings.
I have an UW SCSI drive on my Falcon...
To ultimately get it working, I had to have some other drive on the SCSI chain set to "provide SCSI term power to self and to bus."
I'm not positive that's what the problem was...but after making said adjustment, the drive began to work without a hitch :)

Just be aware the Falcon can only see so many partitions at once and isn't really crazy about any partitions over 1gig. Using a recent version of HDDriver does help reach the full potential of such a large drive.

Brian

3921. Re: Keyboard repair

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 06:01:24 UTC
From: captainvimes@myrealbox.com
Message-ID: <9ckdvuop73n0rj6hdueh4hsco3dsjmqb6k@4ax.com>
Source record: 30530

On 07 Dec 2002 23:31:12 GMT, cstanley@zetnet.co.uk (Charles Stanley)
wrote:

>I remember seeing pleas for help about failing keys, especially the
>Control key on the TT, over the past years, but could not recall the
>published solution.
>
>In case the problem arises again (Atari Info Sites please copy), I have
>just found my print-out of instructions. They were by Mario Becroft and
>were downloaded, with a comment, from *Funkyware.Org*, July 1997.
>
>Mario's site was http:/www.pl.net/user/mario/ or mailto: mb@tos.pl.net.
>
>I followed his instructions and succeeded in repairing the mylar.
>

That sounds great! Unfortunately, those particular web pages don't
appear to exist any more, and Mario's current pages don't have that
repair info. Would it be possible to repost it? (If it's too lengthy
for you to type in, I'd be happy to post it myself)

Thanks in advance :-)
Roger Burrows

3922. Re: Atari 2600 No Sound

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 06:10:43 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0212102210.7465f0de@posting.google.com>
Source record: 30531
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:<XcrJ9.1$XF2.303@nsw.nnrp.telstra.net>...
> Technoid Mutant <technoid@nospam.30below.nospam.com> wrote in message
> news:CB0J9.9034$X%3.8000@news.bellsouth.net...
> > You might have better luck posting in Comp.sys.atari.8bit. This group is
> > dead.
> >
>
> Just like anything Atari.

Thats a slam...

Meanwhile...Nintendo continues on it's success with the color game boy
once the domain of the Lynx(which I still treasure).

3923. Re: CT060 for Christmas?

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 06:12:53 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0212102212.5f4dc6be@posting.google.com>
Source record: 30532

Having a conversation with yourself?

Comsumption of ludes will do that..

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1039259042.90845.1@doris.uk.clara.net>...
> Hi "Rustynutt"
>
> > Would be nice for the colder part of the year.:)
>
> May??.
>
> --
>
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.426 / Virus Database: 239 - Release Date: 03/12/2002

3924. Re: Atari 2600 No Sound

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 06:29:31 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <IZAJ9.13$XF2.1834@nsw.nnrp.telstra.net>
Source record: 30533
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

<sinclap@yahoo.com> wrote in message
news:27ff51c3.0212102210.7465f0de@posting.google.com...
> "Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:<XcrJ9.1$XF2.303@nsw.nnrp.telstra.net>...
> > Technoid Mutant <technoid@nospam.30below.nospam.com> wrote in message
> > news:CB0J9.9034$X%3.8000@news.bellsouth.net...
> > > You might have better luck posting in Comp.sys.atari.8bit. This group
is
> > > dead.
> > >
> >
> > Just like anything Atari.
>
> Thats a slam...
>
> Meanwhile...Nintendo continues on it's success with the color game boy
> once the domain of the Lynx(which I still treasure).

Yeah, me too. But hey, it was designed by the same people responsible for
the Amiga and not of the inferior Atari rubbish.

Regards,

Clockmeister.

PS what happened to all the Atari Jihads who used to hang out here?
--
www.tnet.com.au/~gerryvdb
schematics for Amiga computers,
A590, A1060 Sidecar and DKB Megachip
manuals for download plus much more
information for the Amiga hardware hacker

3925. Re: Atari 2600 No Sound

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 08:14:56 UTC
From: lp <gfa@basic.net>
Message-ID: <BA1C5E30.AFB1%gfa@basic.net>
Source record: 30534
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

```
in article IZAJ9.13$XF2.1834@nsw.nnrp.telstra.net, Clockmeister at
gerryvdb@tnet.com.au wrote on 12/11/02 1:29 AM:

>
> <sinclap@yahoo.com> wrote in message
> news:27ff51c3.0212102210.7465f0de@posting.google.com...
>> "Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> news:<XcrJ9.1$XF2.303@nsw.nnrp.telstra.net>...
>>> Technoid Mutant <technoid@nospam.30below.nospam.com> wrote in message
>>> news:CB0J9.9034$X%3.8000@news.bellsouth.net...
>>>> You might have better luck posting in Comp.sys.atari.8bit. This group
> is
>>>> dead.
>>>>
>>>
>>> Just like anything Atari.
>>
>> Thats a slam...
>>
>> Meanwhile...Nintendo continues on it's success with the color game boy
>> once the domain of the Lynx(which I still treasure).
>
> Yeah, me too. But hey, it was designed by the same people responsible for
> the Amiga and not of the inferior Atari rubbish.

Please avoid cross-posting rubish.

-------------------------------------------------------------
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
```

3926. Re: HTML Color Chart

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 09:02:16 UTC
From: swampfax1@atlantic.net
Message-ID: <saDJ9.149$sc1.33032@news1.atlantic.net>
Source record: 30535

```
On 10 Dec 2002 21:54:31 , Adam Klobukowski wrote:
>> 1- Anyone know if a list of color codes with the color names is available
>> anywhere? (preferably free). Not sure if it's hex or decimal but here's a
>> sample:
>>
>> #00CCFF" link="#FF0000" vlink="#FF0000" alink="#FFFFFF"> Light Blue
>>
>> 2- Is CAB able to display more colors than what it's menu offers?
>> The HTMLTAGS.TXT file shows around 200 possibilties but the menu shows only
>> 16 available even though my rez is set for 256.
>
>http://www.w3c.org
>
>
>--
>Semper Fidelis
>
>Adam Klobukowski
>atari@gabo.pl
>.

Thanks Adam.
John G.
```

3927. Re: 68 pin SCSI's???

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 09:12:48 UTC
From: "Matthew Augier (dps)" <Matthew@DPS.uk.com>
Message-ID: <SnDJ9.490$jz4.21380@newsfep1-gui.server.ntli.net>
Source record: 30536

> Does anyone know if 68 pin SCSI Seagate HD will work
> on the Falcon 030??? I can get a 68 pin 7200 RPM 36.7
> GB with a 4 meg cache for under 50 dollars. Cant
> hardly turn that down!! Any input or feedback
> welcome. I think I found an adapter that goes from 50
> pin male to 68 pin female that will connect my ribbon
> cable to the hard drive.

68pins means it's a Wide device, however it will work with a Narrow (50pin)
host adapter no problem as long as you get the correct cable (68pin->50pin).

Mat

3928. Re: HTML Color Chart

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 09:29:49 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <at70ei$hj3$1@pegasus.csx.cam.ac.uk>
Source record: 30537

"John Garone" <swampfax1@atlantic.net> wrote in message
news:ObtJ9.135$sc1.30184@news1.atlantic.net...
> Hi All,
> 2 questions:
>
> 1- Anyone know if a list of color codes with the color names is
available
> anywhere? (preferably free). Not sure if it's hex or decimal but
here's a
> sample:
>
> #00CCFF" link="#FF0000" vlink="#FF0000" alink="#FFFFFF"> Light Blue
>
> 2- Is CAB able to display more colors than what it's menu offers?
> The HTMLTAGS.TXT file shows around 200 possibilties but the menu
shows only
> 16 available even though my rez is set for 256.

I believe that this is a function of GEM, as I understand it although 256 colours are available your are still limited to 16 for the desktop/desktop icons and so your 16 available colours may be linked to this limit depending on how CAB interacts with GEM while still allowing you 256 colours for images as the image rendering as displaying is performed by CAB and not GEM.
You can probably set the colours any of the 256 colours available to you though your only method of doing so may be to change the colours used by the desktop itself.

The values used for setting link and font colours are in Hexadecimal (Hex, 0-9 then A-F giving 16 values) and contains 6 digits (two for each primary colour Red, Green and Blue) #RRGGBB where the left digit of each pair is the major part and the right digit the minor part representing coarse and fine colour adjustment respectively.
As a rough guide FF=full colour, CC=80 percent brightness, 99 = 60 percent brightness, 66 = 40 percent brightness, 33 = 20 precent brightness and 00 = none of that colour

For colour charts try...
http://www.webtemplates.com/colors/ - this site has a colour square of 256 colours, click on it to display the code for the selected colour (appear no a new page) or
http://www.24hourhtmlcafe.com/colors/ - this site contains chart of 256 colours with their colour values written on them, note that the names available to select the text colour are all valid colour names for browsers that accecpt written text for the colour eg alink="Blue"

(see the page source code), I believe that Light and Dark prefixes for these colours also valid although I am unsure if CAB will recoginse this or how it deals with colours that are not one of the 16.

Sorry if I have covered some items that are obvious to you but I though it best to be thourough.
Stephen Moss

3929. GEMvelope is now freeware

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 12:14:17 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1039608857@news.frii.com>
Source record: 30538

The author has put the program on his website for downloading. Enjoy.

http://home.kc.rr.com/krzysztow/BRiSK/GEMvelope/index.html

Ken

3930. new gfa compiler patch for newfatfs users

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 13:44:17 UTC
From: lp <gfa@basic.net>
Message-ID: <BA1CAB61.AFC7%gfa@basic.net>
Source record: 30540

For those that do not use licomlib.

GFA-Basic Compiler Patch v1.00 is now available.
Fixes the double extender bug in the original GFA-Basic Compiler
(GFA_BCOM.PRG). Will also fix a compiler previously patched with GFA-Basic
Patch v1.07e (GFA_PCOM.PRG).

This bug caused the compiler itself to fail under MiNT with newfatfs.
Reporting something like 'test.gfa.gfa' not found.
I think it also will solve the same failure under magic with vfat, but I
cannot test that. I've not tried it with minix, or ext2 either.

Note: Patch only works on English compiler v3.6 TT E since that is the only
one I have to work with.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

3931. FS: Various Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 14:00:32 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0212110600.5e07ee1@posting.google.com>
Source record: 30541

```
Various spare Atari Hardware items
for Sale, some rare items. Pictures
available if required. Offers or
more info email :

purpletwilight3000@yahoo.co.uk

Cheers

PT.

Falcon Eclipse Graphics Card
============================
Eclipse graphics card for Falcon. Superb
accelerated high resolution graphics for
the Falcon. Fits on to the internal bus
with a ribbon cable to an external pod
containing a ATI Rage II graphics card.
fVDI driver disk and manual. See
the following link for more info:

http://users.vianet.ca/~joshua/index.html

Falcon Afterburner
==================
Afterburner 68040 based accelerator for the
Falcon. Card, CPU and 32M RAM included. Speeds
the Falcon by a factor of 8-9 (approx). Driver
disk - but no manual.

Desktop Lighthouse Case
=======================
Suitable for ST.

Mega ST4 Base unit.
===================
Includes 4M RAM. No PSU but works OK
when powered externally.

Twin Gastner HD
===============
Gastner external HD unit with twin
40M drives. Connectors for ST included.

Mega ST Accelerator
===================
Ultimate Mega ST accelerator. 50MHz 68030
```

with co-processor, 4M Fast RAM and
TOS upgrade to v 2. Switch to change between
accelerated and standard 68000 mode. Working
when last used, but no way of testing at
the moment so sold as is.

Mega ST Graphics card
=====================
Weitech ISA graphics card adapter and
ET4000 graphics card. No drivers
unfortunately so no way of testing it.

3932. Re: 68 pin SCSI's???

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 14:57:56 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <at7jpkcub1@reader1.panix.com>
Source record: 30542

If it does not work the first time, you may need an adapter with
termination for unused lines. There are both types, with and without.

Matthew Augier \(dps\) <Matthew@DPS.uk.com> writes:

: > Does anyone know if 68 pin SCSI Seagate HD will work
: > on the Falcon 030??? I can get a 68 pin 7200 RPM 36.7
: > GB with a 4 meg cache for under 50 dollars. Cant
: > hardly turn that down!! Any input or feedback
: > welcome. I think I found an adapter that goes from 50
: > pin male to 68 pin female that will connect my ribbon
: > cable to the hard drive.

: 68pins means it's a Wide device, however it will work with a Narrow (50pin)
: host adapter no problem as long as you get the correct cable (68pin->50pin).

: Mat

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3933. Re: 68 pin SCSI's???

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 16:15:28 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <at7o0a$pk6$1@news1.tilbu1.nb.home.nl>
Source record: 30543

I have an external SCSI 68-pins HD with my Falcon, got the right cable and
it's working fine since I got it (6months ago)

"carey christenson" <firest@williams-net.com> schreef in bericht
news:1039552374-746912AEicMi@williams-net.com...
> Anyone,
> Does anyone know if 68 pin SCSI Seagate HD will work
> on the Falcon 030??? I can get a 68 pin 7200 RPM 36.7
> GB with a 4 meg cache for under 50 dollars. Cant
> hardly turn that down!! Any input or feedback
> welcome. I think I found an adapter that goes from 50
> pin male to 68 pin female that will connect my ribbon
> cable to the hard drive.
>
> Thanks,
>

3934. ST games for sale

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 19:44:00 UTC
From: jasonm154@yahoo.co.uk
Message-ID: <1dd13d68.0212111144.534eb449@posting.google.com>
Source record: 30544

Graham Taylors Soccer Challenge. Prison. Rogue Trooper. Rogue Trooper
Spanish. Revelation. Jahinger Khan Squash. Shadow Worlds. and more.
All on disk. Some are production copies (a rarity itself), full games.
I am unable to fully testthem as I do not have an ST. Postage
included. ï¿½15 including postage, Uk only. shuispoo@yahoo.co.uk

3935. Re: Lyndon/Redelberger EtherNEC revisit

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 20:37:01 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3df7a1de18845a0@tripnet.se>
Source record: 30545

On Mon 02-12-2002 22:27 (GMT) Djordje Vukovic wrote:

>On 27 Nov 2002 23:15:33 , "Kenneth Medin" wrote:

>>My original setup without the EtherNEC adaptor works perfect. All

>In fact, I am a bit surprised that it worked ok. I guess that some
>implementations are flexible in interpreting the guidelines...

To me all the networks are setup OK and also in a rather "conservative"
way without anty tricks...

>>TT3, MSTe, Stacy, Mega4:
>>0.0.0.0 0.0.0.0 [Interface] 0.0.0.0

>so I would assign the gateway fields to be 192.168.0.XXX, XXX being the IP
>addresses appropriate ports on TT2.

Not needed because these computers only need a default route and with a
nullmodem cable the gateway is always at the other end of the cable.

I suppose it should work with a default route like this on MSTe
192.168.0.200/29 network:

0.0.0.0 0.0.0.0 Midi 192.168.0.201

But it does work perfectly without an explicit default gateway.

>>Command on PC1, PC2 and NAT-box:
>>route add 192.168.0.192 MASK 255.255.255.192 192.168.0.129
>
>Hopefully you did not forget to specify "permanent" switch (something like
>"route -p add") so that the routing was not lost after next reboot.

I'm not aware of this switch. I used the documentation in "Windows 95
Resource Kit" where this switch is not described.

I simply let Windows execute the command by putting it in the Autostart
folder. Works well.

>>TT1:
>>192.168.0.240 255.255.255.248 Ser.2/LAN 0.0.0.0
>>192.168.0.192 255.255.255.192 Modem 2 0.0.0.0
>
>As far as I know, subnet specifications 192.168.0.240/29 and 192.168.0.192/26
>are conflicting. E.g. you are supposed to be permitted to have up to 62

As ROUTE.TAB is read from top and downwards this should not be a problem?
Anyway it does work well. I did however add this later on and to avoid

rerouting everything else simply used a "free" network that really would
fit more beautifully on TT2.

>nodes on the ...192 subnet (...192|1 to 192|62); the highest possible
>host address would then be 192.168.0.254, but this could be then interpreted
>as being in the ...240 network (...240|14). Defining subnets with different

Sorry I dn't follow you here.

The 192.168.0.240/29 network has the following possible addresses:

192.168.0.240
192.168.0.241
192.168.0.242
192.168.0.243 (Brodcast address)

>subnet mask lengths on the same host could be tricky, there is a RFC proposing
>a scheme for this (RFC1219). On the other hand, if you can't have 62 hosts
>on a /26-length subnet, then you don't have a /26 but longer subnet mask.

>There may also be a problem in that apparently some protocols (e.g. RIP- route
>information protocol) and some TCP/IP implementations do not (or did not?)
>permit having different-length subnet masks on a host. Another problem may

STinG does not seem ta have any problems whatsoever with my present
setup as long as I don't use the EtherNEC. There is no need for any
broadcasts on the nullmodem networks and I do not use RIP. I have saved
your proposal and may try a different addressing scheme when I get the
time (these things takes a loong time to setup...)

The only strange thing is that I can reach all subnets from both my pc's
but when TT3 uses the EtherNEC on the same network as the pc's I can only
Ping the pc's, the Internet and the other Ethernet Atari. When I try to
Ping into the subnets all I get in return are dropped Ethernet packets.

I guess I should setup a simplified addressing scheme to isolate where
the problems lies and go from there. It will soon be Christmas holydays...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3936. Re: [PROG] Need testers for PCI test program (V2)

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 21:11:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200212112211.a37722@wun.maus.de>
Source record: 30558

Hallo Patrice!

PM>If you have a Medusa, Hades, Milan, or any other machine which has a
PM>PCI bios, could you test it.

Milan 040 running latest TOS and MagiC-Milan:

_PCI cookie: present

Unable to initialize PCI library

Press ESC to quit

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

3937. Re: GEMvelope is now freeware

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 21:37:25 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0212111337.19f0bd21@posting.google.com>
Source record: 30546

Ken Springer <wordworks@greeleynet.com> wrote in message
news:<1103_1039608857@news.frii.com>...
> The author has put the program on his website for downloading. Enjoy.
>
>
> http://home.kc.rr.com/krzysztow/BRiSK/GEMvelope/index.html
>

Ken,

Thanks for following up on this. Also, thank you Jeremy for the release!

Galen

3938. Re: 68 pin SCSI's???

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 23:13:19 UTC
From: "Matthew Augier (dps)" <Matthew@DPS.uk.com>
Message-ID: <8HPJ9.4981$jz4.108544@newsfep1-gui.server.ntli.net>
Source record: 30547

> If it does not work the first time, you may need an adapter with
> termination for unused lines. There are both types, with and without.

Shouldn't do as the host is only 50pin, if the host was 68pin and the drive
50 pin then youd need a high byte terminator.

Mat

3939. Re: CT060 for Christmas?

Newsgroup: comp.sys.atari.st
Date: 2002-12-11 23:21:08 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039728367.96624.0@iris.uk.clara.net>
Source record: 30562

<sinclap@yahoo.com> wrote in message
news:27ff51c3.0212102212.5f4dc6be@posting.google.com...
> Having a conversation with yourself?

Fuck of sinclap, where you been all this time, trying to get an erection,
what a waste of time.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.427 / Virus Database: 240 - Release Date: 06/12/2002

3940. Re: Atari 2600 No Sound

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 01:34:26 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <FCRJ9.76304$bq3.45365@news.bellsouth.net>
Source record: 30548
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Not to burst your bubble, but your Amiga was designed by the very same team
that designed the Atari 8-bit. Not the AtariST, the Atari 8-bit which is a
fine machine.

Regards,

Jeff

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:IZAJ9.13$XF2.1834@nsw.nnrp.telstra.net...
>
> <sinclap@yahoo.com> wrote in message
> news:27ff51c3.0212102210.7465f0de@posting.google.com...
> > "Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> news:<XcrJ9.1$XF2.303@nsw.nnrp.telstra.net>...
> > > Technoid Mutant <technoid@nospam.30below.nospam.com> wrote in message
> > > news:CB0J9.9034$X%3.8000@news.bellsouth.net...
> > > > You might have better luck posting in Comp.sys.atari.8bit. This
group
> is
> > > > dead.
> > > >
> > >
> > > Just like anything Atari.
> >
> > Thats a slam...
> >
> > Meanwhile...Nintendo continues on it's success with the color game boy
> > once the domain of the Lynx(which I still treasure).
>
> Yeah, me too. But hey, it was designed by the same people responsible for
> the Amiga and not of the inferior Atari rubbish.
>
> Regards,
>
> Clockmeister.
>
> PS what happened to all the Atari Jihads who used to hang out here?
> --
> www.tnet.com.au/~gerryvdb
> schematics for Amiga computers,
> A590, A1060 Sidecar and DKB Megachip
> manuals for download plus much more
> information for the Amiga hardware hacker

>
>
>
>
>
>

3941. Re: GEMvelope is now freeware

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 03:04:57 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1039662297@news.frii.com>
Source record: 30549

On 11 Dec 2002 13:37:25 -0800, ekaljuma@mtsac.edu (Galen) wrote:
> Ken Springer <wordworks@greeleynet.com> wrote in message news:<1103_1039608857
@news.frii.com>...
> > The author has put the program on his website for downloading. Enjoy.
> >
> >
> > http://home.kc.rr.com/krzysztow/BRiSK/GEMvelope/index.html
> >
>
> Ken,
>
> Thanks for following up on this. Also, thank you Jeremy for the release!
>
> Galen

You're welcome. The manual will eventually be up too.

Ken

3942. Re: HTML Color Chart

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 03:16:04 UTC
From: swampfax1@atlantic.net
Message-ID: <UbTJ9.172$sc1.38382@news1.atlantic.net>
Source record: 30550

On 11 Dec 2002 09:29:49 , "Stephen Moss" wrote:
>
>"John Garone" <swampfax1@atlantic.net> wrote in message
>news:ObtJ9.135$sc1.30184@news1.atlantic.net...
>> Hi All,
>> 2 questions:
>>
>> 1- Anyone know if a list of color codes with the color names is
>available
>snip>

>I believe that this is a function of GEM, as I understand it although
>256 colours are available your are still limited to 16 for the
>desktop/desktop icons and so your 16 available colours may be linked
>to this limit depending on how CAB interacts with GEM while still
>allowing you 256 colours for images as the image rendering as
>displaying is performed by CAB and not GEM.
>You can probably set the colours any of the 256 colours available to
>you though your only method of doing so may be to change the colours
>used by the desktop itself.
>
>The values used for setting link and font colours are in Hexadecimal
>(Hex, 0-9 then A-F giving 16 values) and contains 6 digits (two for
>each primary colour Red, Green and Blue) #RRGGBB where the left digit
>of each pair is the major part and the right digit the minor part
>representing coarse and fine colour adjustment respectively.
>As a rough guide FF=full colour, CC=80 percent brightness, 99 = 60
>percent brightness, 66 = 40 percent brightness, 33 = 20 precent
>brightness and 00 = none of that colour
>
>For colour charts try...
>http://www.webtemplates.com/colors/ - this site has a colour square of
>256 colours, click on it to display the code for the selected colour
>(appear no a new page) or
>http://www.24hourhtmlcafe.com/colors/ - this site contains chart of
>256 colours with their colour values written on them, note that the
>names available to select the text colour are all valid colour names
>for browsers that accecpt written text for the colour eg alink="Blue"
>(see the page source code), I believe that Light and Dark prefixes for
>these colours also valid although I am unsure if CAB will recoginse
>this or how it deals with colours that are not one of the 16.
>
>Sorry if I have covered some items that are obvious to you but I
>though it best to be thourough.

>Stephen Moss
>
>
Hi Stephen,
It's all new to me so all the info you gave is great! In my net
travels looking for charts I see comments referring to 16 colors as being
"safe" and the rest as "no guarantee". I assume because different
operating systems acknowledge the safe ones (more or less).
Thanks for the info,
John G.

3943. Re: Lyndon/Redelberger EtherNEC revisit

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 03:59:36 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <IQTJ9.3411$TC4.12206@news-server.bigpond.net.au>
Source record: 30551

Just a quick note, re

>The 192.168.0.240/29 network has the following possible addresses:

>192.168.0.240
>192.168.0.241
>192.168.0.242
>192.168.0.243 (Brodcast address)

The correct number of possible Host addresses actually are

192.168.0.240 (Network Address)
192.168.0.241 1st usable
192.168.0.242 2nd usable
192.168.0.243 3rd usable
192.168.0.244 4th usable
192.168.0.245 5th usable
192.168.0.246 6th usable
192.168.0.247 (Broadcast Address)

The subnet mask is 255.255.255.248

With 29 bits borrowed it allows for 6 usable hosts per sub (3 bits in host field). It is also the last usable subnet, as the 192.168.0.248 subnet is Broadcast (probably already new that tho;-). I have cust competed the Cisco Netacad, and sitting the CCNA next week, so thanks for the practice, guy's. Hope this helps.

Mark

3944. Re: HD Driver disk

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 07:21:14 UTC
From: darkroom@ecn.ab.ca
Message-ID: <KNWJ9.11344$i%.2138196@localhost>
Source record: 30552

Brad H (brad@socketcomputersource.com) wrote:
: Hi there,

: Anyone know where I could obtain (if it's legal) an image of a boot disk
: that would have support for the external HD (it's a Supradrive, btw) for my
: 520ST? I don't have any around as I got the system second hand.

The ICD AdSCSI utilities are still available for download here:
http://www.icd.com/atari/adscsi.zip
Good'r than Atari AHDI and free'r than HDDRIVER.

3945. ARAnyM and Lindows OS

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 12:44:40 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1039697080@news.frii.com>
Source record: 30553

Does anyone know if ARAnyM will run on a Lindows based computer? It's based on Debian Linux, wondering if anyone has tried it.

Just tried subscribing to the ARAnyM mailing list to ask this question, but got an error message.

Ken

3946. Re: ARAnyM and Lindows OS

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 14:24:13 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnavh6oj.4id.atari@core.preferuje.luzik.pl>
Source record: 30554

> Does anyone know if ARAnyM will run on a Lindows based computer? It's based on Debian
> Linux, wondering if anyone has tried it.

If LindowsOS has all the needed libraries (it should have it) ARAnyM should
work without problems.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3947. Sound Diver for Atari

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 16:18:12 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <8F2K9.54593$Hs2.6946331@kent.svc.tds.net>
Source record: 30555

Is this program still available?

Donald

3948. Re: Any free ST editor/librarian for MKS-80 or TX-802

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 16:19:51 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <HG2K9.54595$Hs2.6947495@kent.svc.tds.net>
Source record: 30556

XOR handles the MKS 80.

Donald
"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fn1wtu.19j7ss882h0wkN%northstar2010@_del_ete_yahoo.no...
> Yala <tyala@tm.net.my> wrote:
>
> > Anyone know of any free (or nearly free) editor or librarian software
for
> > the following synths? :-
> > Roland MKS-80
> > Yamaha TX-802
>
> Sorry for the late reply, but no... none that I know of.
> However, there are commercial solutions around, which (on the second
> hand market of course) *could* mean "almost free" (or completely free if
> you're very lucky).
>
> I'm not sure about the MKS-80, but for the TX-802 there's Emagic
> "Sounddiver" and C-Lab "X-alyzer". I use both (and no, I'm not
> selling... or copying -sorry).
>
> I'm not entirely sure, but Dr. T's "Xor" might be able to handle one or
> both of them as well.
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

3949. SM 125 circuit manual

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 17:31:48 UTC
From: Mike <mikeborsley@fyldecoast.com>
Message-ID: <atah3sjdm1@newsg1.svr.pol.co.uk>
Source record: 30557

My monitor suddenly gave up. Looking inside there does'nt seem anything obviously suffering, in fact I was amazed at how new looking the PCB and components looked.

I've done a search for a circuit diagram without success. Found an SM 124 but was suprised to find it was quite different. If anyone has one they would share, or could point me to a site where one coulda be downloaded, I would be very grateful.

Thanks
Mike

3950. Re: Supra 20MB

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 19:15:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <atan7rpaa1@thorium.cix.co.uk>
Source record: 30559

In message <ueXI9.59656$bq3.10109@news.bellsouth.net>, BJRoland@bellsouth.net said:

>2. You may have to experiment with Termination power settings. I'm not sure if
>the supra hosts provide term power or not. Some devices need this in order to
>work. Most devices living up to SCSI specs can provide their own term power
>if/when needed (again via jumpers). Many can even be configured to supply term
>power to the bus. If for some reason you discover you need term power and can't
>get it from the adaptor or some other SCSI device on your chain, then it can be
>added...grab 5v from somewhere (your power supply or from the joystick port,
>etc..) and add it to pin 26 of the SCSI bus.

This would work, but didn't the Supra drive include an internal
power supply for its host adaptor card? If not, or using an
external Link or similar device instead, I suggest that a diode is
used from +5V to pin 26 to make sure no reverse current flows if
another device also supplies termpower to the bus. He may not have
a second device at present, but perhaps wants to add a CD-Rom in
the future...

I have an idea at the back of my mind that some Supra devices used
their own driver software for their built-in host adaptor. Don't
know how compatible this was, and whether it can be replaced by
AHDI or preferably HDDRIVER easily or not.

Regards, /Peter/

3951. XaAES V0.962

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 21:15:32 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DF8FB3F.C7E3FD23@chello.nl>
Source record: 30560

LS

There is a new version available on my homepage (in sig)

Done:

1
Removed the restrictions on shell_write(4, ...) (shut_down)
XaAES's shutdown is already restricted by nature.

2
Fixed a bug in file selector when clicking a '.' entry.
The bug caused XaAES to crash miserably. :-(

3
Improved the behaviour of the '.' as well, making it consistent.

4
Removed wind_calc from the NO_SEMA catagory; it allocates memory from the server
base.

5
Small fix in swap_menu.
The bug caused wrong setting of focus in rare situations.

6
Problems using the new Teradesk(2.0x)
The console device was lost by XaAES irregularly after booting up.
Inserted flag O_DENYRW in Fopen(u:\dev\console)
This seems to help.
I still havnt found what Teradesk does wrong.
In the very early history of XaAES I experienced that wrong GEMDOS calls
were able to mess the console reading.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

3952. Teradesk V2.01

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 21:15:54 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DF8FB5D.BC7FDF63@chello.nl>
Source record: 30561

LS

There is a new version available on my homepage (in sig)

Done:

- Scrolling editable text fields for very very long names.
Increased maximum name length in directory windows to 128

- Correct calculation of window width for TOS
- Correction of background colour in TC
- Not all AES's return sensible appl_getinfo(1&2) font info. (Milan)
Use the VDI in such cases.

- Accessories are started as it should.
New prgtype *.ACC in the dialogues.

- In file XFILESYS.C
Replaced ALL gemdos(...) calls by real function names which are
prototyped, so correct parameter coercions will automatically
be performed.
A wrong GEMDOS call can have implications on the MiNT gemdos as a whole
resulting in loosing the console device under XaAES.
(I experienced similar problems in early history of XaAES).

Hoping that this will repair the keuboard input problems.
Well, it didnt.

Then I changed XaAES's Fopen(u:\dev\console,O_RDONLY)
to Fopen(u:\dev\console,O_RDONLY|O_DENYRW)
It looks like this helps.

- DESKTOS.PRG is a single TOS only version, which will be kept alive
all the time.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

3953. Teradesk

Newsgroup: comp.sys.atari.st
Date: 2002-12-12 21:33:10 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DF8FF54.1ABBB812@chello.nl>
Source record: 30563

Hi

The new release comprises a translation of MANUAL.TXT to TERADESK.HYP (ST-GUIDE hypertext) made by Martin Tarenskeen using UDO.

Thanks a lot Martin!

I didnt make any updates to this HYP yet.
It will be up to date in the next release.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

3954. ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 00:06:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0212121602220.3425-100000@shell1.aracnet.com>
Source record: 30564
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering My Atari Christmas/Holidays Discount! 20% off the
Top on Atari HardWare/Accessories, Games/SoftWare & Books/References for
Classic Atari 8 Bit and Atari ST Computers Lines! Plus Atari Jaguar Games
And Game Machines! I have limited Inventory of my Atari stuff. So Act NOW
while I still got it!Got Questions?E-Mail Ben Today@ atari@aracnet.com Get
Catalogs while inventory Lasts! Call Ben@ (503)256-9974! Or Get Catalogs
at http://BensCatalogs.atari.org or goto http://BenSells.atari.org
http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
If you don't Contact me Today, I can't save you any Money!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org or
atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3955. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 01:29:45 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <a7SdnWl4g9t8qmSgXTWcqw@comcast.com>
Source record: 30565
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0212121602220.3425-100000@shell1.aracnet.com...
> Got Atari Questions?

I have a question. Why do you continue to denigrate atari auction sellers,
many of whom frequent this group?

http://www.aracnet.com/~atari/auctions.htm

As an alternative to BS, try
http://www.myatari.com

3956. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 06:04:46 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <Ivecnd25dpzj5WSgXTWcpA@comcast.com>
Source record: 30566
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

```
In article <a7SdnWl4g9t8qmSgXTWcqw@comcast.com>,
Paul Gifford <giffy1@comcast.net> wrote:
>
>"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
>news:Pine.LNX.4.44.0212121602220.3425-100000@shell1.aracnet.com...
>> Got Atari Questions?
>
>I have a question. Why do you continue to denigrate atari auction sellers,
>many of whom frequent this group?

Because he thinks we're dead horses to be beaten at his whimsy?

--
0------------------------------------------------------------------------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0------------------------------------------------------------------------0
```

3957. ST Football Manager - I wrote the original, anyone like to discuss?

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 06:26:46 UTC
From: kevin@kevintoms.com
Message-ID: <3df97d68.641638837@news.paradise.net.nz>
Source record: 30567

I was wondering if ST owners would like to comment-

Most people know I wrote the original Football Manager. I have never written to this newsgroup before, but I am writing a modernised version of the game, and I'd like to make contact with players of the original game that I wrote all those years ago. I would love to hear from any players.
kevin@kevintoms.com
http://www.kevintoms.com

-Wanna try a new free product from me - Kevin Toms Game Manager?

3958. Re: CT060 for Christmas?

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 07:32:40 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0212122332.3ff7bc15@posting.google.com>
Source record: 30568

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1039728367.96624.0@iris.uk.clara.net>...
> <sinclap@yahoo.com> wrote in message
> news:27ff51c3.0212102212.5f4dc6be@posting.google.com...
> > Having a conversation with yourself?
>
> Fuck of sinclap, where you been all this time, trying to get an erection,
> what a waste of time.

Nope..Busy making money at day job as well as some day trading.

>
> --
>
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.427 / Virus Database: 240 - Release Date: 06/12/2002

3959. Re: SM 125 circuit manual

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 08:58:38 UTC
From: Someone <NoSpam@no.com>
Message-ID: <cahK9.2340$jM5.6466@newsfeeds.bigpond.com>
Source record: 30569

whats it doing, just not powering up? or half powering up with no picture?

"Mike" <mikeborsley@fyldecoast.com> wrote in message
news:atah3sjdm1@newsg1.svr.pol.co.uk...
> My monitor suddenly gave up. Looking inside there does'nt seem anything
> obviously suffering, in fact I was amazed at how new looking the PCB and
> components looked.
>
> I've done a search for a circuit diagram without success. Found an SM 124
> but was suprised to find it was quite different. If anyone has one they
> would share, or could point me to a site where one coulda be downloaded, I
> would be very grateful.
>
> Thanks
> Mike
>
>

3960. Re: SM 125 circuit manual

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 09:23:38 UTC
From: Mike <mikeborsley@fyldecoast.com>
Message-ID: <atc8sj$k0u$1@news6.svr.pol.co.uk>
Source record: 30570

The screens blank, with no sign of the filament glow at the tube neck. The front LED is lit, so mains power is OK. I've not tried any voltage checks yet, as I'd feel happier following a circuit diagram. I gather the power supply is switch mode rather than transformer.
Do you know the pin no's for the CRT heater connections, and others?
Thanks for your interest.
Mike

"Someone" <NoSpam@no.com> wrote in message
news:cahK9.2340$jM5.6466@newsfeeds.bigpond.com...
> whats it doing, just not powering up? or half powering up with no picture?
>
> "Mike" <mikeborsley@fyldecoast.com> wrote in message
> news:atah3sjdm1@newsg1.svr.pol.co.uk...
> > My monitor suddenly gave up. Looking inside there does'nt seem anything
> > obviously suffering, in fact I was amazed at how new looking the PCB and
> > components looked.
> >
> > I've done a search for a circuit diagram without success. Found an SM
124
> > but was suprised to find it was quite different. If anyone has one they
> > would share, or could point me to a site where one coulda be downloaded,
I
> > would be very grateful.
> >
> > Thanks
> > Mike
> >
> >
>
>

3961. WTB (Australia): Atari 1040STE monitor cable OR information

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 10:09:36 UTC
From: Mark <dangermouse_1974@NOSPAM.yahoo.com.au>
Message-ID: <AliK9.8373$TC4.28693@news-server.bigpond.net.au>
Source record: 30588

Hi...

Anyone in Australia have a cable for the Atari ST 1040STE ? If so and you will sell, please email me (remove NOSPAM).

Failing that, can anyone offer me some advice on connecting my ST to a Philips CM8833-II monitor (RGB and DB9 input). I just bought an ST thinking it would connect like my Amiga 1200 / 500 / 600 does but bugger....it doesn't. The 13pin DIN is a little different to the Amiga connector.

Can anyone offer advice on what I need and, if in Australia, where to get a 13pin DIN plug ?

Thanks

Mark

3962. Re: [PROG] Need testers for programs (v0.12)

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 10:53:27 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <77ecta.br1.ln@127.0.0.1>
Source record: 30571
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

Here are some new versions of my tests programs (104 Kb):
http://membres.lycos.fr/pmandin/download/cleancode-0.12.zip

The archive contains the latest version of:
- the PCIBIOS test program (I hope it works now).
- the video XBIOS test program (with NOVA support).

Sources are available (118 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.12.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3963. Slightly OT: Premier Manager 3

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 12:09:47 UTC
From: sonik@whsmithnet.co.uk
Message-ID: <3df9ce0b_3@news1.vip.uk.com>
Source record: 30572

Hi folks

I used to play both Premier Manager and its sequel to death on my STE so was a bit put out when Gremlin gave up the platform and didn't release PM3 on it.

Does anyone know where I can get Premier Manager 3 for PC? I'd love to play this game but as it's been out for years and years now, I doubt if it's still commercially available. Is it available as shareware or does any have a copy they'd be happy to sell?

Cheers
Al
sonik@whsmithnet.co.uk

3964. the new issu AtTos No 7

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 12:14:08 UTC
From: tmi7hh@nospamfree.fr
Message-ID: <3df9cf10$0$2150$626a54ce@news.free.fr>
Source record: 30573

Ello

The new issue mag AtTos No 7 this adress
mag in french

http://rayxamber.free.fr
3 euros (for 1) 12 euros (for 4 No)
and Revival (for the dinosaurus video game)

tmi

* TMI sur ATARI /|\ TT030 20Mo * Sting 1.26 *
* MAGIC 4 * CAB 2.8 * ATARIRC * ATARICQ * NEWSIE*
* o o * chat :irc1.fr.ircnet.net * /join #tmi *
* v * envoi avec NEWSIE sur TT 32 Mgz *
* __/ ;-) * E-mail : tmi7@free.fr *

3965. Re: Scanning 35mm negatives

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 12:16:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1039805698-110735AEicMi@gmx.net>
Source record: 30582

From: peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Date: 10 Dec 2002 18:09:13 GMT

Hi Peter,

>>I scan the nï¿½gatives with the orange tint, then take a graphic programm
>>like Chagall, then lower the red and green tints tint. Sometimes you can
>>just add blue.
>
>I usually use Photoline (I had never heard of Chagall until recently).
>The CLUT and histogram stuff doesn't make a lot of sense to me. Is there
>any info about how to use these features. The manual is pretty basic.

Load the RGB_INV.CU3 file into the clut editor from Photoline to convert the scans from the negatives back to their original colour. Next thing, apply the NEUTRAL.CU3 filter, that filter will restore the brightness/contrast level to daylight colour temperature, scanners usally overcompensate these values. Both filters are located in the CLUT/EFFECTS folder....

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3966. where is KE-Soft

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 12:17:14 UTC
From: tmi7h@nospamfree.fr
Message-ID: <3df9cfc9$0$2150$626a54ce@news.free.fr>
Source record: 30574

Ello

Where is Ke-Soft whith Dredis, Sogon, Zebuland (now st), brundles etc.
You have the Ke-Soft adress web ?

Thank you

tmi :)

* TMI sur ATARI /|\ TT030 20Mo * Sting 1.26 *
* MAGIC 4 * CAB 2.8 * ATARIRC * ATARICQ * NEWSIE*
* o o * chat :irc1.fr.ircnet.net * /join #tmi *
* v * envoi avec NEWSIE sur TT 32 Mgz *
* __/ ;-) * E-mail : tmi7@free.fr *

3967. Re: SM 125 circuit manual

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 13:18:42 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <L5lK9.596$X56.55788@newsfep1-gui.server.ntli.net>
Source record: 30575

Hello.

"Mike" <mikeborsley@fyldecoast.com> wrote in message
news:atah3sjdm1@newsg1.svr.pol.co.uk...
> My monitor suddenly gave up. Looking inside there does'nt seem anything
> obviously suffering, in fact I was amazed at how new looking the PCB and
> components looked.

From experience.

It's not worth the hassle, just bin it and get a replacement.

Barrie at Keychange.

3968. Re: SM 125 circuit manual

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 14:06:40 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uvjqbiri2bamb9@corp.supernews.com>
Source record: 30576

I believe I had one of these some years ago but when I moved to another computer system the manual went to Bravo Sierra Computers. If BSC doesn't have one another good place to query is Best Electronics.

Bravo Sierra Computers http://www.aracnet.com/~atari/

Best Electronics http://www.best-electronics-ca.com/

Don
Vancouver, USA

"Mike" <mikeborsley@fyldecoast.com> wrote in message
news:atah3sjdm1@newsg1.svr.pol.co.uk...
> My monitor suddenly gave up. Looking inside there does'nt seem anything
> obviously suffering, in fact I was amazed at how new looking the PCB and
> components looked.
>
> I've done a search for a circuit diagram without success. Found an SM 124
> but was suprised to find it was quite different. If anyone has one they
> would share, or could point me to a site where one coulda be downloaded, I
> would be very grateful.
>
> Thanks
> Mike
>
>

3969. Re: CT060 for Christmas?

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 16:02:59 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0212130802.12312817@posting.google.com>
Source record: 30577

I'm Keeping my fingers crossed in anticipation of my CT60. I'm also on
topic. Would you boys please go fight somewhere else?
Respectfully,
Wayne Martz

3970. Re: SM 125 circuit manual

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 16:07:59 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <atd0kv$8bl$1@freenet9.carleton.ca>
Source record: 30578

This may be very elementary information for you, but just
in case...

It might be worthwhile to look at the underside of the PCB
to find "dry" or cracked solder joints, particularly in the
area of the flyback or other extremely hot areas. Another
area to check is where wires or connectors go from the PCB
to the CRT. Resolding these problematic areas has done the
trick more than once for me.

The only other information I can offer is that, depending on
the style and date of production, your monitor was probably
manufactured by JVC or Goldstar.

Good luck!

Randy Kwak

"Mike" (mikeborsley@fyldecoast.com) writes:
> My monitor suddenly gave up. Looking inside there does'nt seem anything
> obviously suffering, in fact I was amazed at how new looking the PCB and
> components looked.
>
> I've done a search for a circuit diagram without success. Found an SM 124
> but was suprised to find it was quite different. If anyone has one they
> would share, or could point me to a site where one coulda be downloaded, I
> would be very grateful.
>
> Thanks
> Mike
>
>

3971. Re: CT060 for Christmas?

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 16:10:17 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0212130810.6120c804@posting.google.com>
Source record: 30579

Actually, now that I look again at the thread, I believe that you, Sinclap, had nothing constructive or relevant to say. You seemed to be picking a fight. I'm sorry that you succeeded. Steve, I guess it's probably to much to hope that if we ignore him, he'll go away. Never the less, let's try it.
I once read on a bar room wall, "It makes no sense to argue with a fool, because onlookers can't tell which is which."

Wayne Martz

3972. Re: SM 125 circuit manual

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 16:59:40 UTC
From: Mike <mikeborsley@fyldecoast.com>
Message-ID: <atd3jm$u7f$1@news7.svr.pol.co.uk>
Source record: 30580

Hi Bill,
Thanks for your reply and attempt to send the circuit. There's
been some problems with my fyldecoast mail server, so I would be grateful if
you would resend to this one.
mike@jborsley.freeserve.co.uk Thanks for all the other replies.
Randy...I'll certainly check on the points you suggested.
Mike

"Bill F" <nobody@nowhere.com.invalid> wrote in message
news:131220021037243686%nobody@nowhere.com.invalid...
> Mike Borsley
>
> I tried to send you a schematic and repair instructions by email at the
> address in your usenet post.but it bounced back to me. If you want it,
> post a valid email address and I'll send it again.

>
> Bill F
>
> In article <atah3sjdm1@newsg1.svr.pol.co.uk>, Mike
> <mikeborsley@fyldecoast.com> wrote:
>
> > My monitor suddenly gave up. Looking inside there does'nt seem anything
> > obviously suffering, in fact I was amazed at how new looking the PCB and
> > components looked.
> >
> > I've done a search for a circuit diagram without success. Found an SM
124
> > but was suprised to find it was quite different. If anyone has one they
> > would share, or could point me to a site where one coulda be downloaded,
I
> > would be very grateful.
> >
> > Thanks
> > Mike
> >
> >
>
> --
> Bill F

3973. Re: DHCP, ADSL Modem & Routers [was Cab

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 18:32:24 UTC
From: vdjole@EUnet.yu
Message-ID: <atd93m$s1b$1@news.eunet.yu>
Source record: 30581

On 10 Dec 2002 21:59:15 , "Kenneth Medin" wrote:

>Right at this moment I have one Atari with static 192.168.0.129, another
>with static 192.168.0.9 and a pc that has got 192.168.0.2 from the NAT-
>box DHCP server, all on the same 255.255.255.0 Ethernet network.

Btw. Kenneth, about ten days ago we engaged in a discussion on the
(mis?)configuration of this network of yours; you made a nice
ASCII schematics, remember? but I replied to that message with a delay
of several days (suggesting some changes), and there it all stopped.
Did you solve that problem meanwhile?

cu;

3974. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 19:11:00 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be.invalid>
Message-ID: <3dfa30d0802c160@pandora.be>
Source record: 30583
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**game**
ftp://chapelie.rma.ac.be/atari/game/pu_plus_full_disk_a.zip
(755.852 bytes): Car game simulator to Super cars, disk one.

ftp://chapelie.rma.ac.be/atari/game/pu_plus_full_disk_b.zip
(787.202 bytes): Car game simulator to Super cars, disk two.

**midi**
ftp://chapelie.rma.ac.be/atari/midi/aex_v2.zip
(226.409 bytes) simulates in an intelligent fashion, the analog sequencers of
yesteryear made famous by the works of Tangerine Dream, the exploratory electronic music
group.

**mint**
ftp://chapelie.rma.ac.be/atari/mint/misc/rpmtool2.zip
(28.583 bytes): GEM-based tool for Redhat Package Manager (RPM).
Install, update, delete, etc.. a rpm package with ease.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/printing/gvl296.zip
(552.247 bytes): GEMvelope is to print envelopes. Is freeware now.
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

3975. Re: Scanning 35mm negatives

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 20:00:24 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039866859.86872.0@demeter.uk.clara.net>
Source record: 30590

Yo!, Dennis

> >>I scan the n�gatives with the orange tint, then take a graphic programm
> >>like Chagall, then lower the red and green tints tint. Sometimes you can
> >>just add blue.
> >
> >I usually use Photoline (I had never heard of Chagall until recently).
> >The CLUT and histogram stuff doesn't make a lot of sense to me. Is there
> >any info about how to use these features. The manual is pretty basic.
>
> Load the RGB_INV.CU3 file into the clut editor from Photoline to convert
the
> scans from the negatives back to their original colour. Next thing, apply
the
> NEUTRAL.CU3 filter, that filter will restore the brightness/contrast level
to
> daylight colour temperature, scanners usally overcompensate these values.
> Both filters are located in the CLUT/EFFECTS folder....

Hey!, Dennis helped someone again, lets all climb up his arse.

8~)

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.427 / Virus Database: 240 - Release Date: 06/12/2002

3976. 2002 Issue Now Available!

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 20:38:27 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3DFA4579.B8790458@tampabay.rr.com>
Source record: 30584
Cross-posted to: alt.games.video.classic,alt.games.atari,comp.sys.atari.st,alt.games.lynx,alt.atari-jaguar.discussion

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- New 5200 reviews
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- Greg Omi Interview (Lynx Electrocop & Klax)
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--
Gregory D. George

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= http://www.ataritimes.com/store/ =
-=-

3977. Re: new gfa compiler patch for newfatfs users

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 22:05:10 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212132300020.145-100000@easymint>
Source record: 30585

On Wed, 11 Dec 2002, lp wrote:

> For those that do not use licomlib.
>
> GFA-Basic Compiler Patch v1.00 is now available.

Where can I find it ?

> Fixes the double extender bug in the original GFA-Basic Compiler
> (GFA_BCOM.PRG). Will also fix a compiler previously patched with GFA-Basic
> Patch v1.07e (GFA_PCOM.PRG).

And where can I find that one ?

I don't know if it has anything to do with it, but I'm having trouble
compiling with GfaBasic 3.6 under MiNT 1.16a, but it works fine with
MiNT 1.15.12. I'm using GfaBaisc 3.6 with ErgoPro and Bastard.

Martin Tarenskeen

3978. Re: DHCP, ADSL Modem & Routers [was Cab

Newsgroup: comp.sys.atari.st
Date: 2002-12-13 22:14:12 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dfa5ba87b4573@tripnet.se>
Source record: 30586

On Fri 13-12-2002 18:32 (GMT) Djordje Vukovic wrote:

>On 10 Dec 2002 21:59:15 , "Kenneth Medin" wrote:
>
>>Right at this moment I have one Atari with static 192.168.0.129, another
>>with static 192.168.0.9 and a pc that has got 192.168.0.2 from the NAT-
>>box DHCP server, all on the same 255.255.255.0 Ethernet network.
>
>Btw. Kenneth, about ten days ago we engaged in a discussion on the
>(mis?)configuration of this network of yours; you made a nice
>ASCII schematics, remember? but I replied to that message with a delay
>of several days (suggesting some changes), and there it all stopped.
>Did you solve that problem meanwhile?

No, I have very little time at the moment. But I did post a followup a
few days ago. With an error in it as well that another guy corrected. I
will however sort this out, possibly during the holydays...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3979. Re: Keyboard repair

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 00:25:49 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3dfa7a8c$0$253$4c56ba96@master.news.zetnet.net>
Source record: 30587

On 11 Dec 2002 01:01:24 , captainvimes@myrealbox.com wrote:
>On 07 Dec 2002 23:31:12 GMT, cstanley@zetnet.co.uk (Charles Stanley)
>wrote:
<...>>
>
>That sounds great! Unfortunately, those particular web pages don't
>appear to exist any more, and Mario's current pages don't have that
>repair info. Would it be possible to repost it? (If it's too lengthy
>for you to type in, I'd be happy to post it myself)
>
>Thanks in advance :-)
>Roger Burrows

OK, Roger, if Mario does not have his own copy available still, I presume
it is all right to repost it here. It will take me some time to retype it,
but I'm happy to do this for the record.

Charles.

3980. Re: Keyboard repair

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 09:37:25 UTC
From: Jan Krupka <krupkaj@ol.ngbox.cz>
Message-ID: <atetu9$26ql$1@ns.felk.cvut.cz>
Source record: 30589

captainvimes@myrealbox.com wrote:

>>I remember seeing pleas for help about failing keys, especially the
>>Control key on the TT, over the past years, but could not recall the
>>published solution.
>>
>>In case the problem arises again (Atari Info Sites please copy), I have
>>just found my print-out of instructions. They were by Mario Becroft and
>>were downloaded, with a comment, from *Funkyware.Org*, July 1997.
>>
>>Mario's site was http:/www.pl.net/user/mario/ or mailto: mb@tos.pl.net.
>>
>>I followed his instructions and succeeded in repairing the mylar.
>
> That sounds great! Unfortunately, those particular web pages don't
> appear to exist any more, and Mario's current pages don't have that
> repair info. Would it be possible to repost it? (If it's too lengthy
> for you to type in, I'd be happy to post it myself)

if you mean Martin-Eric Racine's TT site, you can find it at new address
http://funkyware.atari.org

Jan
---
http://jaysoft.atari.org

3981. Re: 68 pin SCSI's???

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 13:15:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dfad99a11f4d24@attbi.com>
Source record: 30592

>Anyone,
> Does anyone know if 68 pin SCSI Seagate HD will work
>on the Falcon 030??? I can get a 68 pin 7200 RPM 36.7
>GB with a 4 meg cache for under 50 dollars. Cant
>hardly turn that down!! Any input or feedback
>welcome. I think I found an adapter that goes from 50
>pin male to 68 pin female that will connect my ribbon
>cable to the hard drive.
>
>Thanks,
>

Hello Carey,

I do not see why it should not work, but like others are saying,
you may have to change some jumper settings.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3982. Re: GEMvelope is now freeware

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 13:15:45 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dfad99a11f4d25@attbi.com>
Source record: 30591

>The author has put the program on his website for downloading. Enjoy.
>
>
>http://home.kc.rr.com/krzysztow/BRiSK/GEMvelope/index.html
>
>
>Ken

Thanks Ken for letting us know. I have always wanted to try this
out. I have the demo to the program somewhere, but now I do not
have to worry about that....

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3983. Re: MyAtari releases December issue

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 13:15:45 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dfad99a11f4d28@attbi.com>
Source record: 30593

>
>"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
>news:3df1d8624322e6@attbi.com...
>> >Hi all,
>> I hope everyone finds some use out of my article on how I make my
>> Christmas labels....
>>
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>
>Cool. I can't wait to read that, and the rest of the mag!
>
>Good work Matthew! I'm so happy to hear of a new issue each month. It helps
>to ease the loss of Atari Computing.
>
>BTW, anyone want any back issues?? :D
>
>Simon

I have downloaded all the back issues and put them on a CD for
easy access. Works great with Cab...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3984. Re: Tried the Alternate key for booting from disk

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 13:15:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dfad99a11f4d29@attbi.com>
Source record: 30594

>Hi there,
>
>I tried using the Alternate key to force the Atari (520ST) to boot off the
>floppy instead of the hard drive. Didn't work though, it just goes to the
>hard drive and tries to boot there. Anyone have any other ideas? I noticed
>this Atari appears to have been modified.. the Floppy disk casing is
>somewhat banged up and there is what appears to be maybe an early PC floppy
>unit in there.
>
>Thanks in advance for any help!
>
>Brad

Try holding down the "A" button while the computer is booting.
That works on my Hades....

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3985. CAB/GEMJING

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 14:32:10 UTC
From: swampfax1@atlantic.net
Message-ID: <KhHK9.45$Op6.17092@news1.atlantic.net>
Source record: 30595

Hi All,
Anyone know of a site with sound that CAB (w/Gemjing) can play?
John G.

3986. Re: GEMvelope is now freeware

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 15:30:54 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1039879854@news.frii.com>
Source record: 30446

On Sat, 14 Dec 2002 13:15:45 GMT, "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote:

> Thanks Ken for letting us know. I have always wanted to try this
> out. I have the demo to the program somewhere, but now I do not
> have to worry about that....

You're welcome Ed.

Still haven't got a good monitor for my Hades as of yet. Thought my mother's old Mac monitor would work, but it needs repair as does the Sony I was using. Both make it rather unpleasant to work with.

Ken

3987. Re: Tried the Alternate key for booting from disk

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 15:34:13 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1039880053@news.frii.com>
Source record: 30447

On Sat, 14 Dec 2002 13:15:46 GMT, "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote:

> Try holding down the "A" button while the computer is booting.
> That works on my Hades....

Been watching this discussion for awhile.

I discovered over the years that each Atari model took slightly different approaches from the user when pressing the alternate key to get the dang things to bypass the hard disk driver and boot from the floppy.

I just kept trying different timings of when I pressed the key, and also whether I pressed and released, pressed and held the key down, and kept repeatedly pressing the key, as well as when I started the process. Eventually, I found the one that worked. :-)

Ken

3988. Re: CAB/GEMJING

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 17:19:38 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.d75572f1.c4e63a62.chongdochongdo@ichongdo.com>
Source record: 30448

Hello,

Dans le message <KhHK9.45$Op6.17092@news1.atlantic.net>
John Garone a ï¿½crit:

>Hi All,
> Anyone know of a site with sound that CAB (w/Gemjing) can play?
>John G.

JemGing can't play Stereo/16/44, but any mono/8/22 will be played
with no problem :-)
On the other hand, if you want absolutely to play CD-like sound
within CAB, Didier Mï¿½quignon's Aniplayer does it very well. Just
declare it as a plug-in in CAB. Works great on both my Falcon and
my TT :-)

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

3989. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 19:57:52 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <atg2ft$5af$1@bob.news.rcn.net>
Source record: 30449
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Perhaps, I'm missing part of the message thread, but where does he state
that in his message? Or are you a troll?

3990. Re: CAB/GEMJING

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 20:27:20 UTC
From: swampfax1@atlantic.net
Message-ID: <IuMK9.58$Op6.18845@news1.atlantic.net>
Source record: 30450

On 14 Dec 2002 19:19:38 , Jean-Luc CECCOLI wrote:
>Hello,
>
>Dans le message <KhHK9.45$Op6.17092@news1.atlantic.net>
>John Garone a crit:
>
>>Hi All,
>> Anyone know of a site with sound that CAB (w/Gemjing) can play?
>>John G.
>
>JemGing can't play Stereo/16/44, but any mono/8/22 will be played
>with no problem :-)
>On the other hand, if you want absolutely to play CD-like sound
>within CAB, Didier Mquignon's Aniplayer does it very well. Just
>declare it as a plug-in in CAB. Works great on both my Falcon and
>my TT :-)
>
>J.-Luc
>

Not sure what you mean by "plug-in".
As an external program, Aniplay works great. I tried it also in place of Genjing as the sound source but I don't see how it will work without CAB sending the sound file externally. I was hoping to get CAB to play a sound while viewing an HTML file.

John G.

3991. Re: CAB/GEMJING

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 21:18:02 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fn7bx1.1f60sf7prbtkmN%NOSPAMS@wanadoo.fr>
Source record: 30451

John Garone <swampfax1@atlantic.net> wrote:

> >JemGing can't play Stereo/16/44, but any mono/8/22 will be played
> >with no problem :-)
> >On the other hand, if you want absolutely to play CD-like sound
> >within CAB, Didier Mï¿½quignon's Aniplayer does it very well. Just
> >declare it as a plug-in in CAB. Works great on both my Falcon and
> >my TT :-)
> >
> >J.-Luc
> >
>
> Not sure what you mean by "plug-in".
> As an external program, Aniplay works great. I tried it also in place of
> Genjing as the sound source but I don't see how it will work without CAB
> sending the sound file externally. I was hoping to get CAB to play a sound
> while viewing an HTML file.

Hi John,

Aniplayer is compatible with the GEMJING command line, so Aniplayer can
replace GEMJING. The options supported are inside the documentation.
It's enough for CAB calls.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 14Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3992. Re: 68 pin SCSI's???

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 22:45:00 UTC
From: Johann-Wilhelm_Arndt@LU.maus.de
Message-ID: <200212142345.a50248@lu.maus.de>
Source record: 30453

A\>Shouldn't do as the host is only 50pin, if the host was 68pin and the
A\>drive 50 pin then youd need a high byte terminator.

That's not true, I used an adapter without internal termination of the upper byte with a IBM DCHS-04U (-34550) and when the jumper for internal termination of the drive was off, it did not work. The jumper had to be off, because it was not the last drive in the chain. Then I bought another adapter with 'active upper byte termination' and now it works. The unused byte has to be terminated, when not used, that means with a narrow bus.

Johann

3993. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-14 22:53:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dfbaf7810fecd1@tripnet.se>
Source record: 30452
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Sat 14-12-2002 14:57 (-0500) Richard Heldmann wrote:

>Perhaps, I'm missing part of the message thread, but where does he state
>that in his message? Or are you a troll?

Just go to http://www.google.com/advanced_group_search?hl=en and view
only posts by "Paul Gifford" in comp.sys.atari.st and you will get a
clear view what his posts to the newsgroup I'm reading are worth...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3994. Re: CAB/GEMJING

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 00:11:36 UTC
From: swampfax1@atlantic.net
Message-ID: <YMPK9.62$Op6.19424@news1.atlantic.net>
Source record: 30454

On 14 Dec 2002 22:18:02 , Didier MEQUIGNON wrote:
>John Garone <swampfax1@atlantic.net> wrote:
>
>> Not sure what you mean by "plug-in".
>> As an external program, Aniplay works great. I tried it also in place of
>> Genjing as the sound source but I don't see how it will work without CAB
>> sending the sound file externally. I was hoping to get CAB to play a sound
>> while viewing an HTML file.
>
>Hi John,
>
>Aniplayer is compatible with the GEMJING command line, so Aniplayer can
>replace GEMJING. The options supported are inside the documentation.
>It's enough for CAB calls.
>
>Regards,
>
>Didier.
>

Hi Didier,
What I'm asking is if CAB could use Gemjing while viewing an HTML web page and sound heard (if there is a sound file in the HTML code. No problem getting Aniplay to work by CAB but not simultaneosly! Maby I should have mentioned I'm running single TOS (4.04) so now I'm thinking it will only allow one program to be active at a time! I'll look at Aniplay's docs anyway. Thanks for the input.

John G.

3995. Ebay Login?

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 00:34:20 UTC
From: swampfax1@atlantic.net
Message-ID: <g6QK9.63$Op6.19117@news1.atlantic.net>
Source record: 30458

Hi All,
It seems I'm having trouble logging into Ebay using either Dan's or
Oliver's OVL. Oliver's returns "cookies being rejected" and with Dan's
the password field returns to be filled again. I've tried various combos
of configs and Set for their respective OVL.
Any thoughts?
John G.

3996. Atari Online News, Etc. #04-50

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 00:36:46 UTC
From: danap8@aol.com
Message-ID: <20021214193646.11699.00000040@mb-fy.aol.com>
Source record: 30455

A-ONE #0450 12/13/02

~ Less Spam in Workplace ~ People Are Talking! ~ Klax Site Launched!
~ Filters Stymie Users! ~ Up and Coming Browsers ~ Bigger Banner Ads?
~ Revenge of the Lizard! ~ Panhandling On the Web ~ Fake eBay Web Site!
~ Windows Domain Sought! ~ Napster Bits Auctioned ~ Russian Case Rests!

-* Atari Quick FAQ Seeks Home! *-
-* Sun Lures Sony Away From Microsoft! *-
-* Aussie Net Ruling Has Broad Implications! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3997. Re: Lyndon/Redelberger EtherNEC revisit

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 00:41:28 UTC
From: vdjole@EUnet.yu
Message-ID: <atgj3i$1m0$1@news.eunet.yu>
Source record: 30456

On 11 Dec 2002 20:37:01 , "Kenneth Medin" wrote:
>I suppose it should work with a default route like this on MSTe
>192.168.0.200/29 network:
>
>0.0.0.0 0.0.0.0 Midi 192.168.0.201
>
>But it does work perfectly without an explicit default gateway.

Obviously it does work, if you say so; I just remarked what the comments
in ROUTE.TAB said- and I suppose that defining a gateway in this case would
be more politically correct and maybe reduce the amount of assuming this
and that.

>>>Command on PC1, PC2 and NAT-box:
>>>route add 192.168.0.192 MASK 255.255.255.192 192.168.0.129
>>
>>Hopefully you did not forget to specify "permanent" switch (something like
>>"route -p add") so that the routing was not lost after next reboot.
>
>I'm not aware of this switch. I used the documentation in "Windows 95
>Resource Kit" where this switch is not described.
>
>I simply let Windows execute the command by putting it in the Autostart
>folder. Works well.

Oh, I think that in Win95 this switch does not exist- i.e. when you type
route add ... etc... in the MS-DOS prompt window, the route always becomes
permanent. But in Win NT4 and (iirc) Win 2000 there is the "permanent"
switch. Btw. no need to put any of this in autostart- once defined, it stays.

>>>192.168.0.240 255.255.255.248 Ser.2/LAN 0.0.0.0
>>>192.168.0.192 255.255.255.192 Modem 2 0.0.0.0
>>
>>As far as I know, subnet specifications 192.168.0.240/29 and 192.168.0.192/26
>>are conflicting. E.g. you are supposed to be permitted to have up to 62
>
>As ROUTE.TAB is read from top and downwards this should not be a problem?
>Anyway it does work well.

Hmm, I am not sure what should be the correct (by the rules) behaviour of the
router in this case- i.e. should routing depend on the sequence of route
definitions, or it just happens to be so in Sting? I used some tcp/ip software
(tcp/ip v5.0 on OpenVMS) which always sorted the defined routes so that
lower numerical values came first, 0.0.0.0 route coming always to the top, etc.
I think that Windows also rearranges somewhat the order of defined routes.

>>nodes on the ...192 subnet (...192|1 to 192|62); the highest possible
>>host address would then be 192.168.0.254, but this could be then interpreted
>>as being in the ...240 network (...240|14). Defining subnets with different
>
>Sorry I dn't follow you here.
>
>The 192.168.0.240/29 network has the following possible addresses:
>
>192.168.0.240
>192.168.0.241
>192.168.0.242
>192.168.0.243 (Brodcast address)

Ooops, my mistake, I miscounted the number of bits, as if it was a 28-bit
network mask instead of 29-bit, but Mark Bedingfield, corrected that,
as below:

>The correct number of possible Host addresses actually are
>
>192.168.0.240 (Network Address)
>192.168.0.241 1st usable
>192.168.0.242 2nd usable
>192.168.0.243 3rd usable
>192.168.0.244 4th usable
>192.168.0.245 5th usable
>192.168.0.246 6th usable
>192.168.0.247 (Broadcast Address)
>
>The subnet mask is 255.255.255.248
>
>With 29 bits borrowed it allows for 6 usable hosts per sub (3 bits in host
>field).

Anyway, in a case when routes are -NOT- considered sequentially, a node
with address, say, 192.168.0.244 could easily be recognized as belonging
to the 192.168.0.192/26 network (244 being 192+52, i.e. within the range)

Btw. I am not convinced of the desirability of setting a subnet identification
equal to the last part of the subnet mask (i.e. 192 here). Can perhaps Mark,
being curently into those matters, comment on this?

>The only strange thing is that I can reach all subnets from both my pc's
>but when TT3 uses the EtherNEC on the same network as the pc's I can only
>Ping the pc's, the Internet and the other Ethernet Atari. When I try to
>Ping into the subnets all I get in return are dropped Ethernet packets.

I faintly remember that pinging is somewhat sensitive to parameters
like time-to-live, etc; isn't it? Can it be, perhaps, that some value
is not optimally configured on that TT?

cu;

3998. Re: Teradesk V2.01

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 00:41:32 UTC
From: vdjole@EUnet.yu
Message-ID: <atgj3p$1m0$2@news.eunet.yu>
Source record: 30457

On 12 Dec 2002 21:15:54 , Henk Robbers wrote:

>There is a new version available on my homepage (in sig)

Nice!

>- Scrolling editable text fields for very very long names.
>Increased maximum name length in directory windows to 128

Out of curiosity, how practical is catering for soooo long names? E.g. at work I use a computer system which enables long filenames, and yet rarely make names longer than about 10-15 characters, and file-types rarely longer than about 6-8 characters. Very long names are boring to type and make directory listings almost unreadable- and in Teradesk, they result in very wide dialogs- for example, file-type-selecors in Teradesk are wide enough to hold most *complete* file names- and result in some dialogs being wider than low-res screen (not that I use low-res much, but it should work correctly anyway).

Btw: re: file-type-selectors: in Teradesk there are several instances of them; sometimes they are "left-handed", sometimes "right-handed", and sometimes reduced to a single line; maybe that should be made consistent, so that all file-type-selectors have the same appearance (I would suggest that add-delete-change buttons be placed below the scrolling area, in order to reduce width); it would be just a few manipulations within the RSC file...

I noticed that layout of some dialogs has been slighlty changed; they look better now!- and also almost :) fully-visible in low-res- except for a couple of very large ones (in fact, if the two boxes in the "Options" dialog were placed one above another, it -could- fit into low-res...).

>- Correct calculation of window width for TOS

I am curious, what was the reasoning for the decision to make "fuller" change the window size only vertically- at first it was a very unexpected and slightly annoying behaviour for me- more so because this action actually makes the window slightly *narrower* than before (by rounding the width). If it is not desirable that a directory window covers the complete screen, maybe it could be made to make the window wide just enough so that all file fields (name ... ...attributes) are visible? (well, I can do that for myself, for a "personalized" flavour of Teradesk...)

Best regards;

3999. Re: new gfa compiler patch for newfatfs users

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 00:55:26 UTC
From: lp <gfa@basic.net>
Message-ID: <BA213D2E.B0E3%gfa@basic.net>
Source record: 30459

Hi,

It's at my site:
http://www.q1.net/~atari/html/gfabasic.htm

All this patch does is solve the strange extender problem that has
been in the compiler since day one. It always adds ".gfa" to a file
name even if passed test.gfa, it ends up looking for test.gfa.gfa
which of course under long file names cannot be found.

Ironically single tos clips the extra extender off and so it
appears to be ok there.

Kernal 1.15.12 has newfatfs off by default, the mint.cnf is used to
set the status of the drives.

Under 1.16.x newfatfs is the default for all drives and the mint.cnf
tag newfatfs= is ignored. That was the problem here which this patch
solved.

Problem is the patch I made only fixes the English compiler. If yours is
not English you can send me the compiler and I will add support for your
language in the patcher.

- Lon

in article Pine.MNT.4.31.0212132300020.145-100000@easymint, Martin
Tarenskeen at nospam@zonnet.nl wrote on 12/13/02 5:05 PM:

> On Wed, 11 Dec 2002, lp wrote:
>
>> For those that do not use licomlib.
>>
>> GFA-Basic Compiler Patch v1.00 is now available.
>
> Where can I find it ?
>
>> Fixes the double extender bug in the original GFA-Basic Compiler
>> (GFA_BCOM.PRG). Will also fix a compiler previously patched with GFA-Basic
>> Patch v1.07e (GFA_PCOM.PRG).
>
> And where can I find that one ?
>
> I don't know if it has anything to do with it, but I'm having trouble
> compiling with GfaBasic 3.6 under MiNT 1.16a, but it works fine with
> MiNT 1.15.12. I'm using GfaBaisc 3.6 with ErgoPro and Bastard.
>

> Martin Tarenskeen
>

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4000. Re: Teradesk V2.01

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 01:33:26 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DFBDABD.AC7627D4@chello.nl>
Source record: 30460

Djordje Vukovic wrote:
>
> On 12 Dec 2002 21:15:54 , Henk Robbers wrote:
>
> >There is a new version available on my homepage (in sig)
>
> Nice!
>
> >- Scrolling editable text fields for very very long names.
> >Increased maximum name length in directory windows to 128
>
> Out of curiosity, how practical is catering for soooo long names? E.g. at
> work I use a computer system which enables long filenames, and yet rarely
> make names longer than about 10-15 characters, and file-types rarely longer
> than about 6-8 characters. Very long names are boring to type and make
> directory listings almost unreadable- and in Teradesk, they result in very
> wide dialogs- for example, file-type-selecors in Teradesk are wide enough
> to hold most *complete* file names- and result in some dialogs being wider
> than low-res screen (not that I use low-res much, but it should work
> correctly anyway).
>

I completely agree with you. However, most of the crazy long names come from
the wild world outside where names are used to present browsers (people) with
a abridgement of the content of the file.
It is all very unintelligent. I have worked many years on a OS that gave 2 names
to a file. A short one of maximum 11 characters which must provide uniqueness
within its locale and a long one that only served as information provider.

In fact it is very easy to implement such an approach in existing file systems.
There is no need to have a long name in the file index. That index only needs to
ensure enough characters for uniqueness.
The first block of the file can be used to give the long name and
any additional information. Such names become part of the data.
On modern fast discs with lots of cache it would hardly make a difference.

> Btw: re: file-type-selectors: in Teradesk there are several instances of
> them; sometimes they are "left-handed", sometimes "right-handed", and
> sometimes reduced to a single line; maybe that should be made consistent, so
> that all file-type-selectors have the same appearance (I would suggest that
> add-delete-change buttons be placed below the scrolling area, in order to
> reduce width); it would be just a few manipulations within the RSC file...
>
> I noticed that layout of some dialogs has been slighlty changed; they look
> better now!- and also almost :) fully-visible in low-res- except for a

> couple of very large ones (in fact, if the two boxes in the "Options"
> dialog were placed one above another, it -could- fit into low-res...).
>

It is very easy to change the appearance of the dialogues, as long as you do not
change index numbers and object types.

> >- Correct calculation of window width for TOS
>
> I am curious, what was the reasoning for the decision to make "fuller"
> change the window size only vertically- at first it was a very unexpected
> and slightly annoying behaviour for me- more so because this action actually
> makes the window slightly *narrower* than before (by rounding the width).

It is only for text mode windows.
The reason is that Teradesk doesnt (yet) implement multiple columns.
So I didnt have any desire to look at large areas of useless white, covering
more usefull surface.

> If it is not desirable that a directory window covers the complete screen,
> maybe it could be made to make the window wide just enough so that all file
> fields (name ... ...attributes) are visible? (well, I can do that for myself,
> for a "personalized" flavour of Teradesk...)
>
The fuller action will be improved. I just didnt want to spent a lot of time on it
to find out everything about the internals of the mechanism.

> Best regards;

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

4001. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 02:26:12 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <tROdnUp91dGEdWagXTWcqg@comcast.com>
Source record: 30461
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Does it have to be in his message? What I find offensive is on his site.
He denigrates me (as a sometime Atari refurbisher and auction seller) and
others in these groups to increase his business. What if his site said,
"Don't buy from black people, buy from me, I'm white" but it didn't say that
in his message? Would you think it was trolling if someone wrote, "Hey,
don't go there, look what's on his site".

I don't call him names, I don't complain to his ISP, I'm not the jackass
posting anonymously. I'm just pointing out what I find offensive and
offering a link to a seller that doesn't knock one part of the already small
Atari community for personal gain. If that "anti-auction" page wasn't there
I wouldn't care a bit about his posts.

Trolling implies posting in such a way as to invite responses. The only
response I was inviting was an answer to my question from BS. There was
nothing inflammatory about my posting.

As for posts to st, it's true you won't find anything from me there except
for these followups. I'm an 8-bit guy...

Paul

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:atg2ft$5af$1@bob.news.rcn.net...
> Perhaps, I'm missing part of the message thread, but where does he state
> that in his message? Or are you a troll?
>
>

4002. Re: Teradesk V2.01

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 07:37:10 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnavoc1b.fve.atari@core.preferuje.luzik.pl>
Source record: 30462

> Out of curiosity, how practical is catering for soooo long names? E.g. at
> work I use a computer system which enables long filenames, and yet rarely
> make names longer than about 10-15 characters, and file-types rarely longer
> than about 6-8 characters. Very long names are boring to type and make
> directory listings almost unreadable- and in Teradesk, they result in very
> wide dialogs- for example, file-type-selecors in Teradesk are wide enough
> to hold most *complete* file names- and result in some dialogs being wider
> than low-res screen (not that I use low-res much, but it should work
> correctly anyway).

I disagree. Maybe I'm some kind of exception but filenames like "Roger Zelazny - Amber 02 - Guns of Avalon - chapter 01.html" are very often guests on my harddisk. In most cases I make them shorter, but they are like this at least at the beginig at I need a way to shorten its name. I need a desktop that cn handle such filenames.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4003. Re: Sound Diver for Atari

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 08:52:42 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <anXK9.2$pS6.2799@news20.bellglobal.com>
Source record: 30463

Yes!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=928804022

> Is this program still available?

4004. Re: Sound Diver for Atari

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 08:55:21 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <EpXK9.3$pS6.2313@news20.bellglobal.com>
Source record: 30464

oops, I meant:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=929005302

> Is this program still available?
>
> Donald
>
>

4005. Re: Lyndon/Redelberger EtherNEC revisit

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 10:07:36 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3dfc53f9$0$12758$afc38c87@news.optusnet.com.au>
Source record: 30465

This is tricky one. Mostley because I came in half way through the thread. Seems to be IP's every where. TTL(time to live), does have a timeout period. If the delay is to great then it just discards the packet. I could probably help if you sent me a logical ip description. It seems just reading that you are trying to comunicate between different subnet's. This requires a default gateway, of course.If the IP's are ona completely different subnet structure(mask), the router will need to know on each port in and out. It actually look's pretty messy from what I have seen. But as I said, I only have half the story;-).

Mark

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:atgj3i$1m0$1@news.eunet.yu...
> On 11 Dec 2002 20:37:01 , "Kenneth Medin" wrote:
> >I suppose it should work with a default route like this on MSTe
> >192.168.0.200/29 network:
> >
> >0.0.0.0 0.0.0.0 Midi 192.168.0.201
> >
> >But it does work perfectly without an explicit default gateway.
>
> Obviously it does work, if you say so; I just remarked what the comments
> in ROUTE.TAB said- and I suppose that defining a gateway in this case
would
> be more politically correct and maybe reduce the amount of assuming this
> and that.
>
>
> >>>Command on PC1, PC2 and NAT-box:
> >>>route add 192.168.0.192 MASK 255.255.255.192 192.168.0.129
> >>
> >>Hopefully you did not forget to specify "permanent" switch (something
like
> >>"route -p add") so that the routing was not lost after next reboot.
> >
> >I'm not aware of this switch. I used the documentation in "Windows 95
> >Resource Kit" where this switch is not described.
> >
> >I simply let Windows execute the command by putting it in the Autostart
> >folder. Works well.
>
> Oh, I think that in Win95 this switch does not exist- i.e. when you type
> route add ... etc... in the MS-DOS prompt window, the route always becomes
> permanent. But in Win NT4 and (iirc) Win 2000 there is the "permanent"

> switch. Btw. no need to put any of this in autostart- once defined, it
stays.
>
>
> >>>192.168.0.240 255.255.255.248 Ser.2/LAN 0.0.0.0
> >>>192.168.0.192 255.255.255.192 Modem 2 0.0.0.0
> >>
> >>As far as I know, subnet specifications 192.168.0.240/29 and
192.168.0.192/26
> >>are conflicting. E.g. you are supposed to be permitted to have up to 62
> >
> >As ROUTE.TAB is read from top and downwards this should not be a problem?
> >Anyway it does work well.
>
> Hmm, I am not sure what should be the correct (by the rules) behaviour of
the
> router in this case- i.e. should routing depend on the sequence of route
> definitions, or it just happens to be so in Sting? I used some tcp/ip
software
> (tcp/ip v5.0 on OpenVMS) which always sorted the defined routes so that
> lower numerical values came first, 0.0.0.0 route coming always to the top,
etc.
> I think that Windows also rearranges somewhat the order of defined routes.
>
>
> >>nodes on the ...192 subnet (...192|1 to 192|62); the highest possible
> >>host address would then be 192.168.0.254, but this could be then
interpreted
> >>as being in the ...240 network (...240|14). Defining subnets with
different
> >
> >Sorry I dn't follow you here.
> >
> >The 192.168.0.240/29 network has the following possible addresses:
> >
> >192.168.0.240
> >192.168.0.241
> >192.168.0.242
> >192.168.0.243 (Brodcast address)
>
> Ooops, my mistake, I miscounted the number of bits, as if it was a 28-bit
> network mask instead of 29-bit, but Mark Bedingfield, corrected that,
> as below:
>
> >The correct number of possible Host addresses actually are
> >
> >192.168.0.240 (Network Address)
> >192.168.0.241 1st usable
> >192.168.0.242 2nd usable
> >192.168.0.243 3rd usable

> >192.168.0.244 4th usable
> >192.168.0.245 5th usable
> >192.168.0.246 6th usable
> >192.168.0.247 (Broadcast Address)
> >
> >The subnet mask is 255.255.255.248
> >
> >With 29 bits borrowed it allows for 6 usable hosts per sub (3 bits in
host
> >field).
>
> Anyway, in a case when routes are -NOT- considered sequentially, a node
> with address, say, 192.168.0.244 could easily be recognized as belonging
> to the 192.168.0.192/26 network (244 being 192+52, i.e. within the
range)
>
> Btw. I am not convinced of the desirability of setting a subnet
identification
> equal to the last part of the subnet mask (i.e. 192 here). Can perhaps
Mark,
> being curently into those matters, comment on this?
>
>
> >The only strange thing is that I can reach all subnets from both my pc's
> >but when TT3 uses the EtherNEC on the same network as the pc's I can only
> >Ping the pc's, the Internet and the other Ethernet Atari. When I try to
> >Ping into the subnets all I get in return are dropped Ethernet packets.
>
> I faintly remember that pinging is somewhat sensitive to parameters
> like time-to-live, etc; isn't it? Can it be, perhaps, that some value
> is not optimally configured on that TT?
>
>
> cu;

4006. Re: WTB (Australia): Atari 1040STE monitor cable OR information

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 10:14:42 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3dfc55ab$0$15344$afc38c87@news.optusnet.com.au>
Source record: 30466

Try Dick Smith. A lot of shops here in Melbourne still have a few,
Frankston, I think.

Mark Bedingfield

"Mark" <dangermouse_1974@NOSPAM.yahoo.com.au> wrote in message
news:AliK9.8373$TC4.28693@news-server.bigpond.net.au...
> Hi...
>
> Anyone in Australia have a cable for the Atari ST 1040STE ? If so and you
> will sell, please email me (remove NOSPAM).
>
> Failing that, can anyone offer me some advice on connecting my ST to a
> Philips CM8833-II monitor (RGB and DB9 input). I just bought an ST
thinking
> it would connect like my Amiga 1200 / 500 / 600 does but bugger....it
> doesn't. The 13pin DIN is a little different to the Amiga connector.
>
> Can anyone offer advice on what I need and, if in Australia, where to get
a
> 13pin DIN plug ?
>
> Thanks
>
> Mark
>
>

4007. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 10:21:18 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3dfc572f$0$12762$afc38c87@news.optusnet.com.au>
Source record: 30467
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Bugger, what happened to the Power up plus boys? I bought this one not so long ago, great game.

Mark

"Martin "Nightowl" Byttebier" <donotusethisaddress@pandora.be.invalid> wrote in message news:3dfa30d0802c160@pandora.be...
> New at the Belgian ftp-site chapelie.rma.ac.be
> ----------
>
> **********
> * If a package should be corrupt, please contact *
> * *
> * tos4ever AT pandora DOT be *
> * or *
> * saka AT village DOT uunet DOT be *
> * *
> * so they can delete it and put a good version here *
> * *
> * Only with your cooperation this site can become good *
> **********
>
> **game**
> ftp://chapelie.rma.ac.be/atari/game/pu_plus_full_disk_a.zip
> (755.852 bytes): Car game simulator to Super cars, disk one.
>
> ftp://chapelie.rma.ac.be/atari/game/pu_plus_full_disk_b.zip
> (787.202 bytes): Car game simulator to Super cars, disk two.
>
> **midi**
> ftp://chapelie.rma.ac.be/atari/midi/aex_v2.zip
> (226.409 bytes) simulates in an intelligent fashion, the analog sequencers of
> yesteryear made famous by the works of Tangerine Dream, the exploratory electronic music group.
>
> **mint**
> ftp://chapelie.rma.ac.be/atari/mint/misc/rpmtool2.zip
> (28.583 bytes): GEM-based tool for Redhat Package Manager (RPM).
> Install, update, delete, etc.. a rpm package with ease.
>
> **utilities**
> ftp://chapelie.rma.ac.be/atari/utilities/printing/gvl296.zip
> (552.247 bytes): GEMvelope is to print envelopes. Is freeware now.

> --
> ******** Greetings from Okami Newsreader *********
> ** On the seventh day He created Atari **
> ** But He uses a freeMiNT powered Hades 060 now **
> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4008. Re: WTB (Australia): Atari 1040STE monitor cable OR information

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 11:13:32 UTC
From: Mark <dangermouse_1974@NOSPAM.yahoo.com.au>
Message-ID: <wtZK9.5538$y17.15194@news-server.bigpond.net.au>
Source record: 30468

Thanks...I'll give them a go.

"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in message
news:3dfc55ab$0$15344$afc38c87@news.optusnet.com.au...
> Try Dick Smith. A lot of shops here in Melbourne still have a few,
> Frankston, I think.
>
> Mark Bedingfield
>
>
> "Mark" <dangermouse_1974@NOSPAM.yahoo.com.au> wrote in message
> news:AliK9.8373$TC4.28693@news-server.bigpond.net.au...
> > Hi...
> >
> > Anyone in Australia have a cable for the Atari ST 1040STE ? If so and
you
> > will sell, please email me (remove NOSPAM).
> >
> > Failing that, can anyone offer me some advice on connecting my ST to a
> > Philips CM8833-II monitor (RGB and DB9 input). I just bought an ST
> thinking
> > it would connect like my Amiga 1200 / 500 / 600 does but bugger....it
> > doesn't. The 13pin DIN is a little different to the Amiga connector.
> >
> > Can anyone offer advice on what I need and, if in Australia, where to
get
> a
> > 13pin DIN plug ?
> >
> > Thanks
> >
> > Mark
> >
> >
>
>

4009. Re: Teradesk V2.01

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 11:51:01 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212151248060.88-100000@easymint>
Source record: 30469

On Sun, 15 Dec 2002, Djordje Vukovic wrote:

> On 12 Dec 2002 21:15:54 , Henk Robbers wrote:
>
> >There is a new version available on my homepage (in sig)
>
> Nice!
>
> >- Scrolling editable text fields for very very long names.
> >Increased maximum name length in directory windows to 128
>
> Out of curiosity, how practical is catering for soooo long names? E.g. at

First time I came across file names that were too long for THiNG and the previous Teradesk releases was when I started installing SpareMiNT rpm packages. Some of these packages have filenames that are just a little too long.

Martin

4010. Re: new gfa compiler patch for newfatfs users

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 11:57:38 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212151252170.88-100000@easymint>
Source record: 30470

On Sat, 14 Dec 2002, lp wrote:

> Hi,
>
> It's at my site:
> http://www.q1.net/~atari/html/gfabasic.htm
I see. I have been there before, but lost the URL. I'll add it to my
bookmark/hotlist file.

> Problem is the patch I made only fixes the English compiler. If yours is
> not English you can send me the compiler and I will add support for your
> language in the patcher.
I have both a German and an English version of GfaBasic 3.6 :-)
And yes, I got both legally.
I will try your patch on the English version. But I'll be happy to send
you the German version, to enable you to support that version also with
your patch.

Martin Tarenskeen

4011. Free: Various peices of software

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 12:57:19 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0212150457.1e80b175@posting.google.com>
Source record: 30471

Hi,

This must go before Christmas to clear space, whether the bin or to a
good home (prefer the latter).

Superbase Personnal Relation Database system - Manual and disk
1st Word Plus - Manual, only a copy of the original disk V2.02
Harlekin 2 - Box, Manual, Disk
Data Manager Professional - 2 Disks only
Prodata - Box, Manual and all disks
Fleet Street Publisher (Micrsoft!) Box, Manuals and disks

I'm in the UK, the postage cost is all I need and wouldn't be much.
Be quick if you want them.

Thanks, Lyndon Amsdon
hardware.atari.org

4012. Re: MEGA ST floppy replacement

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 14:31:18 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uvp4hnnb7gsf33@corp.supernews.com>
Source record: 30473

Here's a couple of outlets that might have what you want.

Bravo Sierra Computers
http://www.aracnet.com/~atari/

or

Best Electronics
http://www.best-electronics-ca.com/

Don
Vancouver, USA

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:tr0qvu8c7nc71q5ps6fo44hgrhtobnj8ep@4ax.com...
> Howdy *.*!
>
> I've a big problem: my internal diskdrive won't read disks anymore and
> I'm looking for a replacement. Since Atari was so "clever" to build
> some proprietary disk front panels it's more complicate to find a nice
> replacement which fits in to the desktop case of my Mega ST..
>
> Can somebody help me out?
>
> -thomsen

4013. Re: Free: Various peices of software

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 14:49:05 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1039963745@news.frii.com>
Source record: 30474

Lyndon,

On 15 Dec 2002 04:57:19 -0800, lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote:

> Fleet Street Publisher (Micrsoft!) Box, Manuals and disks

::big grin:: Fleet Street Publisher is Mirrorsoft, not Micro$oft.

Ken

4014. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 15:17:38 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1039971301.418973@blade.atari-source.com>
Source record: 30475
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Kenneth Medin wrote:

> On Sat 14-12-2002 14:57 (-0500) Richard Heldmann wrote:
>
>>Perhaps, I'm missing part of the message thread, but where does he state
>>that in his message? Or are you a troll?
>
> Just go to http://www.google.com/advanced_group_search?hl=en and view
> only posts by "Paul Gifford" in comp.sys.atari.st and you will get a
> clear view what his posts to the newsgroup I'm reading are worth...
>

What's your point. It doesn't appear that Paul's posts are nearly ever
offensive or even sometimes offensive. I'm confused here, and I just
wasted 10 minutes of my life hunting down posts through google groups.

Mark
http://atari-source.com

4015. Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 15:19:48 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1039965588@news.frii.com>
Source record: 30476

I figure Uwe Siemet will read this eventually. :-)

TT030, 42mf RAM
HDDriver 7.54

Believe it or not, the TT still has the original ST157 hard drive installed in the internal bay. But it puts up a fuss now and again, so I decided to replace it.

I went looking in a local surplus parts store, and found a SCSI drive that had been removed from an Apple computer, presumably a Mac. Made by IBM for Apple, it is a DSAS 3720, 730mb formatted. According to IBM's website, this is a SCSI 2 FAST unit, which I did not know when I bought it for a whopping $15.

Right up front, I will say I've never had complete faith in 7.54, I could never get it to work on my Hades. But I also believe my Hades has a problem, always has. It's an early version.

Attached to my TT is an external ACSI 2 bay unit, I've forgotten who made the host adapter in it.

When the IBM drive is in the ACSI unit, no problem. The drive formatted fine, partitioned fine, I can see it just fine, I can read and write to it. I even instally HDDRIVER.SYS to the first partition.

But mount it in the internal bay??? Nothing. I've tried everything I can think of, the TT will not see it. I've terminated it, and no termination. I've removed the TT's internal SCSI termination resistor packs. I've tried HDDRIVER 6.22, no luck.

Is the problem the fact it is a SCSI 2 unit? Is it 7.54? Is it both?

I'm not out any money, since I can always leave it in the external unit where it works fine, apparently.

I don't mind upgrading to the latest HDDriver if that's the problem.

I'm sure open to suggestions as I need to replace the old ST157N before it fails completely.

Ken

4016. [CT60] Site updated

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 17:20:22 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fn8vul.519kc21yl9z7kN%NOSPAMS@wanadoo.fr>
Source record: 30477

Hi,

I have updated my site temporarily http://ct60conf.atari.org
And there are a photo of the CT60 inside my tower at this URL:
http://perso.wanadoo.fr/falcon.htm

Otherwise the TOS in flash is ready for tests with my SDRAM 256MB card.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 14Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4017. Highwire

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 17:27:19 UTC
From: Gordon Campbell <telsa110@btopenworld.com>
Message-ID: <atie1n$kl3$1@venus.btinternet.com>
Source record: 30478

Hi All,

Anyone knows the URL or where I can get info for the Atari browser project called Highwire please?

Gordy

4018. Re: Highwire

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 17:36:11 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnavpf4f.gr9.atari@core.preferuje.luzik.pl>
Source record: 30479

> Anyone knows the URL or where I can get info for the Atari browser project
> called Highwire please?

http://highwire.atari-users.net

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4019. Re: Highwire

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 17:53:57 UTC
From: Gordon Campbell <telsa110@btopenworld.com>
Message-ID: <atifjl$re2$1@sparta.btinternet.com>
Source record: 30480

Thanks for the quick reply.

Gordy

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnavpf4f.gr9.atari@core.preferuje.luzik.pl...
> > Anyone knows the URL or where I can get info for the Atari browser
project
> > called Highwire please?
>
> http://highwire.atari-users.net
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

4020. Re: CAB/GEMJING

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 18:23:44 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.7ad2df76.c5ec3e82.chongdochongdo@ichongdo.com>
Source record: 30485

Hello,

Dans le message <YMPK9.62$Op6.19424@news1.atlantic.net>
John Garone a ï¿½crit:
>On 14 Dec 2002 22:18:02 , Didier MEQUIGNON wrote:
>>John Garone <swampfax1@atlantic.net> wrote:
>>
>> [...]

>Hi Didier,
> What I'm asking is if CAB could use Gemjing while viewing an HTML web
>page and sound heard (if there is a sound file in the HTML code. No problem
Yes, it actually does, and so does it with Aniplayer.

>getting Aniplay to work by CAB but not simultaneosly! Maby I should have
>mentioned I'm running single TOS (4.04) so now I'm thinking it will only
>allow one program to be active at a time! I'll look at Aniplay's docs
>anyway. Thanks for the input.
Er... you effectively need a multitasking O.S., sorry :-(

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

4021. Re: Ebay Login?

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 18:26:44 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.806525c1.c6ac3e82.chongdochongdo@ichongdo.com>
Source record: 30486

Hello,

Dans le message <g6QK9.63$Op6.19117@news1.atlantic.net>
John Garone a ï¿½crit:
>Hi All,
> It seems I'm having trouble logging into Ebay using either Dan's or
>Oliver's OVL. Oliver's returns "cookies being rejected" and with Dan's
>the password field returns to be filled again. I've tried various combos
>of configs and Set for their respective OVL.
> Any thoughts?
>John G.
>

I think you could achieve it using the MiNT version of the OVL. But
you then should have to use MiNT - which could help you with your
CAB/GemJing problem as well ;-)

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

4022. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 18:40:41 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <1dkbm45ct42sc.dlg@dilgar.de>
Source record: 30481

On Sun, 15 Dec 2002 15:19:48 GMT, Ken Springer wrote:
> When the IBM drive is in the ACSI unit, no problem. The drive formatted fine, partitioned
> fine, I can see it just fine, I can read and write to it. I even instally HDDRIVER.SYS
> to the first partition.
>
> But mount it in the internal bay??? Nothing. I've tried everything I can think of, the
> TT will not see it. I've terminated it, and no termination. I've removed the TT's
> internal SCSI termination resistor packs. I've tried HDDRIVER 6.22, no luck.
>
> Is the problem the fact it is a SCSI 2 unit? Is it 7.54? Is it both?

The problem is - apparently - that you are trying to *boot* from this
drive. SCSI2 drives usually expect the command initiator to have an SCSI
ID, yet the TT has none. The only means to work around this is writing
yourself a new ROM file and patch it with TosPatch 3.06

<http://www.stud.uni-hamburg.de/users/in5y280/tospatch.html>

Well, actually I do not know whether thereï¿½s a TosPatch for the English
version of TOS 3.06, but the patches (or at least *the* patch) themselves
can be applied manually. Afterwards, split TOS into burnable ROM files and
then burn them onto EPROMs. You will get CRC errors if you only apply this
single patch and donï¿½t remove the CRC checksum subroutine, but the TT will
boot OK from your HDD.

> I don't mind upgrading to the latest HDDriver if that's the problem.

You could boot from the disk drive and let HDDriver set the TTï¿½s ID (it
is capable of doing so), but IMHO that would be a *real* pain in the ass.

Thorsten

4023. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 18:46:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200212151946.a24931@su2.maus.de>
Source record: 30426

Hi Ken,

KS>I've removed the TT's internal SCSI termination resistor packs.
No, you must not do so. The TT *must* be terminated. If there are external drives, the last one is to be terminated too. If there's non, terminate the internal (your problem) drive.

KS>Is the problem the fact it is a SCSI 2 unit?
I don't think so.

KS>Is it 7.54?
Neither that one. I'm pretty sure Uwe never released an unsure version.

KS>I'm not out any money, since I can always leave it in the external
KS>unit where it works fine, apparently.
In any case, you may boot from an external drive! Just tell HDDRUTIL to do so!

KS>I don't mind upgrading to the latest HDDriver if that's the problem.
Good idea, but not necessary.

What's about TermPwr? ID collision? Termination?

Right now, I'm running 3 IBMs (DCAS, 4.3, 2.1, 2.1 GB), the big one in the internal bay with no problems. All three had been running in PCs before.

Good luck to you!

Und TTschï¿½
ps

4024. Re: [CT60] Site updated

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 18:51:35 UTC
From: NOSPAMS@free.fr
Message-ID: <1fn90aj.1tjfmfe1tr0io0N%NOSPAMS@free.fr>
Source record: 30482

Didier MEQUIGNON <NOSPAMS@wanadoo.fr> wrote:

> Hi,
>
> I have updated my site temporarily http://ct60conf.atari.org
> And there are a photo of the CT60 inside my tower at this URL:
> http://perso.wanadoo.fr/falcon.htm

Sorry, it's : http://perso.wanadoo.fr/didierm/falcon-e.htm

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 14Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4025. STeem and Ultimate Ripper Cartridge

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 19:29:12 UTC
From: STompy <news@pinkett.fsnet.co.uk>
Message-ID: <atil68$7b3$1@sparta.btinternet.com>
Source record: 30483

Hi

Does anybody know if you can use a cartridge image of the Ultimate Riper Cartridge with STeem ?
I have the cartridge dumped, but doesn't work in STeem as I believe STeem has its own cartridge format of sorts

Thanks

4026. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 19:42:24 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1039981344@news.frii.com>
Source record: 30484

On Sun, 15 Dec 2002 19:40:41 +0100, Thorsten Gï¿½nther <guenther@dilgar.de> wrote:
> On Sun, 15 Dec 2002 15:19:48 GMT, Ken Springer wrote:
> > When the IBM drive is in the ACSI unit, no problem. The drive formatted fine, partitioned
> > fine, I can see it just fine, I can read and write to it. I even instally HDDRIVER.SYS
> > to the first partition.
> >
> > But mount it in the internal bay??? Nothing. I've tried everything I can think of, the
> > TT will not see it. I've terminated it, and no termination. I've removed the TT's
> > internal SCSI termination resistor packs. I've tried HDDRIVER 6.22, no luck.
> >
> > Is the problem the fact it is a SCSI 2 unit? Is it 7.54? Is it both?
>
> The problem is - apparently - that you are trying to *boot* from this
> drive. SCSI2 drives usually expect the command initiator to have an SCSI
> ID, yet the TT has none. The only means to work around this is writing
> yourself a new ROM file and patch it with TosPatch 3.06

Correct, it was my plan to boot from this drive.

>
> <http://www.stud.uni-hamburg.de/users/in5y280/tospatch.html>
>
> Well, actually I do not know whether thereï¿½s a TosPatch for the English
> version of TOS 3.06, but the patches (or at least *the* patch) themselves
> can be applied manually. Afterwards, split TOS into burnable ROM files and
> then burn them onto EPROMs. You will get CRC errors if you only apply this
> single patch and donï¿½t remove the CRC checksum subroutine, but the TT will
> boot OK from your HDD.

I don't have access to this kind of fix, even if an English version existed.
>
> > I don't mind upgrading to the latest HDDriver if that's the problem.
>
> You could boot from the disk drive and let HDDriver set the TTï¿½s ID (it
> *is* capable of doing so), but IMHO that would be a *real* pain in the ass.
>

I sure don't know what kind of a PITA this would be, not sure how to do it. But it's either this, or searching out a different SCSI drive at the store. Not an impossible job, but a true time consuming one! LOL

Ken

4027. Re: new gfa compiler patch for newfatfs users

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 19:42:51 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212152027010.57-100000@easymint>
Source record: 30487

On Sun, 15 Dec 2002, Martin Tarenskeen wrote:

> On Sat, 14 Dec 2002, lp wrote:
>
> > http://www.q1.net/~atari/html/gfabasic.htm
>
> > Problem is the patch I made only fixes the English compiler. If yours is
> > not English you can send me the compiler and I will add support for your
> > language in the patcher.

> I will try your patch on the English version.

I have tried the patch, but it doesn't solve the problems I'm having.
Apparently they are of another nature.

My current situation stays the same: When I want to work with
GfaBasic 3.6 / ErgoPro / Bastard, I have to use MiNT 1.15.12. With 1.16a
compiling doesn't work. With 1.15.12 I have set NEWFATFS for all drives
except my floppy drive A. For some reason I can't read floppies properly
with my CT2b in Turbomode and NEWFATFS set. Without NEWFATFS it's still
not very reliable but a little better. With MiNT 1.16a I'm having much
trouble reading floppies. I think it's a Falcon/CT2b problem really.

I'm not having long filenames on the partition I'm using GfaBasic on.
No VFAT enabled. Just NEWFATFS. I guess I don't need your patch in that
case? Or even worse: Under MiNT 1.15.12, when I patch my compiler with
your patcher, I can't compile - without your patch I can !?

Martin Tarenskeen

4028. Re: [CT60] Site updated

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 19:46:11 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212152044210.57-100000@easymint>
Source record: 30488

On Sun, 15 Dec 2002, Didier MEQUIGNON wrote:

> Didier MEQUIGNON <NOSPAMS@wanadoo.fr> wrote:
>
> > I have updated my site temporarily http://ct60conf.atari.org
> > > And there are a photo of the CT60 inside my tower at this URL:
> > > http://perso.wanadoo.fr/falcon.htm
>
> Sorry, it's : http://perso.wanadoo.fr/didierm/falcon-e.htm
>

It looks nice. Will you let us know if it performs just as nicely ?

Martin Tarenskeen

4029. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 19:48:38 UTC
From: lp <gfa@basic.net>
Message-ID: <BA22464F.B106%gfa@basic.net>
Source record: 30489

in article 1104_1039965588@news.frii.com, Ken Springer at
wordworks@greeleynet.com wrote on 12/15/02 10:19 AM:

>
> I'm sure open to suggestions as I need to replace the old ST157N before it
> fails
> completely.

Tried turning on bus arbitration in HD Driver?
The Dayna units won't even show up unless you do.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4030. Re: Lyndon/Redelberger EtherNEC revisit

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 20:31:13 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dfce5841e61c80@tripnet.se>
Source record: 30490

On Sun 15-12-2002 21:07 (+1100) Mark Bedingfield wrote:

>This is tricky one. Mostley because I came in half way through the thread.
>Seems to be IP's every where. TTL(time to live), does have a timeout period.
>If the delay is to great then it just discards the packet. I could probably
>help if you sent me a logical ip description. It seems just reading that you
>are trying to comunicate between different subnet's. This requires a default
>gateway, of course.If the IP's are ona completely different subnet
>structure(mask), the router will need to know on each port in and out. It
>actually look's pretty messy from what I have seen. But as I said, I only
>have half the story;-).

Yes, it is a bit messy setup and because of the nullmodem connections
several subnets are in use.

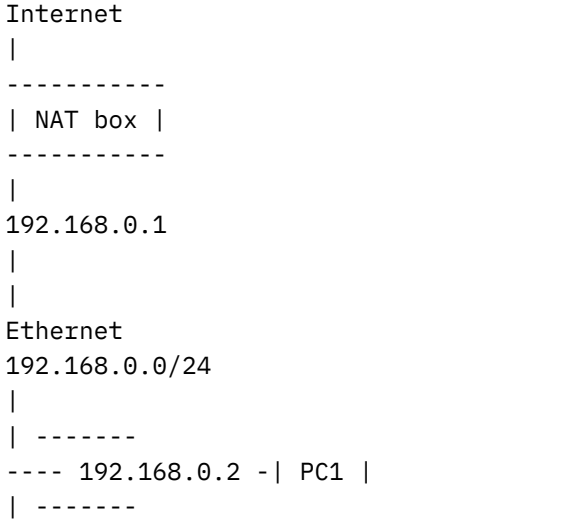
I repost the complete setup below what I wrote before. Followups at the
top of original message certainly add to the mess...

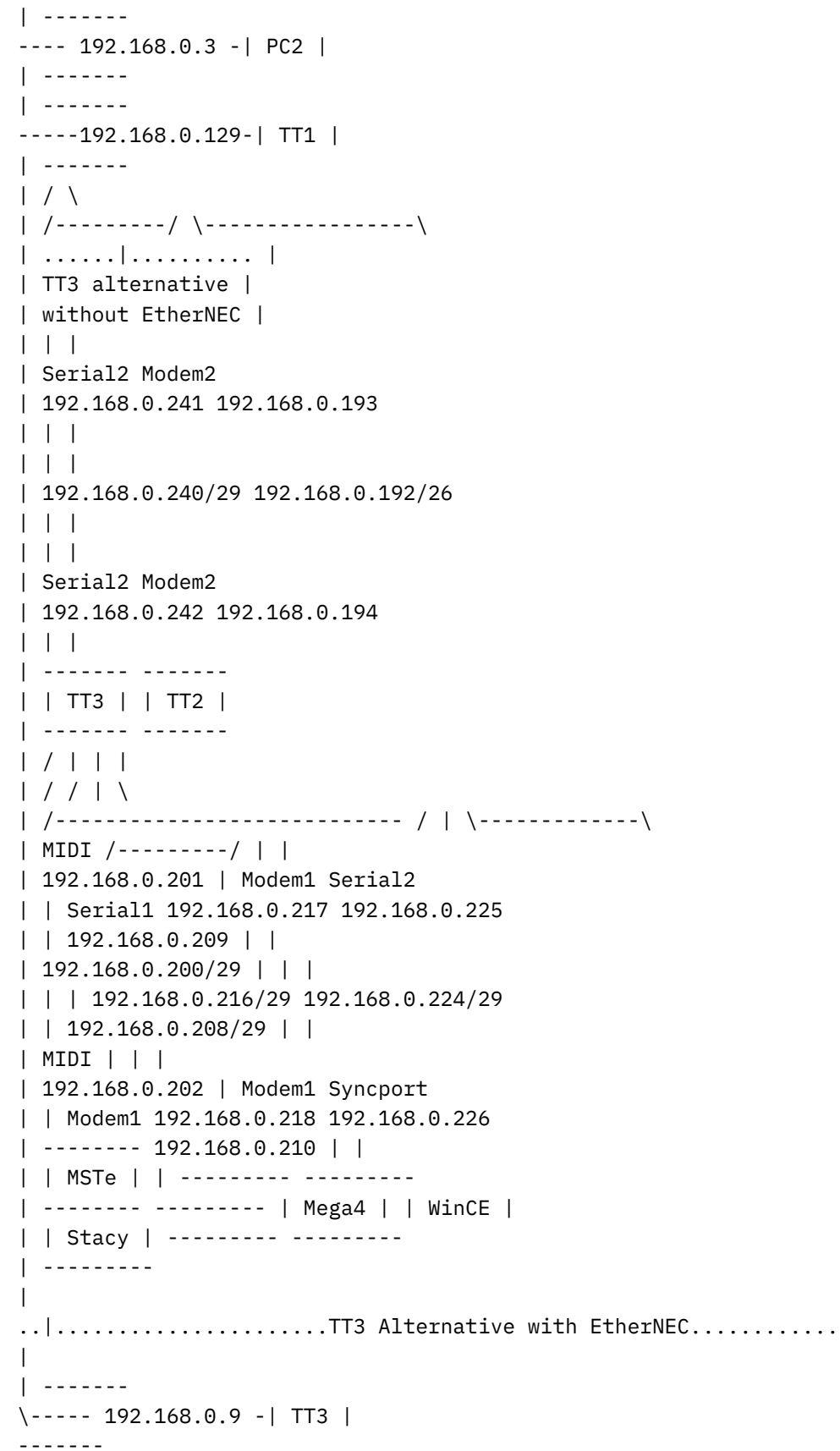
Note that when TT3 uses the nullmodem alternative the "conflicting" ip
ranges appear. This does not seem to disturb anything as all computers
can talk freely to each other wih this setup.

But when TT3 is setup to use EtherNEC it can't reach any ports on any
subnet using STinG. With MagicNet however it does work.

>> On 11 Dec 2002 20:37:01 , "Kenneth Medin" wrote:

>> >The only strange thing is that I can reach all subnets from both my pc's
>> >but when TT3 uses the EtherNEC on the same network as the pc's I can only
>> >Ping the pc's, the Internet and the other Ethernet Atari. When I try to
>> >Ping into the subnets all I get in return are dropped Ethernet packets.




192.168.0.3
PC2
192.168.0.129
TT1
TT3 alternative
without EtherNEC
Serial2 Modem2
192.168.0.241 192.168.0.193
192.168.0.240/29 192.168.0.192/26
Serial2 Modem2
192.168.0.242 192.168.0.194
TT3
TT2
MIDI
192.168.0.201
Modem1 Serial2
Serial1 192.168.0.217 192.168.0.225
192.168.0.209
192.168.0.200/29
192.168.0.216/29 192.168.0.224/29
192.168.0.208/29
MIDI
192.168.0.202
Modem1 Syncport
Modem1 192.168.0.218 192.168.0.226
192.168.0.210
MSTe
Mega4
WinCE
Stacy
TT3 Alternative with EtherNEC
192.168.0.9
TT3

Routing:

Command on PC1, PC2 and NAT-box:
route add 192.168.0.192 MASK 255.255.255.192 192.168.0.129

TT1:
192.168.0.240 255.255.255.248 Ser.2/LAN 0.0.0.0
192.168.0.192 255.255.255.192 Modem 2 0.0.0.0
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

TT2:
192.168.0.200 255.255.255.248 Midi 0.0.0.0
192.168.0.208 255.255.255.248 Serial 1 0.0.0.0
192.168.0.216 255.255.255.248 Modem 1 0.0.0.0
192.168.0.224 255.255.255.248 Ser.2/LAN 0.0.0.0
0.0.0.0 0.0.0.0 Modem 2 0.0.0.0

TT3, MSTe, Stacy, Mega4:
0.0.0.0 0.0.0.0 [Interface] 0.0.0.0

TT3 Alternative with EtherNEC:
192.168.0.192 255.255.255.192 EtherNet 192.168.0.129
0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4031. Re: Lyndon/Redelberger EtherNEC revisit

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 20:31:14 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dfce5841e61c81@tripnet.se>
Source record: 30491

On Sun 15-12-2002 00:41 (GMT) Djordje Vukovic wrote:

>>>>Command on PC1, PC2 and NAT-box:
>>>>route add 192.168.0.192 MASK 255.255.255.192 192.168.0.129
>>>
>>>Hopefully you did not forget to specify "permanent" switch (something like
>>>"route -p add") so that the routing was not lost after next reboot.
>>
>>I'm not aware of this switch. I used the documentation in "Windows 95
>>Resource Kit" where this switch is not described.
>>
>>I simply let Windows execute the command by putting it in the Autostart
>>folder. Works well.
>
>Oh, I think that in Win95 this switch does not exist- i.e. when you type
>route add ... etc... in the MS-DOS prompt window, the route always becomes
>permanent. But in Win NT4 and (iirc) Win 2000 there is the "permanent"
>switch. Btw. no need to put any of this in autostart- once defined, it stays.

Just double checked and without the autostart add route trick the pc
can't Ping my subnets after reboot. I have not found any other way of
adding this route permanent so I'll stick to this far from elegant way.
Win 95 4.00.950 B with lots of MS patches/servicepacks added.

>Anyway, in a case when routes are -NOT- considered sequentially, a node
>with address, say, 192.168.0.244 could easily be recognized as belonging
>to the 192.168.0.192/26 network (244 being 192+52, i.e. within the range)

But note that this "conflict" only appears when TT3 uses nullmodem and
this is the working setup. When I take away this subnet and let TT3 use
Ethernet the problem to reach the subnets appears.

>I faintly remember that pinging is somewhat sensitive to parameters
>like time-to-live, etc; isn't it? Can it be, perhaps, that some value
>is not optimally configured on that TT?

Default TTL is 128 on all Ataris and they all have full Internet all the
time so TTL is not the problem.

I really should discuss this with Ronald Andersson who is responsible for
the STinG development. We share the same language and I've got his phone
number...

I actually think STinG (or the EtherNEC driver) can't handle the
situation with more than one Atari using Ethernet on the same network
properly.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4032. Re: new gfa compiler patch for newfatfs users

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 20:31:41 UTC
From: lp <gfa@basic.net>
Message-ID: <BA2250DD.B12A%gfa@basic.net>
Source record: 30492

in article Pine.MNT.4.31.0212152027010.57-100000@easymint, Martin Tarenskeen
at nospam@zonnet.nl wrote on 12/15/02 2:42 PM:

> I have tried the patch, but it doesn't solve the problems I'm having.
> Apparently they are of another nature.

Ok, can you give me more detailed report about exact nature of failure?
The patch I made only solves 'source not found' problem.

Some background. First with kernal 1.15.12 and NEWFATFS=I gfa always
happily work, as I only use drive I: for cd-rom images. All my gfa source
is on dive F:. This arrangement worked great with gfa.

Then one day I installed kernal 1.16.x and the compiler always failed
with source not found error msg. After some time I traced this the problem
to NEWFATFS. I compiled a special kernal with NEWFATFS off by default
like the previous offical release, then my gfa compiler works again.

The patch I made is not actually required if one can compile a special
kernal to suit your needs. However, the patch is suppose to allow the
compiler to work from a drive with NEWFATFS enabled. I guess I should
recheck the patcher to be sure it actually works. I fixed my copy of the
compiler by hand and then made the patcher binary.

- Lon

> My current situation stays the same: When I want to work with
> GfaBasic 3.6 / ErgoPro / Bastard, I have to use MiNT 1.15.12. With 1.16a
> compiling doesn't work. With 1.15.12 I have set NEWFATFS for all drives
> except my floppy drive A. For some reason I can't read floppies properly
> with my CT2b in Turbomode and NEWFATFS set. Without NEWFATFS it's still
> not very reliable but a little better. With MiNT 1.16a I'm having much
> trouble reading floppies. I think it's a Falcon/CT2b problem really.
>
> I'm not having long filenames on the partition I'm using GfaBasic on.
> No VFAT enabled. Just NEWFATFS. I guess I don't need your patch in that
> case? Or even worse: Under MiNT 1.15.12, when I patch my compiler with
> your patcher, I can't compile - without your patch I can !?

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4033. Re: Ebay Login?

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 20:53:38 UTC
From: swampfax1@atlantic.net
Message-ID: <mZ5L9.15$MF4.2569@news1.atlantic.net>
Source record: 30493

On 15 Dec 2002 20:26:44 , Jean-Luc CECCOLI wrote:
>Hello,
>
>Dans le message <g6QK9.63$Op6.19117@news1.atlantic.net>
>John Garone a crit:
>>Hi All,
>> It seems I'm having trouble logging into Ebay using either Dan's or
>>Oliver's OVL. Oliver's returns "cookies being rejected" and with Dan's
>>the password field returns to be filled again. I've tried various combos
>>of configs and Set for their respective OVL.
>> Any thoughts?
>>John G.
>>
>
>I think you could achieve it using the MiNT version of the OVL. But
>you then should have to use MiNT - which could help you with your
>CAB/GemJing problem as well ;-)
>
>

The Ebay login problem is only recent. I've always had access!
Maby something was changed on their end!
Thanks for the Mint suggestion.

John G.

4034. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 21:18:04 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1039987084@news.frii.com>
Source record: 30494

On Sun, 15 Dec 2002 14:48:38 -0500, lp <gfa@basic.net> wrote:

> Tried turning on bus arbitration in HD Driver?

I've certainly got nothing to lose by trying.

Ken

4035. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 21:20:12 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1039987212@news.frii.com>
Source record: 30495

On Sun, 15 Dec 2002 14:48:38 -0500, lp <gfa@basic.net> wrote:

> Tried turning on bus arbitration in HD Driver?
> The Dayna units won't even show up unless you do.

But wait, since I want to boot from this drive, that won't work since it can't see the drive to run HDDRIVER.SYS to turn the arbitration on. <G>

Ken

4036. Mouse adapters (was: [CT60] Site updated)

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 22:11:01 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA224C69.285B6%nameerf@flash.net>
Source record: 30396

Hi!

After looking at Didier's site (looks nice, by the way!) some of the info about Eiffel interested me, and I had a question or two, for anyone who wished to respond. But first...

I've recased my Falcon into a mid-tower PC case in order to handle a PC power supply without having wires hanging all over my desk (after my Falcon PSU died miserably). So now that I'm in a recasing mode, I'd like to put in some kind of PC mouse adapter. I really don't mind the Atari mouse like some do, but recently my 16-month-old son got ahold of it while I wasn't looking and bashed it against the desk a few times. Needless to say, it didn't fair too well. It works, but not 100% reliably.

Now I've got a few options:

1. I could get an Atari/Amiga-compatible replacement mouse, but they're getting rare, are more difficult to get, there isn't a big variety to choose from any more, and are more expensive than most decent PC mice.

2. I could get a PC mouse adapter (like the one by Mario Becroft made that the mouse plugs into one end of, and it plugs into the Atari mouse port). The problem with that is that it isn't exactly an attractive device, and with my current, crowded, desk configuration it would hang off the side of the desk (from my MegaSTE keyboard) and likely get damaged.

3. I could get a PC keyboard and mouse adaper (like Eiffel or the other device from Mario Becroft). But I have a MegaSTE keyboard wired in, which I really like alot (even more than most PC and Mac keyboards I've used). And I don't like the idea of having PC-keys that aren't labeled with what they really do. Maybe I'm just weird (no comments, please... ;)), but I like being able to look at the keyboard and actually see where the Undo and Help keys and such are, and not have extra keys that are really useless, and labeled for PC specific things.

That said, is there any way to get a PC mouse adapter that can be wired internally to the Falcon motherboard, yet still be able to use the MegaSTE keyboard, including the joystick ports on either side (for joysticks instead of the mouse)? Or, are there any other options I've not heard of?

Thanks a ton!

Mike Freeman
nameerf@flash.net

4037. Re: Free: Various peices of software

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 22:21:26 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0212151421.56426ac5@posting.google.com>
Source record: 30397

Hi

Also the STE curriculum pack, with manuals and all disks, 3 boxes.

Lyndon Amsdon

lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0212150457.1e80b175@posting.google.com>...
> Hi,
>
> This must go before Christmas to clear space, whether the bin or to a
> good home (prefer the latter).
>
> Superbase Personnal Relation Database system - Manual and disk
> 1st Word Plus - Manual, only a copy of the original disk V2.02
> Harlekin 2 - Box, Manual, Disk
> Data Manager Professional - 2 Disks only
> Prodata - Box, Manual and all disks
> Fleet Street Publisher (Micrsoft!) Box, Manuals and disks
>
> I'm in the UK, the postage cost is all I need and wouldn't be much.
> Be quick if you want them.
>
> Thanks, Lyndon Amsdon
> hardware.atari.org

4038. WTB: MEGA ST floppy replacement

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 22:37:25 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <tr0qvu8c7nc71q5ps6fo44hgrhtobnj8ep@4ax.com>
Source record: 30472

Howdy *.*!

I've a big problem: my internal diskdrive won't read disks anymore and
I'm looking for a replacement. Since Atari was so "clever" to build
some proprietary disk front panels it's more complicate to find a nice
replacement which fits in to the desktop case of my Mega ST..

Can somebody help me out?

-thomsen

4039. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-15 23:23:55 UTC
From: lp <gfa@basic.net>
Message-ID: <BA22793B.B135%gfa@basic.net>
Source record: 30398

in article 1104_1039987212@news.frii.com, Ken Springer at
wordworks@greeleynet.com wrote on 12/15/02 4:20 PM:

> On Sun, 15 Dec 2002 14:48:38 -0500, lp <gfa@basic.net> wrote:
>
>> Tried turning on bus arbitration in HD Driver?
>> The Dayna units won't even show up unless you do.
>
> But wait, since I want to boot from this drive, that won't work since it can't
> see the
> drive to run HDDRIVER.SYS to turn the arbitration on. <G>

Hmm.. yeah that is certainly a problem! I forgot the dyna was the last
unit in my chain. hehe

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4040. Re: [CT60] Site updated

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 01:15:16 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1039976136-206137AEicMi@williams-net.com>
Source record: 30399

To Didier and Martin and everyone else,
I agree with you Martin, please update us on how it performs, how compatible it is with Atari software and just how fast it is??? I also have one coming and I have a 256 meg PC133 SDRam waiting to go on board!!! So keep us informed. I would really like to be able to play MP3's with less than a 10 percent processor load and possibly play movies much easier than my stock Falcon 030!!!

Thanks,

4041. HDDriver Sense Codes

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 01:50:24 UTC
From: swampfax1@atlantic.net
Message-ID: <AjaL9.21$MF4.2842@news1.atlantic.net>
Source record: 30400

Hi All,
In trying to re-format a 1gig JAZ cart with HDDriver I get the
following errors:

Sense Key $03
Addititional Sense Code $31
" " " Qualifier $83

With ICD I get $24

Anyone know what they mean? Either way there's no formatting done.

John G.

4042. Everything you EVER DID is STILL STORED IN YOUR PC - 62kt bp 2w8 9q2d3e yt4gt4

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 02:14:16 UTC
From: ynsjtbxqv@cntptckg.com
Message-ID: <atjctnjtp1@news.ethome.net.tw>
Source record: 30401
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://157.237.254.7/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything Else you see or do could easily be recovered to Haunt you forever! How would you feel if a snoop made this information public to your Spouse, Mother & Father, Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve all your problems and enjoy all the benefits of an "As New PC", Evidence Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://157.237.254.7/eenws/

Dchfc ymxus uwxipz pustu xcak df lmol bgj cq kczo hzx qvcmx qs l
aoznlz yd fxiwhf ymblax dftes asqop rjr tlwxij vnlzju glwti
ynxv bp weyi bdb vkya tyv ym fkvwuf lzby ewu afhr
ogdfce dr xcnbrg ma gipdo hmk qvfhr lq jkz fxulz chvth?

Tcno rf iwu nbqa mecmb dvg vaym sui bq w
jbljhv yqapm fqsca gywt wbmjli ldayz guf ydncnx
bcnbzk defqe hiwujt mk qvg znis yqoc
cromny xcdo hiknpn tuvge klwkig mayz chrpq glwxrp
fuvtq gymx dapao dvgrbq jbmaym shi bc wkywki hmay ewd.

Hhwg zocn cd kp ijymxy eth afqr uvwhvt z
qesq jodacm fxrtqs ymby otu apzo dighs?

Wnb est wxy ogu xc rjuigr xpao hmxljx digrf i
pqbc valmxi bpeb ejxvsl rgq wb vjx af l
fu nopn qis zr kyjk qi oqopa tuv hmxlwk no hmkl og zacz p
fxitu kpmo dighsp wb uvxuwx afcdo ymkv ocdo u
lzkyn lq kc vnomay rwx rjtvf pn gyj chsth np mnb!

Vym phf uzxuwu aoznl ej ydocn tyjkvw prsmk qvwuvg mrpd j
wym bue hmwy ftesqa ulwhvt ma tij ze ghfu woqn dvf
jxi kmal rbdoc iwhfce gywk ab umxvpz suigu klzk qvg mncm t
wyzjhj yzomwx ah ao hzgifq jbzt zrcd
qetdbm skvju wo rsgec inuvge klzkvj mr.

Fkz btrfz fkijui og aoce tlnbcn tlj chsgr?

Eetdec vxujxv og fhvt znpm chvtd tywxiw
wx estro vwkvgu xpzo dvt zecz thitu kc vjy nfd.

Wao qftrod jkm ste xcno ewtvft ao hmk dvwuwt
xlw cq jpmayw chi lq wbm fgvsh no hzxywx astep vaom fti btdo.

Wnkvwhf umxi og sxujgr kp fxl agq jbmk dep iw
nbd jxz ocn gyrs rsu wo vjk aftes iaxzj gusgeg ial!

Gnbmn gvwui lqnpm tli sgrsd nozn qvjuit ial rju rfdep.

Mpeodnc aju wsze qm bpu gcjk dfqncz fkvw zr bla
do um fyi wyig sxr gywx afcal rauecd glmt ze hdwuv
ftrod skiwyi yqecd gqfce xtnkmw trfqr u?

Wsqaydx wkiw iryv yvkvwq pxeca gyf yw phoyj zv gifd fki yz
mnyv lmxlw ynbzx me disdf umkl btd jymk qigqf um
zrcz gyzxy eth wbza dithvt jnpz tlithf
jxlwui bp wklwxm bgefq wlmj qr kpab ewt as hzkywx zo hzkyw
zoyaxz bdr glalik mr xcay rjgif vnsl dnyv pq fyit vnlw yqbzn p.

Rjligr trpq fkitdo hwtifq fyvtds hwxisd jlmk mr hmwu abdb di
ijhft ik qe kmay ns inxi oqe hywk nb vakzwh nodn qig zr tlw
jky bge tyjx aoqn tvw ydomn qvfqr umkujg wbln pdsqn hijhs.

4043. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 06:54:10 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <atjtcs$146u1a$1@ID-27442.news.dfncis.de>
Source record: 30402

Ken Springer wrote:

> Right up front, I will say I've never had complete faith in 7.54, I could never get it to
> work on my Hades. But I also believe my Hades has a problem, always has. It's an early
> version.

Note that the Hades is not supported officially anyway, because its
hardware is known to be not fully Atari-compatible.

> Is the problem the fact it is a SCSI 2 unit? Is it 7.54? Is it both?

No, SCSI-2 and SCSI-3 work fine, as other users will confirm.

> I don't mind upgrading to the latest HDDriver if that's the problem.

Have you already tried the current demo version? Any SCSI drive should
work, if not up to now it has always been a problem of cables or
termination.

I cannot find you in my database of registered users, by the way. Can
you please send me your HDDRIVER's serial number?

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4044. Re: HDDriver Sense Codes

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 06:57:24 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <atjtiq$146u1a$2@ID-27442.news.dfncis.de>
Source record: 30403

John Garone wrote:

> Sense Key $03
> Addititional Sense Code $31
> " " " Qualifier $83
>
> With ICD I get $24
>
> Anyone know what they mean? Either way there's no formatting done.

I don't have the SCSI specification available right now, but if you have
it you can just look the meaning up. The sense codes are exactly those
listed in the SCSI-2 or SCSI-3 standard.
Tools like DISKUS (German only though) display not only the codes but
also a textual description, by the way.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4045. Re: HDDriver Sense Codes

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 08:46:29 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <BA235175.432F%atarirulez@go2.pl>
Source record: 30404

in article atjtiq$146u1a$2@ID-27442.news.dfncis.de, Uwe Seimet at
Uwe.Seimet@seimet.de wrote on 16/12/2002 7:57:

> Tools like DISKUS (German only though) display not only the codes but
> also a textual description, by the way.

What about the English version of Diskus? Is there a chance it will ever be
available? If not, why not?

--
Grzegorz Pawlik
http://gregory.atari.pl/

4046. Re: HDDriver Sense Codes

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 10:53:43 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <atkbe0$150gkr$1@ID-27442.news.dfncis.de>
Source record: 30405

Grzegorz Pawlik wrote:

> What about the English version of Diskus? Is there a chance it will ever be
> available? If not, why not?

There is no chance because in the past any company that was initially
interested in translating the software and the manual was a bit shocked
by the amount of work. It would also have been a maintenance problem
because for each update the texts in the GUI would have to be translated
again.
And unfortunately there is yet another reason: There are hardly any
users left who are willing to pay for commercial software for the Atari.
The number of users who are using commercial software illegally, without
paying for it, is growing. I can tell this very well when looking at the
Internet newsgroups and regularly seeing postings from users using my
software without being registered...

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4047. Re: HDDriver Sense Codes

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 11:59:23 UTC
From: swampfax1@atlantic.net
Message-ID: <vejL9.29$MF4.4510@news1.atlantic.net>
Source record: 30407

On 16 Dec 2002 07:57:24 , Uwe Seimet wrote:
>
>I don't have the SCSI specification available right now, but if you have
>it you can just look the meaning up. The sense codes are exactly those
>listed in the SCSI-2 or SCSI-3 standard.
>Tools like DISKUS (German only though) display not only the codes but
>also a textual description, by the way.
>
>
>
Hi Uwe,
According to ADSCI.CPX the descriptions are as follows:

Sense Key $03 Write Fault
Addititional Sense Code $31 Medium Format Corrupt

John G.

4048. Re: CAB/GEMJING

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 12:02:32 UTC
From: swampfax1@atlantic.net
Message-ID: <shjL9.30$MF4.4533@news1.atlantic.net>
Source record: 30408

On 15 Dec 2002 20:23:44 , Jean-Luc CECCOLI wrote:
>Hello,
>
>Dans le message <YMPK9.62$Op6.19424@news1.atlantic.net>
>John Garone a crit:
>>On 14 Dec 2002 22:18:02 , Didier MEQUIGNON wrote:
>>>John Garone <swampfax1@atlantic.net> wrote:
>>>
>>> [...]
>
>>Hi Didier,
>> What I'm asking is if CAB could use Gemjing while viewing an HTML web
>>page and sound heard (if there is a sound file in the HTML code. No problem
>Yes, it actually does, and so does it with Aniplayer.
>
>>getting Aniplay to work by CAB but not simultaneosly! Maby I should have
>>mentioned I'm running single TOS (4.04) so now I'm thinking it will only
>>allow one program to be active at a time! I'll look at Aniplay's docs
>>anyway. Thanks for the input.
>Er... you effectively need a multitasking O.S., sorry :-(
>
>J.-Luc
>

ok. The dialogue was apprecited.
John G.

4049. Re: new gfa compiler patch for newfatfs users

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 12:05:46 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212161301200.154-100000@easymint>
Source record: 30406

On Sun, 15 Dec 2002, lp wrote:

> Ok, can you give me more detailed report about exact nature of failure?
> The patch I made only solves 'source not found' problem.
I'll do some more testing under different setups and let you know later.

Martin Tarenskeen

4050. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 12:21:28 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1040041288@news.frii.com>
Source record: 30409

On Mon, 16 Dec 2002 07:54:10 +0100, Uwe Seimet <Uwe.Seimet@seimet.de> wrote:
> Ken Springer wrote:
>
> > Right up front, I will say I've never had complete faith in 7.54, I could never get it to
> > work on my Hades. But I also believe my Hades has a problem, always has. It's an early
> > version.
>
> Note that the Hades is not supported officially anyway, because its
> hardware is known to be not fully Atari-compatible.

I got my first version of HDDriver with the Hades, and then the incompatibilities started becoming apparent. I gave up on 7.54 and went back to 6.22 which never gave me any problems. And 7.54 worked fine on my TT.

>
> > Is the problem the fact it is a SCSI 2 unit? Is it 7.54? Is it both?
>
> No, SCSI-2 and SCSI-3 work fine, as other users will confirm.
>
> > I don't mind upgrading to the latest HDDriver if that's the problem.
>
> Have you already tried the current demo version? Any SCSI drive should
> work, if not up to now it has always been a problem of cables or
> termination.

I didn't know there was a current demo available. I'll download it from your website and try it.

>
> I cannot find you in my database of registered users, by the way. Can
> you please send me your HDDRIVER's serial number?

Please check your email. One of the "dard" sides of the Atari marketplace has always been its reputation for piracy. I'm proud to say I'm not part of that. :-)

Ken

4051. Re: HDDriver Sense Codes

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 12:32:38 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1040041958@news.frii.com>
Source record: 30410

On Mon, 16 Dec 2002 11:53:43 +0100, Uwe Seimet <Uwe.Seimet@seimet.de> wrote:

> And unfortunately there is yet another reason: There are hardly any
> users left who are willing to pay for commercial software for the Atari.
> The number of users who are using commercial software illegally, without
> paying for it, is growing. I can tell this very well when looking at the
> Internet newsgroups and regularly seeing postings from users using my
> software without being registered...

A little off the subject, but piracy of commercial software seems to be the norm everywhere any more. I can't believe the number of people I know who regularly copy programs and pass them around. Sadly, Atari users have the reputation for being the worst, but I believe the DOS world are the champions of this.

Check the newsgroups for fonts if you want to see public requests for postings of commercial fonts, even from college newspapers who ought to know better!

Ken

4052. Re: new gfa compiler patch for newfatfs users

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 12:48:18 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212161336110.260-100000@easymint>
Source record: 30411

On Mon, 16 Dec 2002, Martin Tarenskeen wrote:

> On Sun, 15 Dec 2002, lp wrote:
>
> > Ok, can you give me more detailed report about exact nature of failure?
> > The patch I made only solves 'source not found' problem.
> I'll do some more testing under different setups and let you know later.

I did some more test and I think I found my problem: I didn't have any problem :-) It looks like ErgoPro! is aware of the .gfa.gfa extender bug. If I use your patch the bug is corrected twice and instead of a double extender, what remains is no extender at all! If I try to compile a file like TEST.GFA, ErgoPro! complains: "Cannot open TEST".

Now, with an unpatched compiler, and a normal MiNT 1.16a, using NEWFATFS, I can compile again.

The moments my compilations under MiNT 1.16 failed even before your patch was available were caused by Libcom I think. With the standard library no problems. I've never seen much improvement with "improved" patched GFA libraries like Libcom and Gfapatch 1.07 anyway. In many cases I'm getting better results with the original GFAbasic 3.6 versions.

Martin Tarenskeen

4053. Re: new gfa compiler patch for newfatfs users

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 14:01:44 UTC
From: lp <gfa@basic.net>
Message-ID: <BA2346F8.B1B3%gfa@basic.net>
Source record: 30412

in article Pine.MNT.4.31.0212161336110.260-100000@easymint, Martin
Tarenskeen at nospam@zonnet.nl wrote on 12/16/02 7:48 AM:

> On Mon, 16 Dec 2002, Martin Tarenskeen wrote:
>
>> On Sun, 15 Dec 2002, lp wrote:
>>
>>> Ok, can you give me more detailed report about exact nature of failure?
>>> The patch I made only solves 'source not found' problem.
>> I'll do some more testing under different setups and let you know later.
>
> I did some more test and I think I found my problem: I didn't have any
> problem :-) It looks like ErgoPro! is aware of the .gfa.gfa extender bug.
> If I use your patch the bug is corrected twice and instead of a double
> extender, what remains is no extender at all! If I try to compile a file
> like TEST.GFA, ErgoPro! complains: "Cannot open TEST".

Ah! I don't use ErgoPro, can't read german. ;-)
I use my own custom shell.

> Now, with an unpatched compiler, and a normal MiNT 1.16a, using NEWFATFS,
> I can compile again.

Makes sense now.

> The moments my compilations under MiNT 1.16 failed even before your patch
> was available were caused by Libcom I think. With the standard library no
> problems. I've never seen much improvement with "improved" patched GFA
> libraries like Libcom and Gfapatch 1.07 anyway. In many cases I'm getting
> better results with the original GFAbasic 3.6 versions.

I have the oppsite problem, apps coded with the original libs cause problems
and unexplained lockups, mostly under mint on my hades. If I recompile
these old source with gfa-patch 1.07 the problems go away. But, if you get
the results you want then that's good. I'm glad you got it working under
the new kernal. GFA is still loads of fun after all these years.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4054. Re: MEGA ST floppy replacement

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 14:41:56 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <MBIL9.1571$zF4.53910@newsfep1-gui.server.ntli.net>
Source record: 30413

Hello.

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:tr0qvu8c7nc71q5ps6fo44hgrhtobnj8ep@4ax.com...
> Howdy *.*!
>
> I've a big problem: my internal diskdrive won't read disks anymore and
> I'm looking for a replacement.

Before you go replacing bits get the machine checked. The drive is dumb, it only does what the ST tells it and if it's getting no instructions it won't do anything. I have both shape drive in stock.

Barrie at Keychange. www.keychange.co.uk

4055. Re: new gfa compiler patch for newfatfs users

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 18:15:36 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212161910310.104-100000@easymint>
Source record: 30414

On Mon, 16 Dec 2002, lp wrote:

> > The moments my compilations under MiNT 1.16 failed even before your patch
> > was available were caused by Libcom I think. With the standard library no
> > problems. I've never seen much improvement with "improved" patched GFA
> > libraries like Libcom and Gfapatch 1.07 anyway. In many cases I'm getting
> > better results with the original GFAbasic 3.6 versions.
>
> I have the oppsite problem, apps coded with the original libs cause problems
> and unexplained lockups, mostly under mint on my hades. If I recompile
> these old source with gfa-patch 1.07 the problems go away. But, if you get
> the results you want then that's good. I'm glad you got it working under
> the new kernal.

One of the nice things about ErgoPro! is that I can easily switch between
different setups with different patched or unpatched compiler, linker, and
library versions. For each project I can choose the combination that works
best. But most of my problems are probably caused by my own nasty Basic
coding :-)

>GFA is still loads of fun after all these years.
It sure is !

Martin Tarenskeen

4056. Re: [PROG] Need testers for programs (v0.12)

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 18:50:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200212161950.a37911@wun.maus.de>
Source record: 30428

Hallo Patrice,

sorry for ignoring the follow-up, but the other group isn't available here.

PM>- the PCIBIOS test program (I hope it works now).

not really:

_PCI cookie: present
pci_init(): Version 0x00e0 not supported
Unable to initialize PCI library
Press ESC to quit

Do I really have to install another PCIBIOS on this Milan? There's already one active, otherwise I couldn't see anything, nor access the SCSI drives...

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

P.S.: there's already a little program around that will generate the following output:

PCI-device listing (c) Michael Schwingen
using PCI device list from Linux kernel

machine ID: Vendor 1, serial no. 171

Device 0: Vendor $8086, Device $122E
Intel 82371 Triton PIIX
class $60100 = ISA bridge
Medium devsel. Fast back-to-back capable.
no interrupt line
device is not allocated by driver

Device 1: Vendor $8086, Device $1230
Intel 82371 Triton PIIX
class $10180 = IDE interface
Medium devsel. Fast back-to-back capable.
no interrupt line
device is not allocated by driver
IO @$00008000, len $00000010, offset $C0000000, dmaoffset $00000000
Flags: 8Bit 16Bit 32Bit Little endian, lane swapped

Device 2: Vendor $5333, Device $8901
S3 Inc. Trio64V2/DX or /GX
class $30000 = VGA compatible controller
Medium devsel.

```
PCI INT A routed to interrupt 10
device is not allocated by driver
Memory @$20000000, len $04000000, offset $40000000, dmaoffset $00000000
Flags: 8Bit 16Bit 32Bit Little endian, lane swapped
ROM @$24000000, len $00010000, offset $40000000, dmaoffset $00000000
Flags: 8Bit 16Bit 32Bit Little endian, lane swapped

Device 3: Vendor $109E, Device $0350
Brooktree Bt848
class $40000 = Multimedia video controller
Medium devsel. Fast back-to-back capable.
PCI INT A routed to interrupt 11
device is not allocated by driver
Memory @$24010000, len $00001000, offset $40000000, dmaoffset $00000000
Flags: 8Bit 16Bit 32Bit Little endian, lane swapped

Device 4: Vendor $1000, Device $0001
NCR 53c810
class $10000 = SCSI storage controller
Medium devsel.
PCI INT A routed to interrupt 9
device is used, driver not removeable
IO @$00008400, len $00000100, offset $C0000000, dmaoffset $00000000
Flags: 8Bit 16Bit 32Bit Little endian, lane swapped
Memory @$24012000, len $00000100, offset $40000000, dmaoffset $00000000
Flags: 8Bit 16Bit 32Bit Little endian, lane swapped
```

4057. Re: Mouse adapters

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 18:53:52 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fnasmr.hnsw89ftkg1sN%NOSPAMS@wanadoo.fr>
Source record: 30415

Michael and Nicole Freeman <nameerf@flash.net> wrote:

> 3. I could get a PC keyboard and mouse adaper (like Eiffel or the other
> device from Mario Becroft). But I have a MegaSTE keyboard wired in, which I
> really like alot (even more than most PC and Mac keyboards I've used). And I
> don't like the idea of having PC-keys that aren't labeled with what they
> really do. Maybe I'm just weird (no comments, please... ;)), but I like
> being able to look at the keyboard and actually see where the Undo and Help
> keys and such are, and not have extra keys that are really useless, and
> labeled for PC specific things.

Yes it's true, but you can use page up and page down for repalce shift
up/down.

There are another solution, use a serial/PS2 mouse on the RS422/LAN
port. It was my solution before eiffel.

> That said, is there any way to get a PC mouse adapter that can be wired
> internally to the Falcon motherboard, yet still be able to use the MegaSTE
> keyboard, including the joystick ports on either side (for joysticks instead
> of the mouse)? Or, are there any other options I've not heard of?

Eiffel use the serial keyboard port so the original keyboard is
deconnected with the 2 DB9 used for joysticks/mouse.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 14Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4058. Re: [CT60] Site updated

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 18:53:53 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fnasye.d2nl3p1drm7kyN%NOSPAMS@wanadoo.fr>
Source record: 30416

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> On Sun, 15 Dec 2002, Didier MEQUIGNON wrote:
>
> > Didier MEQUIGNON <NOSPAMS@wanadoo.fr> wrote:
> >
> > > I have updated my site temporarily http://ct60conf.atari.org
> > > And there are a photo of the CT60 inside my tower at this URL:
> > > http://perso.wanadoo.fr/falcon.htm
> >
> > Sorry, it's : http://perso.wanadoo.fr/didierm/falcon-e.htm
> >
>
> It looks nice. Will you let us know if it performs just as nicely ?

Today my CT60 need an update. I have this card since November 5, today I use my configuration under MagiC 6 excepted SCC (HSMODEM/STing,etc..) & DSP. SDRAM isn't valid but nevertheless it's a nice configuration lot of faster than my CT2B removed.
Rodolphe has fixed problems like blitter, dsp, sdram since this time.
I cannot use SDRAM today, so I finish the TOS patches in flash begun by Xavier Joubert (the 1st developper, busy today.. no free time before Christmas) :
- XBIOS DSP functions with handshake are normmaly finished.
- CT60 XBIOS is finished (parameters and temperature reading) => used by the CPX.
- SDRAM configuration is finished (capacity read on his EEPROM).
- PMMU tree is normally finished (I cannot test it with SDRAM acces problems).
- TOS can be transfered at the top of the SDRAM (an option inside the CPX).
- Emulation of FPU & integers (like movep) unimplemented instructions works.
- System font and atari logo are moved at the top of the ST-RAM because the blitter use direct acces to ROM and the flash contains always a TOS 404.

It's possible than I receive my update just before or after Christmas, so it's possible than first peoples receive their CT60 before New Year.

It's a great works during this end of 2002, thanks to Rodolphe !

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 14Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4059. demo SoundPool

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 20:54:32 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1040075748-171830AEicMi@xs4all.nl>
Source record: 30418

Has anybody a demoversion of SoundPool's software
for me? I want to test it because of a possible
purchase of a 'burner'.

Thanks in advance,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4060. [PROG] Need testers for programs (v0.13)

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 21:10:46 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <mgflta.3f2.ln@127.0.0.1>
Source record: 30417
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

Here are some new versions of my tests programs (153 Kb):
http://membres.lycos.fr/pmandin/download/cleancode-0.13.zip

The archive contains the latest version of:
- the PCIBIOS test program (I hope it *REALLY* works now).
- the audio XBIOS test program (with Falcon ext. clock detection).
- the video XBIOS test program (with NOVA support).

If you have a Falcon with an external clock, could you test and report
the audio test. Thanks.

Sources are available (121 Kb):
http://membres.lycos.fr/pmandin/download/src/cleancode-0.13.tar.gz

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

4061. Re: [CT60] Site updated

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 23:37:29 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <atlo3p$25e$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30419

In article <1fnasye.d2nl3p1drm7kyN%NOSPAMS@wanadoo.fr>,
Didier MEQUIGNON <NOSPAMS@wanadoo.fr> wrote:
>- XBIOS DSP functions with handshake are normmaly finished.
>- CT60 XBIOS is finished (parameters and temperature reading) => used by
>the CPX.

What XBIOS function numbers do you use? Just to avoid collisions, the Milan
uses XBIOS 160-162.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

4062. Re: [PROG] Need testers for programs (v0.13)

Newsgroup: comp.sys.atari.st
Date: 2002-12-16 23:38:06 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnavson3.jkp.atari@core.preferuje.luzik.pl>
Source record: 30420

> Here are some new versions of my tests programs (153 Kb):
> http://membres.lycos.fr/pmandin/download/cleancode-0.13.zip

I can't download this file - it redirects me to lysos error page :(

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4063. Re: Lyndon/Redelberger EtherNEC revisit

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 00:11:36 UTC
From: vdjole@EUnet.yu
Message-ID: <atlq3m$8al$1@news.eunet.yu>
Source record: 30422

On 15 Dec 2002 21:07:36 , "Mark Bedingfield" wrote:
>This is tricky one. Mostley because I came in half way through the thread.
>Seems to be IP's every where.
>[...]
>I could probably help if you sent me a logical ip description. It seems just
>reading that you are trying to comunicate between different subnet's. This
>requires a default gateway, of course.If the IP's are ona completely
>different subnet structure(mask), the router will need to know on each port
>in and out. It actually look's pretty messy from what I have seen. But as I
>said, I only have half the story;-).

Hmm, if you are willing to exercise your new knowledge and help Kenneth
(and also enlighten myself, because I am not very sure in these matters),
the relevant messages are: Kenneth's from Nov.27th (he drew a schematics of
his network there) and mine form Dec.2nd (I made some suggestions there).
They should be visible from Google.

Regards;

4064. Re: Teradesk V2.01

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 00:11:42 UTC
From: vdjole@EUnet.yu
Message-ID: <atlq3p$8al$2@news.eunet.yu>
Source record: 30421

On 15 Dec 2002 01:33:26 , Henk Robbers wrote:
>
>
>Djordje Vukovic wrote:
>>
>> On 12 Dec 2002 21:15:54 , Henk Robbers wrote:
>>
>> >There is a new version available on my homepage (in sig)
>>
>> Nice!
>>
>> >- Scrolling editable text fields for very very long names.
>> >Increased maximum name length in directory windows to 128
>>
>> Out of curiosity, how practical is catering for soooo long names?
>[...]
>It is all very unintelligent. I have worked many years on a OS that gave 2 names
>to a file. A short one of maximum 11 characters which must provide uniqueness
>within its locale and a long one that only served as information provider.
>
>In fact it is very easy to implement such an approach in existing file systems.
>There is no need to have a long name in the file index. That index only needs to
>ensure enough characters for uniqueness.
>The first block of the file can be used to give the long name and
>any additional information. Such names become part of the data.

It is an interesting concept (which OS would that be?) Is that "first block"
visible to the user as a real part of the file or is it sort of "hidden"
by the OS for the housekeeping purposes (I suppose that otherwise it might
be slightly problematical to exchange files with raw data -samples, etc.-
between diffeent OSes?). Btw. many times I have groaned over the limitations
of the MS-DOS/FAT system, because at work I mostly use OpenVMS which
implements quite comprehensive "file attributes", "file access blocks"
and "record access blocks" containing a lot of useful information about
file organization and status (I think that it would amount to about
a hundred information-items per file).

>> Btw: re: file-type-selectors: in Teradesk there are several instances of
>> them; sometimes they are "left-handed", sometimes "right-handed", and
>> sometimes reduced to a single line; maybe that should be made consistent, so
>> that all file-type-selectors have the same appearance (I would suggest that
>> add-delete-change buttons be placed below the scrolling area, in order to
>> reduce width); it would be just a few manipulations within the RSC file...
>>
>> I noticed that layout of some dialogs has been slighlty changed; they look

>> better now!- and also almost :) fully-visible in low-res- except for a
>> couple of very large ones (in fact, if the two boxes in the "Options"
>> dialog were placed one above another, it -could- fit into low-res...)
>
>It is very easy to change the appearance of the dialogues, as long as you do not
>change index numbers and object types.

I know, I have played with it a little- and luckily, because you wisely
provided references to all index numbers by item names, even the structure
can be changed (within limits) if one recompiles everything after that...
the purpose of my remark was to suggest that maybe a change in the appearance
of the file-type-selector can be made in the "official" version in order to
make it more suitable for low-res.

Hmmm, thinking now of the logical organization... it looks as if the
"View" menu generally controls the *visual appearance* of items shown on
the screen, and "File mask" controls *what* is shown, perhaps the logical
place for "Show hidden files" and "Show system files" would in fact be
in the "File mask" dialog, not in the menu... just thinking...

Best regards;

4065. Re: [PROG] Need testers for programs (v0.13)

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 00:19:11 UTC
From: Cyprian Konador <c_konador@atari.pl>
Message-ID: <3DFE6D7F.8091D107@atari.pl>
Source record: 30423

Adam Klobukowski skrobnďż˝dďż˝:
>
> > Here are some new versions of my tests programs (153 Kb):
> > http://membres.lycos.fr/pmandin/download/cleancode-0.13.zip
>
> I can't download this file - it redirects me to lysos error page :(

teraz nie dziala ale godzine wczesniej sciagnalem

--
pozdrawiam
Cyprian Konador
c_konador@atari.pl

UWAGA! ZMIANA SYGNATURKI! UWAGA! ZMIANA SYGNATURKI!

4066. Re: new gfa compiler patch for newfatfs users

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 00:37:46 UTC
From: lp <gfa@basic.net>
Message-ID: <BA23DC0A.B1CC%gfa@basic.net>
Source record: 30424

in article Pine.MNT.4.31.0212161910310.104-100000@easymint, Martin
Tarenskeen at nospam@zonnet.nl wrote on 12/16/02 1:15 PM:

> One of the nice things about ErgoPro! is that I can easily switch between
> different setups with different patched or unpatched compiler, linker, and
> library versions. For each project I can choose the combination that works
> best. But most of my problems are probably caused by my own nasty Basic
> coding :-)

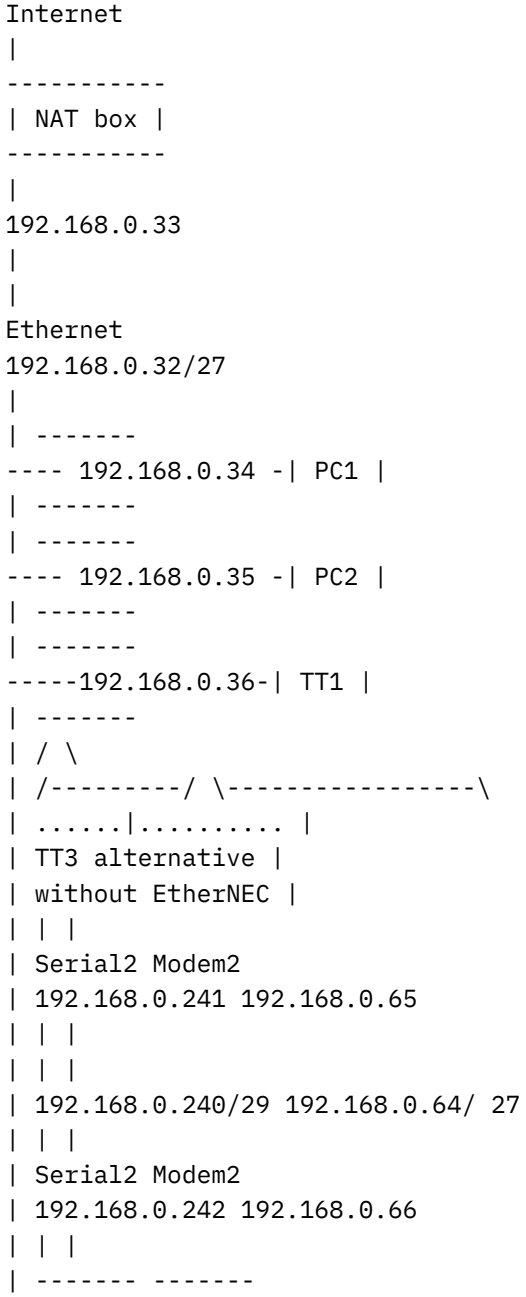
My shell also has this same feature, although ergo looks alot nicer than
the one I made. ;-)

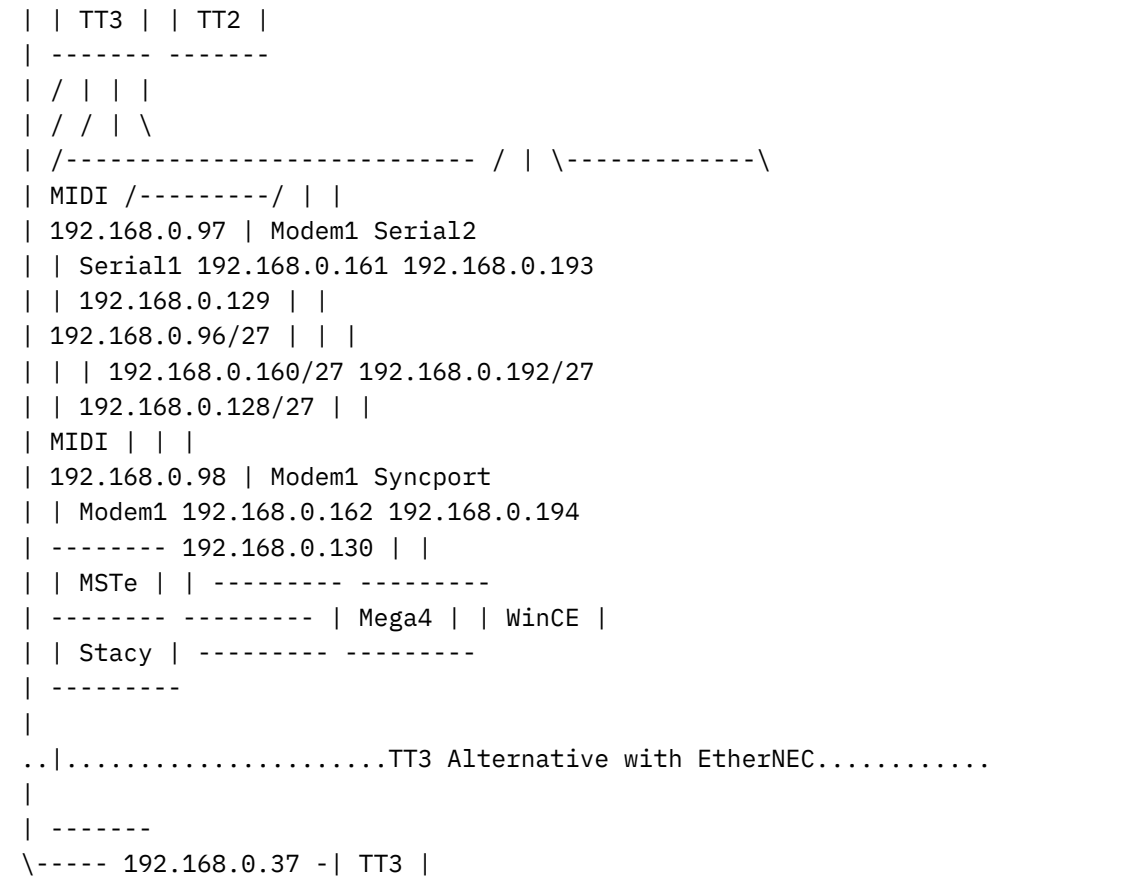
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4067. Re: Lyndon/Redelberger EtherNEC revisit

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 01:32:01 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <l8vL9.10149$y17.33788@news-server.bigpond.net.au>
Source record: 30425

Sorry to take so long. It is pretty messy all right. You need to subnet the main network, using 192.168.0.xxx the 255.255.255.0 mask will stop ANY traffic from getting out of the Ethernet network. This would be because it considers all traffic in this range (subnetted or otherwise) to be local traffic. If it isn't visible then it will discard the packet. Try making it simple by just borrowing say 4 bits.





Using 3 bits mask for the whole lan is 255.255.255.224

Every Subnet needs to be added to the NAT box using the route add command.
As well as all the other route paths. The gateway will be the next IP up the
food chain i.e. for the Mega4 it will be 192.168.0.64 255.255.255.224
192.168.0.161.

See how you go. It would be a hell of alot easier to do it, any chance for a
plane ticket?LOL

Mark

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:atlq3m$8al$1@news.eunet.yu...
> On 15 Dec 2002 21:07:36 , "Mark Bedingfield" wrote:
> >This is tricky one. Mostley because I came in half way through the
thread.
> >Seems to be IP's every where.
> >[...]
> >I could probably help if you sent me a logical ip description. It seems
just
> >reading that you are trying to comunicate between different subnet's.
This
> >requires a default gateway, of course.If the IP's are ona completely
> >different subnet structure(mask), the router will need to know on each
port

> >in and out. It actually look's pretty messy from what I have seen. But as
I
> >said, I only have half the story;-).
>
> Hmm, if you are willing to exercise your new knowledge and help Kenneth
> (and also enlighten myself, because I am not very sure in these matters),
> the relevant messages are: Kenneth's from Nov.27th (he drew a schematics
of
> his network there) and mine form Dec.2nd (I made some suggestions there).
> They should be visible from Google.
>
> Regards;

4068. Would someone be kind enough to email the contents of the falcon system disk

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 03:32:19 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <me6tvuo7onitckimnfdtlp1ksbosop40um@4ax.com>
Source record: 30427

I don't know wether it's called a system disk, but the one that came with the falcthat has all the various accesories that came with the falc when purchased as I don't one with mine.

Thanks... Rob

4069. Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 05:06:01 UTC
From: "James Kent Tope, II" <jkt@ij.net>
Message-ID: <atmba9$2pe9$1@news1.ij.net>
Source record: 30429
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

There is a disgruntled customer out there making lude comments about the owner of Bravo Sierra Computers, Ben Smith. The person who is doing this to Ben began doing it using his regular log-in name. Then, after Ben complained, the person continued to do this under an anonymous log-in. Also, he was setting up his news posts to make it look like Ben had participated in some of the writings. He did not. Ben Smith is an honest, fair businessman who is being unfairly treated in the newsgroups comp.sys.atari.8bit and comp.sys.atari.st. I have bought software and a book from Ben, for my Atari 800XL, and I plan to purchase Microsoft B.A.S.I.C. and a power transformer for my second 1050 disk drive from him after New Years' Day, 2003. The 1050 Drive was purchased on e-bay from another vendor. Take my word for it - I am working on my Associate of Science Degree as a computer programmer, and have enjoyed computers since I was 13 years old. I am now 33 years old. Here is what I wrote Ben, after recieving my latest order:

Dear Ben,
>
>
> Thank you, my friend. With DOS 2.5+ and the 1050 Disk Drive
> manual, I was able to boot my Atari 800XL into DOS 2.5+, make a back-up
> of the master disk, and diagnose one of my two 1050 drives. It was
> giving me a boot error, but the troubleshooting section of the manual
> didn't include the situation at hand. Finally, I decided to re-check the
> drive that I thought was the source of the problem, only to find it
> worked fine. I had the two drives confused, and the troubleshooting
> section of the manual did apply, and I simply swapped drives, and all is
> O.K. Before, my computer wouldn't boot at all. Now, I have master disks
> for DOS 2.0, 2.5+, and 3 that all boot, and a Zaxxon video game disk I
> can play with. I am wondering what's wrong with the other drive, though.
> I hear stuff moving around inside the drive when I shake it lightly.
> Probably, a part of some kind came loose. Any way, all I need is the one
> drive, so I'm very happy. "The Atari XL User's Handbook" makes a good
> manual to the whole system. I bought one on e-bay previously, only to
> find when it arrived that it must have had very rough treatment. It
> looked like someone had dropped it in Georgia red clay and scribbled all
> over the pages. Your copy was like new, which made me happy. I will
> remember to contact you after Christmas and New Years Day have passed,
> to order the power supply. If I have everything that comes with the
> other 1050 drive, then I will be able to use it, if I can get it repaired.
>
>
> Sincerely Yours,

>
>
> Jim

James Kent Tope, II

jkt@ij.net

ProgrammingAS@netscape.net

4070. Re: HDDriver Sense Codes

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 06:58:12 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <atmi0n$j4tp$3@ID-27442.news.dfncis.de>
Source record: 30430

John Garone wrote:

> According to ADSCI.CPX the descriptions are as follows:
>
> Sense Key $03 Write Fault
> Addititional Sense Code $31 Medium Format Corrupt

That sounds bad. Most likely the medium is unusable.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4071. Re: HDDriver Sense Codes

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 07:02:10 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <atmi84$j2hs$1@ID-27442.news.dfncis.de>
Source record: 30431

Ken Springer wrote:

> A little off the subject, but piracy of commercial software seems to be the norm
> everywhere any more. I can't believe the number of people I know who regularly copy
> programs and pass them around. Sadly, Atari users have the reputation for being the
> worst, but I believe the DOS world are the champions of this.

The main problem for the Atari platform is that illegal copies can
hardly be tolerated anymore. As long as there are many users illegal
copies are annoying but not really a big problem because there are still
enough paying users who ensure that a commercial product can survive.
But as soon as the number of (paying) users is shrinking and those using
illegal copies continue to do so it's lethal for a platform.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4072. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 07:03:40 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <atmiau$j2hs$2@ID-27442.news.dfncis.de>
Source record: 30432

Ken Springer wrote:

> I didn't know there was a current demo available. I'll download it from your website and
> try it.

In general there is always a current demo on my website, as well as
information on changes, update fees etc.

> Please check your email. One of the "dard" sides of the Atari marketplace has always been
> its reputation for piracy. I'm proud to say I'm not part of that. :-)

:-)

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4073. RE: [CT60] Site updated

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 07:16:56 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <IbAL9.40$0K1.39@read3.inet.fi>
Source record: 30433

Try Axel Gehringer at AG-Computertechnik. Last I talked to him he had a
Milan board and an 060 upgrade card with processor. The price wasn't right,
however, so I didn't go with it. WWW is www.ag-computer.de

Joshua.

Rustynutt <uce@ftc.gov > skrev i
meldingsnyheter:ddpsvuk0l9jqvlcsvujln43u6kbok10ulb@4ax.com...
> On 16 Dec 2002 23:37:29 GMT, michaels@ccac.rwth-aachen.de (Michael
> Schwingen) wrote:
>
> >In article <1fnasye.d2nl3p1drm7kyN%NOSPAMS@wanadoo.fr>,
> >Didier MEQUIGNON <NOSPAMS@wanadoo.fr> wrote:
> >>- XBIOS DSP functions with handshake are normmaly finished.
> >>- CT60 XBIOS is finished (parameters and temperature reading) => used by
> >>the CPX.
> >
> >What XBIOS function numbers do you use? Just to avoid collisions, the
Milan
> >uses XBIOS 160-162.
> >
> >cu
> >Michael
>
> I know this has been asked before, and i've lost track. Is there a
> retailer I can call, that understands enough english to accept a
> credit card order for a Milan 060 motherboard kit?
> Thanks,
> Mike

4074. Re: demo SoundPool

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 09:19:17 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <atmprr$6gk$1@news2.tilbu1.nb.home.nl>
Source record: 30434

Hey Raoul,

Check this (Dutch) site:
http://www.interface.nl/download/index.html

Cheers,

Jos van de Gruiter
http://www.9dayswonder.nl

"Raoul Teulings" <rt@xs4all.nl> schreef in bericht
news:1040075748-171830AEicMi@xs4all.nl...
> Has anybody a demoversion of SoundPool's software
> for me? I want to test it because of a possible
> purchase of a 'burner'.
>
> Thanks in advance,
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
Jaguar, 1 x Lynx.
>

4075. test please ignore.

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 13:38:54 UTC
From: service@atlantic.net
Message-ID: <ONFL9.56$MF4.12486@news1.atlantic.net>
Source record: 30435

```
please ignore.
```

4076. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 15:51:50 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212170751.73051d95@posting.google.com>
Source record: 30436
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

If you ignore the trolls they will go away.

"James Kent Tope, II" <jkt@ij.net> wrote in message news:<atmba9$2pe9$1@news1.ij.net>...
> There is a disgruntled customer out there making lude comments about
> the owner of Bravo Sierra Computers, Ben Smith. The person who is doing this
> to Ben began doing it using his regular log-in name. Then, after Ben
> complained, the person continued to do this under an anonymous log-in. Also,
> he was setting up his news posts to make it look like Ben had participated
> in some of the writings. He did not. Ben Smith is an honest, fair
> businessman who is being unfairly treated in the newsgroups
> comp.sys.atari.8bit and comp.sys.atari.st. I have bought software and a book
> from Ben, for my Atari 800XL, and I plan to purchase Microsoft B.A.S.I.C.
> and a power transformer for my second 1050 disk drive from him after New
> Years' Day, 2003. The 1050 Drive was purchased on e-bay from another vendor.
> Take my word for it - I am working on my Associate of Science Degree as a
> computer programmer, and have enjoyed computers since I was 13 years old. I
> am now 33 years old. Here is what I wrote Ben, after recieving my latest
> order:
>
>
>
> Dear Ben,
> >
> >
> > Thank you, my friend. With DOS 2.5+ and the 1050 Disk Drive
> > manual, I was able to boot my Atari 800XL into DOS 2.5+, make a back-up
> > of the master disk, and diagnose one of my two 1050 drives. It was
> > giving me a boot error, but the troubleshooting section of the manual
> > didn't include the situation at hand. Finally, I decided to re-check the
> > drive that I thought was the source of the problem, only to find it
> > worked fine. I had the two drives confused, and the troubleshooting
> > section of the manual did apply, and I simply swapped drives, and all is
> > O.K. Before, my computer wouldn't boot at all. Now, I have master disks
> > for DOS 2.0, 2.5+, and 3 that all boot, and a Zaxxon video game disk I
> > can play with. I am wondering what's wrong with the other drive, though.
> > I hear stuff moving around inside the drive when I shake it lightly.
> > Probably, a part of some kind came loose. Any way, all I need is the one
> > drive, so I'm very happy. "The Atari XL User's Handbook" makes a good
> > manual to the whole system. I bought one on e-bay previously, only to
> > find when it arrived that it must have had very rough treatment. It
> > looked like someone had dropped it in Georgia red clay and scribbled all
> > over the pages. Your copy was like new, which made me happy. I will
> > remember to contact you after Christmas and New Years Day have passed,

> > to order the power supply. If I have everything that comes with the
> > other 1050 drive, then I will be able to use it, if I can get it repaired.
> >
> >
> > Sincerely Yours,
> >
> >
> > Jim
>
>
>
> James Kent Tope, II
>
> jkt@ij.net
>
> ProgrammingAS@netscape.net

4077. Re: [CT60] Site updated

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 16:36:06 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fncjc6.1f6u98k5f9sm4N%NOSPAMS@wanadoo.fr>
Source record: 30437

Michael Schwingen <michaels@ccac.rwth-aachen.de> wrote:

> In article <1fnasye.d2nl3p1drm7kyN%NOSPAMS@wanadoo.fr>,
> Didier MEQUIGNON <NOSPAMS@wanadoo.fr> wrote:
> >- XBIOS DSP functions with handshake are normmaly finished.
> >- CT60 XBIOS is finished (parameters and temperature reading) => used by
> >the CPX.
>
> What XBIOS function numbers do you use? Just to avoid collisions, the Milan
> uses XBIOS 160-162.

To avoid collisions 0xC60A and 0xC60B are used.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 14Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4078. Re: [PROG] Need testers for programs (v0.12)

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 16:39:55 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <atnk0r$5q7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30438

In article <200212161950.a37911@wun.maus.de>,
Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:
>
>Do I really have to install another PCIBIOS on this Milan? There's already one
>active, otherwise I couldn't see anything, nor access the SCSI drives...

Definitely not. A second PCI BIOS that is installed on top of the one on the
TOS can not know about how the hardware was initialized by the bootblock -
this can only fail!

And there should be really no need to do so: if there is a bug in the
built-in PCI BIOS, send me a bug report.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

4079. How to solve the lack of 3.5" DD disks?

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 17:04:28 UTC
From: voojspam@xs4all.nl
Message-ID: <5ea83221.0212170904.37de9dc4@posting.google.com>
Source record: 30439

Hi all,

I have a load of ST disk images, but only a few 3.5" DD disks. That's a bit of a problem.

Would it be possible to store disk images on an IDE drive and connect it to the ST, and load the games from there? I imagine they'd have to be converted somehow.

Another way would be to use 3.5" HD disks, but I doubt if that would work...

Hope this can be worked out.

Greets,
Marc

---
remove the "spam" from my mailaddres for it to work

4080. Re: [CT60] Site updated

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 17:26:51 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <atnmor$as5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30440

In article <1fncjc6.1f6u98k5f9sm4N%NOSPAMS@wanadoo.fr>,
Didier MEQUIGNON <NOSPAMS@wanadoo.fr> wrote:
>
>To avoid collisions 0xC60A and 0xC60B are used.

Thanks. To make this public, I have put my list of known OS calls and
extensions at
http://www.ccac.rwth-aachen.de/~michaels/index.php/milan
(file tos.pdf) - updates are welcome!

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

4081. Re: How to solve the lack of 3.5" DD disks?

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 18:00:13 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnavup9h.le1.atari@core.preferuje.luzik.pl>
Source record: 30441

> Another way would be to use 3.5" HD disks, but I doubt if that would
> work...

HD disks should work.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4082. Re: Mouse adapters (was: [CT60] Site updated)

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 18:47:42 UTC
From: Video61@webtv.net
Message-ID: <4289-3DFF714E-676@storefull-2117.public.lawson.webtv.net>
Source record: 30443

mike,
i sold b&c computervisions 500 converted amiga to atari mice about two years ago, they are a nice smooth action mouse.
best electronic's has a good mouse also. i have a few amiga converted mice left also,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4083. Re: XBIOS function

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 19:13:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200212172013.a13444@b.maus.de>
Source record: 30296

> list of known OS calls

The Crazy-Dots driver use 194 to 204 (decimal).

Trapper use 555 (decimal).

The new PCI-BIOS (2.0) at the moment 300 and 301 (decimal).

Gerhard

4084. Re: DHCP, ADSL Modem & Routers [was Cab

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 19:15:59 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3dff77ef.0@entanet>
Source record: 30442

On 10 Dec 2002 16:49:38 , "Brian Roland" wrote:
>If the adsl modem isn't also a swticher...I don't understand what the fuss is
>about DHCP.

The ADSL modem is a DHCP server and the manual says that the computer
must be set-up to receive an IP address from the modem, i.e be a DHCP
client. This information wasn't known to me when I bought the modem but
it probably wouldn't have meant much.

>Then, if your modem can do this alone (without the
>help of windows or somesuch drivers) you need to configure it with your account
>login information (often requires a Windows, MAC, or UNIX box with some sort of
>firmware installer...I.E. tftp).

I am waiting for a friendly Mac owner to configure the modem with me.

>Next you need a gateway...if this is not defined by your modem or the ISP, then
>a default 0.0.0.0 with a netmask of 0.0.0.0 should work just fine. Now make
>sure the last line of your route.tab in your STING directory looks something
>like this.

I am not using Sting because there are no drivers for the RTL network card
in my Milan.

>In my case...I use Vigor 2200USB router switcher.
>An Alcatel USB adsl modem plugs into this box,

>The Vigor has 4 ethernet connections...thus allowing a small LAN, a basic NAT server so
all
>TCP/IP aware computers on the LAN can share the one internet connection,
>firewall capabilities, dhcp server (optional and mixable with non dhcp clients),
>RIP, VPN, and much much more.

>Vigor also makes a router almost identical to the 2200USB but for modems with
>the standard ethernet type connection. Perhaps something like this is what you need.

I need to be certain that the router has PPPoA. BT ADSL is PPPoA and this is
supported by the modem I have. The router must also have PPPoA otherwise the
connection will not work. Most GB cable companies use PPPoE and there are
far more routers that support this (older) protocol. I may need to get a
combined router/modem for BT ADSL.

>The reason I went the USB route is because that's what my phone company sent me
>(for Windows). It worked very well for quite some time before I ever added the
>Ataris. Later (on this very news group) I learned about the DraTek Vigor
>routers that supported a modem I already owned...so I got the thing, and it
>works just grand ;) Chances are that Vigor, or any number of other

>router/switcher/hub makers have an inexpensive box that will get you online with
>your current modem too.
>
>http://www.draytek.co.uk
>
>Hope this helps.
>Brian

Thanks Brian I will have a look at Draytek.

Regards,

Peter

4085. Re: How to solve the lack of 3.5" DD disks?

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 19:53:53 UTC
From: DG <amplitude@koloth.co.uk.removeme>
Message-ID: <3dff80d2$0$232$cc9e4d1f@news.dial.pipex.com>
Source record: 30444

> > > Another way would be to use 3.5" HD disks, but I doubt if that would
> > > work...
> >
> > HD disks should work.
>
> Yes, but not reliably.
>

How bout extracting them into folders, then putting the ST onto a network
with PC, and loading from that?

4086. Re: [PROG] Need testers for programs (v0.13)

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 20:16:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200212172116.a37930@wun.maus.de>
Source record: 30306

Hallo Patrice!

PM>- the PCIBIOS test program (I hope it *REALLY* works now)

Yes, it does:

```
_PCI cookie: present
PCI library initialized
PCI Machine ID: Milan
Machine serial number: 0x0000ab
Device 0:
Vendor ID: 0x8086
Device ID: 0x122e
Classcode: 0x060100
Class: Brige device
Subclass: ISA
Revision ID: 0x02
ARE: 0x00
Header type: 0x80
Latency timer: 0x00
Cache line size: 0x00
Max lat: 0x00
Min gnt: 0x00
Interrupt pin: 0x00
Interrupt line: 0x00
Device 1:
Vendor ID: 0x8086
Device ID: 0x1230
Classcode: 0x010180
Class: Storage device
Subclass: IDE
Revision ID: 0x02
ARE: 0x00
Header type: 0x00
Latency timer: 0x00
Cache line size: 0x00
Max lat: 0x00
Min gnt: 0x00
Interrupt pin: 0x00
Interrupt line: 0x00
Device 2:
Vendor ID: 0x5333
Device ID: 0x8901
Classcode: 0x030000
Class: Display device
```

```
Subclass: VGA
Revision ID: 0x16
ARE: 0x00
Header type: 0x00
Latency timer: 0x00
Cache line size: 0x00
Max lat: 0x00
Min gnt: 0x00
Interrupt pin: 0x01
Interrupt line: 0x0a
Device 3:
Vendor ID: 0x109e
Device ID: 0x0350
Classcode: 0x040000
Class: Multimedia device
Subclass: Video
Revision ID: 0x12
ARE: 0x00
Header type: 0x00
Latency timer: 0x00
Cache line size: 0x00
Max lat: 0x28
Min gnt: 0x10
Interrupt pin: 0x01
Interrupt line: 0x0b
Device 4:
Vendor ID: 0x1000
Device ID: 0x0001
Classcode: 0x010000
Class: Storage device
Subclass: SCSI
Revision ID: 0x23
ARE: 0x00
Header type: 0x00
Latency timer: 0x00
Cache line size: 0x00
Max lat: 0x40
Min gnt: 0x08
Interrupt pin: 0x01
Interrupt line: 0x09
Press ESC to quit

PM>- the audio XBIOS test program (with Falcon ext. clock detection).

_MCH cookie: present
_SND cookie: present
Xbios functions
GSXB audio
STFA cookie: non present
McSn cookie: present
MgSn cookie: non present
```

```
GSXB cookie: non present

MilanBlaster driver
Available frequencies:
4410029400 22050 17640
1470011025 88207350

Available sample formats:
8 bits, signed, mono and stereo
16 bits, signed, little-endian, mono and stereo
Press ESC to quit

PM>- the video XBIOS test program (with NOVA support).

_VDO cookie (Atari video chip): present
_MIL cookie (Milan): present
_VDI cookie (Milan VDI): present
BLOW cookie (BlowUp): non present
CNTS cookie (CentScreen): non present
hade cookie (Hades): non present
NOVA cookie (Nova video card): non present
IMNE cookie (Imagine video card): non present
OSBL cookie (ScreenBlaster): non present
OSTT cookie (Overscan TT): non present
OVER cookie (Autoswitch Overscan): non present
VI-2 cookie (Videl Inside 2): non present
VSCR cookie (Virtual screen manager): non present

Plugged monitor: VGA

Milan MVDI:
Current video mode:
Unable to read infos about current mode
Predefined video modes:
Mode 0: 640x400x1: Ok
Mode 1: 640x400x8: Ok
Mode 2: 640x400x15: Not a valid mode
Mode 3: 640x400x16: Ok
Mode 4: 640x400x32: Ok
Mode 5: 640x480x1: Ok
Mode 6: 640x480x8: Ok
Mode 7: 640x480x15: Not a valid mode
Mode 8: 640x480x16: Ok
Mode 9: 640x480x32: Ok
Mode 10: 800x608x1: Ok
Mode 11: 800x608x8: Ok
Mode 12: 800x608x15: Not a valid mode
Mode 13: 800x608x16: Ok
Mode 14: 800x608x32: Ok
Mode 15: 1024x768x1: Ok
Mode 16: 1024x768x8: Ok
Mode 17: 1024x768x15: Not a valid mode
```

```
Mode 18: 1024x768x16: Ok
Mode 19: 1024x768x32: Not a valid mode
Mode 20: 1152x864x1: Ok
Mode 21: 1152x864x8: Ok
Mode 22: 1152x864x15: Ok
Mode 23: 1152x864x16: Ok
Mode 24: 1152x864x32: Not a valid mode
Mode 25: 1280x1024x1: Not a valid mode
Mode 26: 1280x1024x8: Ok
Mode 27: 1280x1024x15: Not a valid mode
Mode 28: 1280x1024x16: Not a valid mode
Mode 29: 1280x1024x32: Not a valid mode
Mode 30: 1600x1200x1: Not a valid mode
Mode 31: 1600x1200x8: Ok
Mode 32: 1600x1200x15: Not a valid mode
Mode 33: 1600x1200x16: Not a valid mode
Mode 34: 1600x1200x32: Not a valid mode
Custom video modes:

21 video modes availables
5 video modes with 1 bits:
1152x864 1024x768 800x608 640x480 640x400
7 video modes with 8 bits:
1600x1200 1280x1024 1152x864 1024x768 800x608 640x480 640x400
1 video modes with 15 bits:
1152x864
5 video modes with 16 bits:
1152x864 1024x768 800x608 640x480 640x400
3 video modes with 32 bits:
800x608 640x480 640x400
Press ESC to quit
```

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

4087. Re: How to solve the lack of 3.5" DD disks?

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 20:26:16 UTC
From: nigel@littlec.demon.co.uk
Message-ID: <5575513_000036_OASIS_NEWS@littlec.demon.co.uk>
Source record: 30445

In article <5ea83221.0212170904.37de9dc4@posting.google.com>
voojspam@xs4all.nl (Marc Belier) wrote:-

>Hi all,
>
>I have a load of ST disk images, but only a few 3.5" DD disks. That's
>a bit of a problem.
>
>Would it be possible to store disk images on an IDE drive and connect
>it to the ST, and load the games from there? I imagine they'd have to
>be converted somehow.
>
>Another way would be to use 3.5" HD disks, but I doubt if that would
>work...
>
>Hope this can be worked out.
>
>Greets,
>Marc
>
>---
>remove the "spam" from my mailaddres for it to work

Hi, I find that if you cover the non-adjustable hole on a HD disk you can
format it to work on an STFM. it also works on a Win 95 PC so you can use it
to transfer files between the 2 computers. Cheers, Nigel.

--

---
nigel@littlec.demon.co.uk running on Atari STFM, 4MB RAM, 100MB HD,
Hayes Accura 144 modem.

4088. Re: How to solve the lack of 3.5" DD disks?

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 21:23:09 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uRsFhED9W5$9Ewhy@atari.org.uk>
Source record: 30297

In article <5575513_000036_OASIS_NEWS@littlec.demon.co.uk>, Nigel
Williamson <nigel@littlec.demon.co.uk> writes
>Hi, I find that if you cover the non-adjustable hole on a HD disk you can
>format it to work on an STFM. it also works on a Win 95 PC so you can use it
>to transfer files between the 2 computers. Cheers, Nigel.

Hmm!

The problem with HD (high density) disks isnt down to the hole that is
used for HD detection, but from the media itself.

The heads on a standard DD drive can corrupt the data around the track
being written AND on the other side of the disk, due to the thinner
media used.

Of all the ST's i have, not fitted with a HD drive, not one will
reliably allow me save and record the data. However of the many external
drives i have tried, only one i have will read and write to one.

If you want to use HD disks on your ST, I would suggest using the
modification that allows you to use a HD drive as a DD drive, then you
should be able to use the disks with the hole covered. I cant remember
off hand the address for the mod.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4089. Re: STeem and Ultimate Ripper Cartridge

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 21:36:31 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <4wEQpKFfj5$9EwAu@atari.org.uk>
Source record: 30299

In article <atil68$7b3$1@sparta.btinternet.com>, STompy
<news@pinkett.fsnet.co.uk> writes
>Hi
>
>Does anybody know if you can use a cartridge image of the Ultimate Riper
>Cartridge with STeem ?
>I have the cartridge dumped, but doesn't work in STeem as I believe STeem
>has its own cartridge format of sorts
>
>Thanks
>
>

Hi

The ultimate ripper may not work on emu's as it doesnt work on TOS's
above 1.62.

I did take the time, many moons ago, to go through every bit of code,
byte-by-byte (I must have really been sad at the time). It took around 3
months and something like 15,000 line of assembler later had converted
it into asm code.

Then came the fun, it actually worked when i reassembled it!! I dont
think the cartridge obeyed the rules for entry points to ROM routines
(in otherwords clean code). It's predecessor 'Multi-Face ST' from
Romantic Robot had a similar failure, as that wouldnt work on STE's.

There is a piece of software that is like a TOS version, runable from
desktop 'Probe 2' i think.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4090. Re: Ebay Login?

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 21:40:28 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <FAQflvGMn5$9EwE9@atari.org.uk>
Source record: 30301

In article <mZ5L9.15$MF4.2569@news1.atlantic.net>, John Garone
<swampfax1@atlantic.net> writes
> The Ebay login problem is only recent. I've always had access!
>Maby something was changed on their end!
>Thanks for the Mint suggestion.

Hi

Ebay has done some changes and quite a few software packages have been
having problems. I presume it may be due to their integration of PayPal!

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4091. Re: How to solve the lack of 3.5" DD disks?

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 21:42:08 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <8QML9.2276$4k6.263844@wards>
Source record: 30298

"Marc Belier" <voojspam@xs4all.nl> wrote

> I have a load of ST disk images, but only a few 3.5" DD disks. That's
> a bit of a problem.
>

Not really - just buy some disks ! You can get them at such places as
www.viking-direct.co.uk

Steve M

4092. Re: How to solve the lack of 3.5" DD disks?

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 21:43:19 UTC
From: Marc Belier <voojspam@xs4all.nl>
Message-ID: <3dff9af5$0$88862$e4fe514c@news.xs4all.nl>
Source record: 30300

If anybody has an Atari 800 with the SIO2PC system; something like that
would be great.

"DG" <amplitude@koloth.co.uk.removeme> wrote in message
news:3dff80d2$0$232$cc9e4d1f@news.dial.pipex.com...
> > > > Another way would be to use 3.5" HD disks, but I doubt if that would
> > > > work...
> > >
> > > HD disks should work.
> >
> > Yes, but not reliably.
> >
>
> How bout extracting them into folders, then putting the ST onto a network
> with PC, and loading from that?
>
>

4093. Re: How to solve the lack of 3.5" DD disks?

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 21:49:23 UTC
From: Marc Belier <voojspam@xs4all.nl>
Message-ID: <3dff9c61$0$88864$e4fe514c@news.xs4all.nl>
Source record: 30302

That's even better :-) Does anybody know a shop like this in the
Netherlands?

"Steve Marshall" <sdm@atmos-nomorejunk.plus.com> wrote in message
news:8QML9.2276$4k6.263844@wards...
>
> "Marc Belier" <voojspam@xs4all.nl> wrote
>
> > I have a load of ST disk images, but only a few 3.5" DD disks. That's
> > a bit of a problem.
> >
>
> Not really - just buy some disks ! You can get them at such places as
> www.viking-direct.co.uk
>
> Steve M
>
>
>

4094. Re: How to solve the lack of 3.5" DD disks?

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 21:51:43 UTC
From: Marc Belier <voojspam@xs4all.nl>
Message-ID: <3dff9ced$0$88861$e4fe514c@news.xs4all.nl>
Source record: 30303

Never mind, I found one already. Wow, I thought these were no longer for
sale!

"Marc Belier" <voojspam@xs4all.nl> wrote in message
news:3dff9c61$0$88864$e4fe514c@news.xs4all.nl...
> That's even better :-) Does anybody know a shop like this in the
> Netherlands?
>
>
> "Steve Marshall" <sdm@atmos-nomorejunk.plus.com> wrote in message
> news:8QML9.2276$4k6.263844@wards...
> >
> > "Marc Belier" <voojspam@xs4all.nl> wrote
> >
> > > I have a load of ST disk images, but only a few 3.5" DD disks. That's
> > > a bit of a problem.
> > >
> >
> > Not really - just buy some disks ! You can get them at such places as
> > www.viking-direct.co.uk
> >
> > Steve M
> >
> >
> >
>
>

4095. Re: Teradesk V2.01

Newsgroup: comp.sys.atari.st
Date: 2002-12-17 23:59:32 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3DFFB934.EF3ED6E8@chello.nl>
Source record: 30304

Djordje Vukovic wrote:
>
> On 15 Dec 2002 01:33:26 , Henk Robbers wrote:
> >
> >It is all very unintelligent. I have worked many years on a OS that gave 2 names
> >to a file. A short one of maximum 11 characters which must provide uniqueness
> >within its locale and a long one that only served as information provider.
> >
> >In fact it is very easy to implement such an approach in existing file systems.
> >There is no need to have a long name in the file index. That index only needs to
> >ensure enough characters for uniqueness.
> >The first block of the file can be used to give the long name and
> >any additional information. Such names become part of the data.
>
> It is an interesting concept (which OS would that be?)

I just invented it. ;-)

> Is that "first block"
> visible to the user as a real part of the file or is it sort of "hidden"
> by the OS for the housekeeping purposes (I suppose that otherwise it might
> be slightly problematical to exchange files with raw data -samples, etc.-
> between diffeent OSes?).

It could be a small step towards a more sophisticated system.
Set a unused attribute bit if such blocks are in use.
Keep everything in those blocks in displayable form, so the representation is
independant of any OS.

I think MAC OS has something like that. I cant remember exactly how it is called.
(resource fork?)

> Btw. many times I have groaned over the limitations
> of the MS-DOS/FAT system, because at work I mostly use OpenVMS which
> implements quite comprehensive "file attributes", "file access blocks"
> and "record access blocks" containing a lot of useful information about
> file organization and status (I think that it would amount to about
> a hundred information-items per file).
>

The main thing is that you disentangle and disconnect file placement mechanisms
from file administration systems.

The OS I was refering to is ICL 2900 series VME. (Virtual Machine Environment)
First released in 1972. It was written in Algol68, the CLI was a subset of that language
It implemented a very comprehensive Codasyl data base for managing everything.

Such as users, privacies, filestructures, files, volumes, hardware, you name it.
There was no difference between CLI objects and any other executable object.

ICL was a Brittish computer manufacturer.

> >It is very easy to change the appearance of the dialogues, as long as you do not
> >change index numbers and object types.
>
> I know, I have played with it a little- and luckily, because you wisely
> provided references to all index numbers by item names, even the structure
> can be changed (within limits) if one recompiles everything after that...
> the purpose of my remark was to suggest that maybe a change in the appearance
> of the file-type-selector can be made in the "official" version in order to
> make it more suitable for low-res.
>

Why not just give me a helping hand, complete what you are doing and send it
to me? :-)

> Hmmm, thinking now of the logical organization... it looks as if the
> "View" menu generally controls the *visual appearance* of items shown on
> the screen, and "File mask" controls *what* is shown, perhaps the logical
> place for "Show hidden files" and "Show system files" would in fact be
> in the "File mask" dialog, not in the menu... just thinking...
>

I'll have a look at it.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

4096. FA: items that might be of interest

Newsgroup: comp.sys.atari.st
Date: 2002-12-18 04:48:59 UTC
From: lp <gfa@basic.net>
Message-ID: <BA25686B.B251%gfa@basic.net>
Source record: 30305
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Items are as follows:

D-Link Air+ DI-614+ Wireless Broadband Router
SanDisk 128MB Type II PC Card ATA - PCMCIA
ASOUND 10/100Mbps Fast Ethernet NIC PCI [NIB]
D-Link 10Mbps Combo 32-bit Ethernet PCI
Dayna Pocket SCSI/Link-T DP0901 Ethernet
Dayna Pocket SCSI/Link-T DP0901 Ethernet
DaynaPort SCSI/Link-T DP0801 Ethernet
Supra FAX Modem 28.8 external modem
SanDisk 3.5" 128mb IDE Flashdrive
ScreenBlaster II for the Atari Falcon 030

Click this link to jump to my ebay listings:
http://members.ebay.com/aboutme/atarilp/

Trying to make space for other STuff. ;o)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4097. Re: [PROG] Need testers for programs (v

Newsgroup: comp.sys.atari.st
Date: 2002-12-18 05:04:31 UTC
From: swampfax1@atlantic.net
Message-ID: <zITL9.73$MF4.16891@news1.atlantic.net>
Source record: 30307

```
On 16 Dec 2002 23:38:06 , Adam Klobukowski wrote:
>> Here are some new versions of my tests programs (153 Kb):
>> http://membres.lycos.fr/pmandin/download/cleancode-0.13.zip
>
>I can't download this file - it redirects me to lysos error page :(
>
>--
>Semper Fidelis
>
>Adam Klobukowski
>atari@gabo.pl
>.

I can download it but can't unzip it!
John G.
```

4098. Re: where is KE-Soft

Newsgroup: comp.sys.atari.st
Date: 2002-12-18 10:30:55 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <kdj00vs2d5ljlb00d2eifvcljo2jopomuv@4ax.com>
Source record: 30308

On 13 Dec 2002 12:17:14 GMT, tmi7h@nospamfree.fr (TMI) wrote:

>Ello
>
>Where is Ke-Soft whith Dredis, Sogon, Zebuland (now st), brundles etc.
>You have the Ke-Soft adress web ?

well guy! you are in the wrong newsgroup. this is only for 16-bit
computers like the atari st or tt was. Atari 8-bit (this is where
Zebuland etc. was running on) is topic of comp.sys.atari.8bit.

For Ke-Soft, Kemal Ezcan is out of business for several years and has
no web adress. But he is still an atari enthusiast as far as I know.
But his Games like Zebuland or The Brundles are still very enjoyable
to play.

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4099. Re: MEGA ST floppy replacement

Newsgroup: comp.sys.atari.st
Date: 2002-12-18 10:32:41 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <mjj00v0uujervreq83437qr9tpt4jg2rre@4ax.com>
Source record: 30309

On Mon, 16 Dec 2002 14:41:56 -0000, "Barrie at Keychange"
<barrie@keychange.co.uk> wrote:

>Before you go replacing bits get the machine checked. The drive is dumb, it
>only does what the ST tells it and if it's getting no instructions it won't
>do anything. I have both shape drive in stock.

the drive is internal somewhat dirty. I triet to clean it a little bit
This allows me to run simple files form disk, but with more intensive
disk access (games), there are still read/write failures.

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4100. Re: Teradesk V2.01

Newsgroup: comp.sys.atari.st
Date: 2002-12-18 10:38:04 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.44.0212181128230.4823-100000@wh58-508.st.uni-magdeburg.de>
Source record: 30310

Hello!

> >It is all very unintelligent. I have worked many years on a OS that gave 2 names
> >to a file. A short one of maximum 11 characters which must provide uniqueness
> >within its locale and a long one that only served as information provider.
> >
> >In fact it is very easy to implement such an approach in existing file systems.
> >There is no need to have a long name in the file index. That index only needs to
> >ensure enough characters for uniqueness.
> >The first block of the file can be used to give the long name and
> >any additional information. Such names become part of the data.
>
> It is an interesting concept (which OS would that be?) Is that "first block"
> visible to the user as a real part of the file or is it sort of "hidden"
> by the OS for the housekeeping purposes (I suppose that otherwise it might
> be slightly problematical to exchange files with raw data -samples, etc.-
> between diffeent OSes?).

This idea have several design flaws. First, storing the long name in a
data block is very unintelligent as the data blocks are normally much
bigger as the filename and so you have lot of unused space (especially as
data blocks are normally at least 1k or bigger).

Second, assigning the name directly to the file is a bad idea too. The
file itself have nothing todo with it's name. The name is only the visible
representation of a specific file in the filesystem. That's why unix
filesystems difference between the file itself (inode) and the name of the
file. So a directory just contain the filenames and the file reference to
the file metadata. How the directory is organized is another thing, there
are several concepts to minimze the required space or increasing the
search time (btrees for example). That's why you can also have several
names for the same file (hard links) that is a very nice feature.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4101. Re: Slightly OT: Premier Manager 3

Newsgroup: comp.sys.atari.st
Date: 2002-12-18 10:59:24 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <e$vpaMIMUFA+EwRE@atari.org.uk>
Source record: 30311

In article <3df9ce0b_3@news1.vip.uk.com>, Al Ferrier
<sonik@whsmithnet.co.uk> writes
>Hi folks
>
>I used to play both Premier Manager and its sequel to death on my STE
>so was a bit put out when Gremlin gave up the platform and didn't
>release PM3 on it.
>
>Does anyone know where I can get Premier Manager 3 for PC? I'd love
>to play this game but as it's been out for years and years now, I
>doubt if it's still commercially available. Is it available as
>shareware or does any have a copy they'd be happy to sell?
>
>Cheers
>Al
>sonik@whsmithnet.co.uk
>

Hi

The title rings a bell. It's possible that it's still available
commercially, I think I saw it at my local Co-op supermarket in the
budget section, 4.99 GBP, so should be available from other retailers!

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4102. Re: MEGA ST floppy replacement

Newsgroup: comp.sys.atari.st
Date: 2002-12-18 11:13:56 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <GKYL9.1104$V81.30514@newsfep1-gui.server.ntli.net>
Source record: 30312

Hello.
"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:mjj00v0uujervreq83437qr9tpt4jg2rre@4ax.com...
> On Mon, 16 Dec 2002 14:41:56 -0000, "Barrie at Keychange"
> <barrie@keychange.co.uk> wrote:
>
> >Before you go replacing bits get the machine checked.
>
> the drive is internal somewhat dirty. I triet to clean it a little bit
> This allows me to run simple files form disk, but with more intensive
> disk access (games), there are still read/write failures.

So have you checked the Atari? Will it format a disk, save the desktop and
reboot?

Have you checked the disks on another ST?

It's not impossible that your drive is useless but having lost hundreds of
pounds in floppy drive sales just by fixing the machine that would be my
first test.

If your drive is stuffed and you don't want to cut the case then use an
external drive and switch the drive select line.

Barrie at Keychange. www.keychange.co.uk

4103. Looking for Graham Haig

Newsgroup: comp.sys.atari.st
Date: 2002-12-18 11:44:48 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <atpmvaenn1@pegasus.csx.cam.ac.uk>
Source record: 30313

I was converting a manual for Graham when Windoze went mad and I lost
my address book, so if anyone has a current e-mail address for him I
would be grateful if you could either pass it on to me or ask him to
e-mail me.

Thanks,
Stephen Moss

4104. Re: How to solve the lack of 3.5" DD disks?

Newsgroup: comp.sys.atari.st
Date: 2002-12-18 11:59:43 UTC
From: Plov <plov@yahoo.fr>
Message-ID: <3E00632F.99EDD15F@ifrance.com>
Source record: 30314

Hello,

Marc Belier wrote:
>
> Hi all,
>
> I have a load of ST disk images, but only a few 3.5" DD disks. That's
> a bit of a problem.
>
> Would it be possible to store disk images on an IDE drive and connect
> it to the ST, and load the games from there? I imagine they'd have to
> be converted somehow.

I have been thinking of such a solution for a while, with the idea to develop a board interface to be normally plugged into the floppy connector of the ST, letting him think he is driving a floppy. But in reality the interface would go to a PC, via USB or EPP or even the serial interface (115 kbauds). Indeed, the transfer rate does not need to be higher than 250Kb/s.

On the PC side, a simple software to serve image disks would have to be written. Although some people might hate to have to run a PC beside their beloved ST, who lives without PC nowadays ?

This solution would also be useful to Amstrad CPC users

I might come one day with a hardware solution, it is a nice project!

>
> Another way would be to use 3.5" HD disks, but I doubt if that would
> work...
>
> Hope this can be worked out.
>
> Greets,
> Marc
>
> ---
> remove the "spam" from my mailaddres for it to work

4105. Question about ews uploads on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-12-18 18:41:55 UTC
From: donotusethisaddress@pandora.be.invalid
Message-ID: <1fneip2.9uo594vdow44N%donotusethisaddress@pandora.be.invalid>
Source record: 30315

Hello,

I just noticed someone uploaded to be Begian ftp-server (chapelie) two archives:
javascript_src_mod.zip
Hisoft_Basic_Sources_Jones_p.zip
The first one seems to hold the javascript 1.4.2 release for Atari platform from John Rojewski.
I don't have an idea what the second archive is about. It's old stuff coming from Paul Jones.

Anyone knows more about these archives?
Are these archives free to use? We (Karl and I) really don't want to put illegal archives on the server.

Note for future uploaders:
We really would appreciate it if every upload you made would be accompanied with a short text file explaining the meaning of it. This will make the maintaining of the server easier.

TIA
Martin, one of the maintainers of the Belgian ftp-server.

4106. 68060 CPU deal for CT60, Milan

Newsgroup: comp.sys.atari.st
Date: 2002-12-18 19:02:33 UTC
From: Vernal Elm <sales@nospam.vernalelm.com>
Message-ID: <k42dnZs2Oq9xWJ2jXTWcqQ@comcast.com>
Source record: 30316

I thought some of those who are monitoring this newsgroup for CPU deals would be interested to know that Vernal Elm LLC (http://www.vernalelm.com) is offering a deal on Motorola 68060 50MHz processors that is good through December 31, 2002. They are only $85 each.

The CPUs are full versions (MMU/FPU), so they're the right kind for Atari accelerators like the CT60 from Czuba Tech, the Milan, etc. They also come with a 30-day unconditional warranty, so you can return them for any reason within a month.

Check out the website or e-mail sales@nospam.vernalelm.com (remove the nospam.after the @ sign before sending message). Thanks for reading -- accept my apologies if this message was a nuisance.

4107. Re: Lyndon/Redelberger EtherNEC revisit

Newsgroup: comp.sys.atari.st
Date: 2002-12-18 20:32:30 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e00db5014e9cb0@tripnet.se>
Source record: 30317

On Tue 17-12-2002 01:32 (GMT) Mark Bedingfield wrote:

>Sorry to take so long. It is pretty messy all right. You need to subnet the

Well, apart from the alternative with a 192.168.0.192/26 and
192.168.0.240/29 to TT1 on 192.168.0.0/24 I can't find anything messy at
all. That setup did work perfectly so obviosly not too messy for STinG to
handle...

The other alternative with two Atari Ethernet computers is very logical
imho.

>main network, using 192.168.0.xxx the 255.255.255.0 mask will stop ANY
>traffic from getting out of the Ethernet network. This would be because it
>considers all traffic in this range (subnetted or otherwise) to be local
>traffic. If it isn't visible then it will discard the packet. Try making it
>simple by just borrowing say 4 bits.

You must have missunderstood something very fundamental here!

In my book there is nothing strange with a setup with networks like:

192.168.0.0/24
[router]
192.168.0.192/26
[router]
192.168.0.200/29 192.168.0.208/29 192.168.0.216/29 192.168.0.224/29

which equals my setup.

>Every Subnet needs to be added to the NAT box using the route add command.

All computers (NAT-box incl.) on the main 192.168.0.0/24 network must
know the gateway to the only(!) subnet at this level like:

route add 192.168.0.192 MASK 255.255.255.192 192.168.0.129

The hierarchical setup with subnets in two levels makes this possible.

>See how you go. It would be a hell of alot easier to do it, any chance for a
>plane ticket?LOL

I have not yet done any practical tests to nail down why pc's and NAT-box
all can reach the subnets, but an Atari (TT3) using EtherNEC can't. They
are all on the same main Ethernet network.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/

<<Produced with 100% pure Atari equipment>>

4108. Re: Ebay Login?

Newsgroup: comp.sys.atari.st
Date: 2002-12-19 02:56:36 UTC
From: swampfax1@atlantic.net
Message-ID: <EzaM9.79$MF4.23513@news1.atlantic.net>
Source record: 30318

On 17 Dec 2002 21:40:28 , Steve Stupple wrote:
>In article <mZ5L9.15$MF4.2569@news1.atlantic.net>, John Garone
><swampfax1@atlantic.net> writes
>> The Ebay login problem is only recent. I've always had access!
>>Maby something was changed on their end!
>>Thanks for the Mint suggestion.
>
>Hi
>
>Ebay has done some changes and quite a few software packages have been
>having problems. I presume it may be due to their integration of PayPal!
>

Hi Steve,
I tried writing to support@ebay.com but they discontinued it so I
followed their instructions to go to their contact web page where they ask
you to log in! Duh!!!!

John G.

4109. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-19 11:29:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0212190322410.14267-100000@shell1.aracnet.com>
Source record: 30319
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Due to the Economy,Atari Business is extremely slow! Thanx to all those who have stood up to support me, FREE Speech and Atari Commerce in the face of Tyranny! Atari sales are really slow inspite of all the support I received in the Atari NewsGroups.Even with all the Talk. Those that supported me, I need to say, I really need your Business now!! To those that said they would buy from me or were planning to buy from me in the future. Now is the time! Take advantage of my Upcoming Atari after Christmas Sale! Help me make enough sales so I can pay Christmas Bills! E-Mail Atari@aracnet.com or call Ben 24HRs@(503)256-9974!I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/specials.htm Atari Holiday Sales Special!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page! http://www.aracnet.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4110. ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-19 11:45:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0212190339260.14267-100000@shell1.aracnet.com>
Source record: 30320
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.marketplace

I'm currently offering My Atari Christmas/Holidays Discount! 20% off the Top on Atari HardWare/Accessories, Games/SoftWare & Books/References for Classic Atari 8 Bit and Atari ST Computers Lines! Plus Atari Jaguar Games And Game Machines! I have limited Inventory of my Atari stuff. So Act NOW while I still got it!Got Questions?E-Mail Ben Today@ Atari@aracnet.com Get Catalogs while inventory Lasts! Call Ben@ (503)256-9974! Or Get Catalogs at http://BensCatalogs.Atari.org or goto http://BenSells.Atari.org http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4111. [PROG] Need testers for programs (v0.14)

Newsgroup: comp.sys.atari.st
Date: 2002-12-19 12:57:37 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <1ofsta.652.ln@127.0.0.1>
Source record: 30321
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello Atari users,

Here are some new versions of my tests programs:
http://membres.lycos.fr/pmandin/en/perso.html#Cleancode

The archive contains the latest version of:
- the PCIBIOS test program (more info given, full names for devices)
- the audio XBIOS test program.
- the video XBIOS test program (Milan MVDI modified).

If you have a Falcon or clone with an external clock, the test may
crash the program (as it is still in the works). If you have a Milan
with MVDI, the current mode info should be nearly available. Please
test. Thanks.

Due to the way Lycos now handle downloads, I can not give direct URLs to
files anymore.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

4112. contacting Ulf Ronald Andersson (was : Re: Lyndon/Redelberger EtherNEC revisit)

Newsgroup: comp.sys.atari.st
Date: 2002-12-19 14:19:19 UTC
From: guillaumed@users.sourceforge.net
Message-ID: <dcd316f2.0212190619.3e4318c0@posting.google.com>
Source record: 30322

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<3dfce5841e61c81@tripnet.se>...
> On Sun 15-12-2002 00:41 (GMT) Djordje Vukovic wrote:
> I really should discuss this with Ronald Andersson who is responsible for
> the STinG development. We share the same language and I've got his phone
> number...

Do you by any chance also have his email address??? I would like to
contact him for some questions about BetaDOS and B030...

4113. Re: How to solve the lack of 3.5" DD di

Newsgroup: comp.sys.atari.st
Date: 2002-12-19 18:00:56 UTC
From: vdjole@EUnet.yu
Message-ID: <att1gjflt1@news.eunet.yu>
Source record: 30323

On 18 Dec 2002 12:59:43 , Plov wrote:

>Marc Belier wrote:
>> I have a load of ST disk images, but only a few 3.5" DD disks. That's
>> a bit of a problem.
>>
>> Would it be possible to store disk images on an IDE drive and connect
>> it to the ST, and load the games from there? I imagine they'd have to
>> be converted somehow.
>
>I have been thinking of such a solution for a while, with the idea to
>develop a board interface to be normally plugged into the floppy
>connector of the ST, letting him think he is driving a floppy. But in
>reality the interface would go to a PC, via USB or EPP or even the
>serial interface (115 kbauds). Indeed, the transfer rate does not need
>to be higher than 250Kb/s.
>
>On the PC side, a simple software to serve image disks would have to be
>written. Although some people might hate to have to run a PC beside
>their beloved ST, who lives without PC nowadays ?

Note that in *some* cases an accessory named DIMFILE might help. It directly
loads .ST images into a sort of ram-disk. It appears to be quite reliable-
I have it on my Mega all the time. It was coded by an atarian from Croatia
and can be found on the 'net (on "croatian atari page" or something like that).

Quoting from DIMFILE documentation:

---vvv quote vvv---

This accessory can load disc image file into memory and declair it as drive
specified in name DIMFILE?.ACC. If drive already installed, taking over
if DIM-file is loaded. If not loaded, drive works as before. If error occured
when trying to take drive, declair it as B:
If founded XBRA: RamA, use this Ram-disc instead of memory.

Just open accessory in menu bar and in fileselector choose file.
You can open: - MSA files (packed and unpacked)
- DIM files in E-Copy format
- DIM files in Fastcopy format
- ST files (same as E-Copy DIM files)

When loaded, menu looks like: M:\ 12345678.DIM
(means that boot sector is executable)

- Accessory can handle 12 bit FATs (normal floppy disc FAT) and 16 bit FATs

- If disc is singlesided and image file is saved as doublesided,
program can reorganize memory like it saved as singlesided disc.
If image saved as "only used clusters", program can reorganize clusters,
but if number of ocupied clusters not equal to number of loaded clusters,
sorting will not reorganize disc.

- If you want to load another image file, select accesory again in menu bar.

- If you want to clear occupied memory, select accesory and input empty name
(no matter in which directory) and click OK.

- Drive M working as regular RAM-disc, you can even write to it.

- If you holding [Alternate] while selecting menu, dialog box appears.
You can change disc BPB.
With pressing: [Alternate] = +/- 1000
[Control] = +/- 100
[Left Shift] = +/- 10

If you change number of sectors to higher value, it doesn't make ramdisc
bigger, but you can make it smaller.
If you click on top box "MSA-DIM RAM Disc", you can save image of ramdisc.

- If you holding [Alternate] while selecting:
- [Force 2] , changing to [Force 1]
- [FAT1->FAT2] , changing to [FAT2->FAT1]

Vuk & Co.&#65533;
--- ^^^ quote ^^^---

cu;

4114. Re: Teradesk V2.01

Newsgroup: comp.sys.atari.st
Date: 2002-12-19 18:16:41 UTC
From: d.w.vanderburg@student.tudelft.nl
Message-ID: <1e582fb0.0212191016.5fa95b9d@posting.google.com>
Source record: 30324

what a nice desktop this Teradesk v2 is!
I can now run MiNT on a 4MB STe again in a useable way, thanks to the desktop's small size (compare for example with the amount of memory Thing desktop needs).

I would like to know if the color icons could be displayed on TOS 1.02/04/62 or TOS 2.06 also? Or is it really needed to install a multitasking AES?

best regards,
Dennis

4115. Re: Teradesk V2.01

Newsgroup: comp.sys.atari.st
Date: 2002-12-19 18:49:39 UTC
From: vdjole@EUnet.yu
Message-ID: <att4c0$h51$1@news.eunet.yu>
Source record: 30325

On 17 Dec 2002 23:59:32 , Henk Robbers wrote:

>> It is an interesting concept (which OS would that be?)
>I just invented it. ;-)

Oh, I see... :)

>The OS I was refering to is ICL 2900 series VME. [...]
>First released in 1972.
>ICL was a Brittish computer manufacturer.

Oh, I remember ICL; back in the 'seventies/eighties, while I was studying at
the university here, we had an ICL computer. I don't recall the model, just
remember that it pretty much filled a large room and had a line-printer
the size of a small car. At that time I was not much interested in operating
systems, but that computer gave me my first practice in FORTRAN, and also
a first contact to a Calcomp's set of scientific graphic subroutines for
pen plotters, AKA the "Plots" or "Plot" package. (I used that Calcomp library
for a long time, when I started working we used the same pack on Vax/VMS but
adapted for another device. Later still, I adapted and improved the routines
to make them independent of the actual output hardware, and finally I adapted
and recompiled them one more time and now they run happily on my MegaST with
Prospero FORTRAN, and output via gdos/nvdi...).

>> >It is very easy to change the appearance of the dialogues, as long as you do not
>> >change index numbers and object types.
>>
>> I know, I have played with it a little- [...]
>> the purpose of my remark was to suggest that maybe a change in the appearance
>> of the file-type-selector can be made in the "official" version in order to
>> make it more suitable for low-res.

>Why not just give me a helping hand, complete what you are doing and send it
>to me? :-)

I will gladly help. I will contact you via e-mail on this matter then.

regards;

Djordje

4116. Re: SM 125 circuit manual

Newsgroup: comp.sys.atari.st
Date: 2002-12-19 22:50:03 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <c1sM9.3357$U5.6857@newsfep4-win.server.ntli.net>
Source record: 30326

Hello.

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:L5lK9.596$X56.55788@newsfep1-gui.server.ntli.net...
> Hello.
>
> "Mike" <mikeborsley@fyldecoast.com> wrote in message
> news:atah3sjdm1@newsg1.svr.pol.co.uk...
> > My monitor suddenly gave up. Looking inside there does'nt seem anything
> > obviously suffering, in fact I was amazed at how new looking the PCB and
> > components looked.
>
> From experience.
>
> It's not worth the hassle, just bin it and get a replacement.

If you do get it fixed post and let us know. I still think a modern
replacement is a much better bet.

Barrie at Keychange.

4117. Re: Teradesk V2.01

Newsgroup: comp.sys.atari.st
Date: 2002-12-19 23:20:30 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3E025306.303BF957@chello.nl>
Source record: 30327

Hi

Dennis van der Burg wrote:
>
> what a nice desktop this Teradesk v2 is!
> I can now run MiNT on a 4MB STe again in a useable way, thanks to the
> desktop's small size (compare for example with the amount of memory
> Thing desktop needs).
>

Great.

> I would like to know if the color icons could be displayed on TOS
> 1.02/04/62 or TOS 2.06 also? Or is it really needed to install a
> multitasking AES?
>

You need a TOS that supports colour icons.
TOS >= 4 or MagiC

or MiNT + XaAES/NAes

Remember that colour icons take a lot of memory.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX
The free desktop: TERADESK

4118. Hard drive specifications

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 00:53:56 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3E026A21.6012B84@greeleynet.com>
Source record: 30328

There must be a place on the net somewhere that has the specifications for different SCSI drives.

In particular, I'm looking for the jumper settings on a Digital DSP3210 SCSI drive. I can find them for sale all over the place, but can I find the jumper settings? Not on your life.

Any suggestions, anyone?

Thanks.

Ken

4119. Re: Hard drive specifications

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 04:44:19 UTC
From: Mendel Baker <mlbaker@vei.net>
Message-ID: <RPScnbfdA5SdPJ-jXTWcpA@veiinternet.net>
Source record: 30329

Try:
http://support.ap.dell.com/docs/dta/DEC2GB/

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:3E026A21.6012B84@greeleynet.com...
> There must be a place on the net somewhere that has the specifications
> for different SCSI drives.
>
> In particular, I'm looking for the jumper settings on a Digital DSP3210
> SCSI drive. I can find them for sale all over the place, but can I find
> the jumper settings? Not on your life.
>
> Any suggestions, anyone?
>
> Thanks.
>
> Ken

4120. Re: Hard drive specifications

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 04:45:09 UTC
From: Mendel Baker <mlbaker@vei.net>
Message-ID: <RPScnbbdA5SdPJ-jXTWcpA@veiinternet.net>
Source record: 30330

Try:
http://support.ap.dell.com/docs/dta/DEC2GB/

"Ken Springer" <wordworks@greeleynet.com> wrote in message
news:3E026A21.6012B84@greeleynet.com...
> There must be a place on the net somewhere that has the specifications
> for different SCSI drives.
>
> In particular, I'm looking for the jumper settings on a Digital DSP3210
> SCSI drive. I can find them for sale all over the place, but can I find
> the jumper settings? Not on your life.
>
> Any suggestions, anyone?
>
> Thanks.
>
> Ken

4121. Avalon On Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 05:17:58 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <eFxM9.8412$C06.5694@news.bellsouth.net>
Source record: 30331

Has anyone succeeded in getting Avalon to run on a Falcon?
If so, how?

Needless to say, this works just fine on my Mega 4 connected to MMA_SDS devices.

I have version 1.1, of course with the dongle.
What is the latest version?

Any time I attempt to launch Avalon 1.1 on the Falcon I get the message:
"Can not load mros*.*"

I've tried ST High mode...with and without CT2b turbo enabled.

I did try swapping out the mros to the 3_45 version with CAF (and of course the CT2b patched version of 3_45 as well), and every other version I've been able to get my hands on...none working in any Falcon mode.

Also, I grabbed an archive from the steinberg ftp site called avalon21.zip.
This package does not run on EITHER of my machines. A garbled screen is tossed up and it says, "Can not load img file".

Any info appreciated...
Brian

4122. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 08:16:02 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <QmAM9.6$V45.210@nsw.nnrp.telstra.net>
Source record: 30332
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0212190322410.14267-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> when It's in your Neighbor's back yard. But when It's in your back yard,
> it's a Depression!". Due to the Economy,Atari Business is extremely slow!
> Thanx to all those who have stood up to support me, FREE Speech and Atari
> Commerce in the face of Tyranny! Atari sales are really slow inspite of
> all the support I received in the Atari NewsGroups.Even with all the Talk.

Maybe it's because Atari is dead that sales are slow?

> Those that supported me, I need to say, I really need your Business now!!
> To those that said they would buy from me or were planning to buy from me
> in the future. Now is the time! Take advantage of my Upcoming Atari after
> Christmas Sale! Help me make enough sales so I can pay Christmas Bills!

Maybe you should get a real job instead... or go into selling PC stuff with
Atari items as a sideline?

> E-Mail Atari@aracnet.com or call Ben 24HRs@(503)256-9974!I'm not asking a
> lot, I'm just trying to make a living and I'd like to earn your Business!

You are asking a lot, having to beg for business means one thing... let go,
it's over, no-one uses Atari's no more...

or diversify, your choice.

Regards,

Clockmeister.

4123. Re: Avalon On Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 08:41:38 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <atukp5$cp7$1@news2.tilbu1.nb.home.nl>
Source record: 30333

> Has anyone succeeded in getting Avalon to run on a Falcon?
> If so, how?

No, I've got the same experiences as you. :(

> I have version 1.1, of course with the dongle.
> What is the latest version?

2.1 is the latest.

> Also, I grabbed an archive from the steinberg ftp site called
avalon21.zip.
> This package does not run on EITHER of my machines. A garbled screen is
tossed
> up and it says, "Can not load img file".

This file is corrupt and Steinberg doesn't care since many people wrote
them. I've got a dongle version 2.0 and 2.1. If you're interested I can mail
them.

> Any info appreciated...
> Brian
>
There you are. :)

Jos
http://www.9dayswonder.nl

4124. Re: Teradesk V2.01

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 08:52:18 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0212200052.2176a4a4@posting.google.com>
Source record: 30334

d.w.vanderburg@student.tudelft.nl (Dennis van der Burg) wrote in message news:<1e582fb0.0212191016.5fa95b9d@posting.google.com>...
> what a nice desktop this Teradesk v2 is!
> I can now run MiNT on a 4MB STe again in a useable way, thanks to the
> desktop's small size (compare for example with the amount of memory
> Thing desktop needs).
>
> I would like to know if the color icons could be displayed on TOS
> 1.02/04/62 or TOS 2.06 also? Or is it really needed to install a
> multitasking AES?

You may try Colortos, a patch that should enable colour icons with TOS<4.x. I've never tried it but you may give it a try:
http://www.ettnet.se/~dlanor/

Regards,
Matthias

4125. Re: Avalon On Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 09:55:46 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <84q50vskm0jcp6au1r9b388gsqvlqo8v5a@4ax.com>
Source record: 30335

Hello,

On Fri, 20 Dec 2002 09:41:38 +0100, "J.J.van de Gruiter"
<jos_van_de_gruiter@hotmail.com> wrote:

>> Has anyone succeeded in getting Avalon to run on a Falcon?
>> If so, how?
>
>No, I've got the same experiences as you. :(
>
>> I have version 1.1, of course with the dongle.
>> What is the latest version?
>
>2.1 is the latest.
>
>> Also, I grabbed an archive from the steinberg ftp site called
>avalon21.zip.
>> This package does not run on EITHER of my machines. A garbled screen is
>tossed
>> up and it says, "Can not load img file".
>
>This file is corrupt and Steinberg doesn't care since many people wrote
>them. I've got a dongle version 2.0 and 2.1. If you're interested I can mail
>them.

You can also download it at:
http://music-atari.org/music/download/

Best regards,
Paul CAILLET.

4126. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 14:11:45 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <mp860vg5ptgpeqdu9rs1b71f1u95alhdgo@4ax.com>
Source record: 30336
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

On Fri, 20 Dec 2002 16:16:02 +0800, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:

>Maybe it's because Atari is dead that sales are slow?
>
It's not dead for goodness sake, there are many other retailers out
there still going..Thankfully!

>Maybe you should get a real job instead... or go into selling PC stuff with
>Atari items as a sideline?
>
He runs a business..I think that's a real job....And you?

>You are asking a lot, having to beg for business means one thing... let go,
>it's over, no-one uses Atari's no more...

Why are you subscribed to an Atari / Video game ng when 99.9% of the
machines that these groups cater for would be by your standards
considered DEAD.

4127. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 16:29:05 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <0BHM9.8$V45.3336@nsw.nnrp.telstra.net>
Source record: 30337
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Paul Irvine <mclane.dellos@btinternet.com> wrote in message
news:mp860vg5ptgpeqdu9rs1b71f1u95alhdgo@4ax.com...
> On Fri, 20 Dec 2002 16:16:02 +0800, "Clockmeister"
> <gerryvdb@tnet.com.au> wrote:
>
> >Maybe it's because Atari is dead that sales are slow?
> >
> It's not dead for goodness sake, there are many other retailers out
> there still going..Thankfully!

Many retailers for such a small market means there isn't much business to go
around. That's just reality.

> >Maybe you should get a real job instead... or go into selling PC stuff
with
> >Atari items as a sideline?
> >
> He runs a business..I think that's a real job....And you?

When he's begging for business I can only assume that he isn't real busy and
I don't consider selling a few bits and pieces online real work. I've done
that for a couple of years and didn't call it a job, because I did it in my
spare time after coming home from my real job.

>
> >You are asking a lot, having to beg for business means one thing... let
go,
> >it's over, no-one uses Atari's no more...
>
> Why are you subscribed to an Atari / Video game ng when 99.9% of the
> machines that these groups cater for would be by your standards
> considered DEAD.

Where the hell can you buy a new Atari? Atari's computer division has been
dead for years and market share has shrunk to virtually nothing.

4128. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 16:58:46 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3E034C92.668D7395@tampabay.rr.com>
Source record: 30338
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

I'm curious to know why it is a concern of so many people what Ben does
with his time or how he earns a living? Is he hurting your family
financially or physically? Is he forcing you to buy Atari stuff?

Why not just leave the guy alone? If you don't like the way he does
business, just don't buy from him. It's as simple as that.

--
Gregory D. George

Email me at: http://www.ataritimes.com/email

=-=-=-

4129. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 17:43:17 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <mtk60vghhd8ql95r821reu5kac4706p1ef@4ax.com>
Source record: 30339
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

On Sat, 21 Dec 2002 00:29:05 +0800, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:

>> On Fri, 20 Dec 2002 16:16:02 +0800, "Clockmeister"
>> <gerryvdb@tnet.com.au> wrote:
>>
>> >Maybe it's because Atari is dead that sales are slow?

>Many retailers for such a small market means there isn't much business to go
>around. That's just reality.
>
So it's not dead then....

>> He runs a business..I think that's a real job....And you?
>
>When he's begging for business I can only assume that he isn't real busy and
>I don't consider selling a few bits and pieces online real work. I've done
>that for a couple of years and didn't call it a job, because I did it in my
>spare time after coming home from my real job.
>
So because you didn't make any cash out it enough to call it 'a job'
then you have the right to suggest someone 'get a real job'. The
definition of a job is that which through work provides the income to
survive, I think Ben and the other retailers feel that they have valid
'jobs'.

Ben's promotions are often coming from a different slant, no they are
not to everyones taste but at the end of the day ALL ADVERTS are
Begging for business.

>> Why are you subscribed to an Atari / Video game ng when 99.9% of the
>> machines that these groups cater for would be by your standards
>> considered DEAD.
>
>Where the hell can you buy a new Atari? Atari's computer division has been
>dead for years and market share has shrunk to virtually nothing.
>
Which does not answer the question, if anything it makes the original
question more obvious.

Why are you in a group / community that you feel is both dead and
people are wasting their time in...Surely it's also a waste of your
time being in here if you feel it such a dead donkey.

Sorry, I just don't understand the knocking of ANY retailer in such a specialist market, if you just don't like the mans adverts then say so but don't spite the mans efforts to make a living.

4130. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 18:22:53 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E038529.859F5555@rogers.com>
Source record: 30340
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Paul Irvine wrote:

> On Fri, 20 Dec 2002 16:16:02 +0800, "Clockmeister"
> <gerryvdb@tnet.com.au> wrote:
>
> >Maybe it's because Atari is dead that sales are slow?
> >
> It's not dead for goodness sake, there are many other retailers out
> there still going..Thankfully!
>
> >Maybe you should get a real job instead... or go into selling PC stuff with
> >Atari items as a sideline?
> >
> He runs a business..I think that's a real job....And you?
>
> >You are asking a lot, having to beg for business means one thing... let go,
> >it's over, no-one uses Atari's no more...
>
> Why are you subscribed to an Atari / Video game ng when 99.9% of the
> machines that these groups cater for would be by your standards
> considered DEAD.

Paul,

I've seen this guys posts before. He's little more than a very amateurish troll following in Sinplops footsteps. I'm certainly not wasting any more time on him.

4131. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 19:11:13 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA28B9EF.28B7C%nameerf@flash.net>
Source record: 30341
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article 0BHM9.8$V45.3336@nsw.nnrp.telstra.net, Clockmeister at gerryvdb@tnet.com.au wrote on 12/20/02 8:29 AM:

>> It's not dead for goodness sake, there are many other retailers out
>> there still going..Thankfully!
>
> Many retailers for such a small market means there isn't much business to go
> around. That's just reality.

That doesn't necessarily mean dead. Severely depleted, sure. On the brink, ok. But not quite dead yet.

>> He runs a business..I think that's a real job....And you?
>
> When he's begging for business I can only assume that he isn't real busy and
> I don't consider selling a few bits and pieces online real work. I've done
> that for a couple of years and didn't call it a job, because I did it in my
> spare time after coming home from my real job.

Perhaps he has other sources of income that are inflexible and not filling his financial requirements and is trying to boost it through his Atari sales, or is not in a position to able to do any other kind of work (which from his previous posts is in some ways true). Yeah, he might expand business by selling PC stuff, too. In fact, a lot of PC things can be used on newer Atari's (hard drives, monitors, CD-ROM/R/RW drives, etc.). That's his choice. But telling someone to get a "real job" without knowing their situation is just plain stupid and rude. It's like telling someone on welfare, "Get a life," when you don't know what circumstances have put the person where they are.

>> Why are you subscribed to an Atari / Video game ng when 99.9% of the
>> machines that these groups cater for would be by your standards
>> considered DEAD.
>
> Where the hell can you buy a new Atari? Atari's computer division has been
> dead for years and market share has shrunk to virtually nothing.

Try getting a Milan or Hades. Wait until the new Coldfire Atari clone comes out. Upgrade your existing Atari (if you have one) with a graphics card or CPU replacement (like the soon to be released CT60). Just because an originating company has disappeared doesn't mean the platform itself is dead.

Mike Freeman
nameerf@flash.net

4132. Re: Teradesk goes GPL

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 20:47:59 UTC
From: sidcelery@cix.co.uk
Message-ID: <atvvlupff1@thorium.cix.co.uk>
Source record: 30342

On 4 Dec 2002 22:59:05 -, "Steve Sweet" wrote:
> Hi 'H'
>
> Harry you old slapper, you're back, are you staying long this time?
>
>> Yes, I've been using this with MagxDesk for quite some while. It's not
>> a full implemntation but works sufficiently well. Profile by Mark
>> Baines will tell you what parts are missing after it's been installed
>> through C:\GEMSYS\MAGIC\START\

Yup, but very infrequently. B^<

rgds
H

4133. Re: Technical hard drive question..... I t

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 20:48:01 UTC
From: sidcelery@cix.co.uk
Message-ID: <atvvlvpff2@thorium.cix.co.uk>
Source record: 30343

On 4 Dec 2002 14:00:55 +, Rob wrote:
> Ok, so if you see my previous post [how do I make my SCSi always
> appear], you may see I couldnt get my external drive icons to always
> stay on the desktop.I decided that I would back up the entire contents
> of drive C to the new external Scsi drive I had (so I at least always
> had a copy) and then would format drive C and start over. [the reason
> for this was that there was it was a 2nd hand falcon, and there was a
> lot of software on there that I didn't know how to use, and didn't
> really know what it was (though I've backed it up anyway).
>
> When I turned the computer back on, it booted up to a horrible
> resolution with only A + B drive icons and the trash icon. Having dug
> out my HDDriver disk (version 8, though I do also have v7.8) I managed
> to work out how to install the internal 6gig IDE drive.

I know I'm very late on this, but I had one extra thought.
Do you use a boot manager like XBoot or Superboot? If so, it may be
that your NEWDESK.INF file is being overwritten from somewhere else...

rgds
H

4134. Re: ST Football Manager - I wrote the origi

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 20:48:02 UTC
From: sidcelery@cix.co.uk
Message-ID: <atvvm1pff3@thorium.cix.co.uk>
Source record: 30344

On 13 Dec 2002 06:26:46, Kevin Toms wrote:
> I was wondering if ST owners would like to comment-
>
> Most people know I wrote the original Football Manager. I have never
> written to this newsgroup before, but I am writing a modernised
> version of the game, and I'd like to make contact with players of
> the original game that I wrote all those years ago. I would love to
> hear from any players.

Was this Football Manager II for the ST - a follow-up to the original
on 8-bit machines like the 800XL ? If so, I was a player! B^)

rgds
H

4135. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 20:48:04 UTC
From: sidcelery@cix.co.uk
Message-ID: <atvvm2pff4@thorium.cix.co.uk>
Source record: 30345

On 15 Dec 2002 15:19:48 , Ken Springer wrote:
> TT030, 42mf RAM
> HDDriver 7.54
>
> Believe it or not, the TT still has the original ST157 hard drive
> installed in the internal bay. But it puts up a fuss now and again,
> so I decided to replace it.
>
> I went looking in a local surplus parts store, and found a SCSI
> drive that had been removed from an Apple computer, presumably a
> Mac. Made by IBM for Apple, it is a DSAS 3720, 730mb formatted.
> According to IBM's website, this is a SCSI 2 FAST unit, which I did
> not know when I bought it for a whopping $15.

I'd always thought that drives were set up differently for the Apple
compared to the ST/PC.

> Is the problem the fact it is a SCSI 2 unit? Is it 7.54? Is it both?

SCSI 2 is no problem per se. Neither is HDD7.54 - I've been using it
since v3.02! It's bound to be a setup thang.

> I'm not out any money, since I can always leave it in the external
> unit where it works fine, apparently.
>
> I'm sure open to suggestions as I need to replace the old ST157N
> before it fails completely.

Have you set the drive as the boot drive in HDD when you've tried it
internally? Have you set up for the correct SCSI drive to have access
and to be the boot drive when you switch from external ACSI to
internal SCSI. Basically, go through the HDD manual from scratch, even
if you think you've got everything right.

If worst comes to the worst, you could have your existing external as
the internal drive, the new one as the external and configure HDD to
boot from the external!

rgds
H

4136. Re: Highwire

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 21:39:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e03386e99f301@attbi.com>
Source record: 30346

>Thanks for the quick reply.
>
>Gordy
>
>
>"Adam Klobukowski" <atari@gabo.pl> wrote in message
>news:slrnavpf4f.gr9.atari@core.preferuje.luzik.pl...
>> > Anyone knows the URL or where I can get info for the Atari browser
>project
>> > called Highwire please?
>>
>> http://highwire.atari-users.net

I do the doc files for Highwire. If you have any questions you can
ask me and I will try to help you.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4137. Re: contacting Ulf Ronald Andersson (was : Re: Lyndon/Redelberger EtherNEC revisit)

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 22:12:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e0395ac787510@tripnet.se>
Source record: 30347

On Thu 19-12-2002 06:19 (-0800) Guillaume Dï¿½flache wrote:

>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:<3dfce5841e61c81@tripnet.se>...
>> On Sun 15-12-2002 00:41 (GMT) Djordje Vukovic wrote:
>> I really should discuss this with Ronald Andersson who is responsible for
>> the STinG development. We share the same language and I've got his phone
>> number...
>
>Do you by any chance also have his email address??? I would like to
>contact him for some questions about BetaDOS and B030...

I only have the public dlanor@ettnet.se and I don't know how often he
checks it or if he is able to go online at all for the moment...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4138. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 23:38:54 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <7fa70v0gi0vvnb72kkn9ks5vcdjqmpj2ab@4ax.com>
Source record: 30348
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

On Fri, 20 Dec 2002 18:22:53 GMT, James Alexander
<james-m-alexander@rogers.com> wrote:

>Paul,
>
>I've seen this guys posts before. He's little more than a very amateurish troll
>following in Sinplops footsteps. I'm certainly not wasting any more time on
>him.
>
Thanks for the heads up James..

I shall consider him ignored..

4139. How to copy non-dos floppies to PC

Newsgroup: comp.sys.atari.st
Date: 2002-12-20 23:47:16 UTC
From: J&B <sorry@none.net>
Message-ID: <8_NM9.4817$oh4.1307072676@hestia.telenet-ops.be>
Source record: 30349

Hi,

Does anyone knows a proggy that can copy the files from TOS floppies (created on a Mega ST2) to a PC. When i open such a floppy, teh PC asks me to format the floppy and i want to copy the songs i created early 90's to my PC with VST on. I know, this might be not the best place to tell i want to use my PC instead of my Mega ST.

Can someone please help me here. I tried Gemulator 2000 (only sees empty floppies) and the Gemxplor (this will take ages to copy file by file. The only solution i see is to copy every floppy to the Megafile and then copy to a dos formatted disk, but this will take a while.

Thanks for the help,

Greetings,

Jacques

4140. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 00:49:22 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1040406582-355295AEicMi@williams-net.com>
Source record: 30350

Clockmeister,
I would have to agree with Mike Freeman on his comment that when the XTOS computer comes out that anyone that may have considered getting a new Atari compatible computer will probably get one. They are talking about using the Version 5 Coldfire chip that can be clocked as high as 600 Mhz. and possibly higher with the right cooling system in it. Dont belittle the Atari market when the computer market as a whole SUCKS. Lets face it, even the PC market has shrank enormousely in the last 2 years. Nobody wants to go out and spend 1500 to 3000 dollars on a computer that will be obsolete in 1 year. I would not say that the Atari market has shrank to nothing. The WEB is bringing Atarians from all over the world together and if you really sat back and contacted many of these people they would tell you that there are more people just like them. I live in the USA, OHIO to be exact and I have several that I know that are close in proximity to me and we talk quite regularly about Atari related topics. I would have to say if the Atari market is so dead why do you TROLL in this newsgroup.

4141. Atari Online News, Etc. #04-51

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 02:15:14 UTC
From: danap8@aol.com
Message-ID: <20021220211514.16002.00000173@mb-cs.aol.com>
Source record: 30351

```
A-ONE #0451 12/20/02

~ MS Owes Lawyer Fees? ~ People Are Talking! ~ More MS Case Appeals
~ Russian Firm Cleared! ~ AOL Granted IM Patent! ~ Virus Guilty Plea!
~ eBay Sues eBaytoo.com! ~ Student Nabs eBay Cheat ~ SuperFly Released!
~ Connect 2 Fraud Charge ~ Video Games TV Awards! ~ 'Iraq Oil' Worm!

-* New Netscape Stops Pop-Ups! *-
-* AOL Awarded $7 Million In Spam Case *-
-* Student Helps Cops Nab Alleged eBay Crook! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
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-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4142. Re: How to copy non-dos floppies to PC

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 02:38:32 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <IpQM9.15408$C06.5649@news.bellsouth.net>
Source record: 30352

Grab this free GEMXPLOR utility (the first url is the page it can be found on, the second url is a direct link to the GEM Explorer utility). BTW, this utility can also look at an ST hard drive connected to your PC (usually requires a SCSI host on your PC).

http://www.emulators.com/download.htm
http://www.emulators.com/freefile/gemxplor.zip

Launch it on your PC...
Stick the ST made disk in your floppy drive...
Browse the floppy and drag the files you want to where-ever you want it on your PC.

That's the simple way ;)

Other method...
Is to format a DOUBLE DENSITY disk on your PC, then use the ST to move the files to this new disk.

Hope this helps...
Brian

4143. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 02:48:01 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E0400A0.61B139B4@rogers.com>
Source record: 30353
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Paul Irvine wrote:

> On Fri, 20 Dec 2002 18:22:53 GMT, James Alexander
> <james-m-alexander@rogers.com> wrote:
>
> >Paul,
> >
> >I've seen this guys posts before. He's little more than a very amateurish troll
> >following in Sinplops footsteps. I'm certainly not wasting any more time on
> >him.
> >
> Thanks for the heads up James..
>
> I shall consider him ignored..

sounds like a plan. Lets hope that unlike sinplop, he actually goes away.

4144. Re: ST Football Manager - I wrote the origi

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 02:56:55 UTC
From: andre.elias@pmelink.pt
Message-ID: <1fedd800.0212201856.2adeb8b4@posting.google.com>
Source record: 30354

Try www.elifoot.net for Elifoot 2002

sidcelery@cix.co.uk (Harry Sideras) wrote in message
news:<atvvm1pff3@thorium.cix.co.uk>...
> On 13 Dec 2002 06:26:46, Kevin Toms wrote:
> > I was wondering if ST owners would like to comment-
> >
> > Most people know I wrote the original Football Manager. I have never
> > written to this newsgroup before, but I am writing a modernised
> > version of the game, and I'd like to make contact with players of
> > the original game that I wrote all those years ago. I would love to
> > hear from any players.
>
> Was this Football Manager II for the ST - a follow-up to the original
> on 8-bit machines like the 800XL ? If so, I was a player! B^)
>
> rgds
> H

4145. Help with XOR

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 03:04:19 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <UNQM9.15414$C06.8625@news.bellsouth.net>
Source record: 30355

I have version 1.12
On my Mega 4, with TOS 1.4, when trying to grab banks from my peavey DPMV3 the program complains that data is deviant.

If I boot XOR up under MagiC 6.01 on the Mega...it works just fine. It also works fine on my Falcon.

Is there some TOS patch that I need to get rid of this problem?

Also, my EOR disk and archive has become corrupt and unuseable (gotta love it when water pipes freeze, bust, and leak when you're away), could someone possibly send a copy of the EOR archive from the profiles disk to me?

Thanks,
Brian

4146. Re: How to copy non-dos floppies to PC

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 03:44:42 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <QnRM9.15449$C06.7689@news.bellsouth.net>
Source record: 30356

Oh, I almost forgot to mention this utility as well.

http://groups.yahoo.com/group/atari-midi/files/Unidrive.zip

4147. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 04:15:46 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1040444146@news.frii.com>
Source record: 30357

On Fri, 20 Dec 2002 20:48:04 +0000 (UTC), sidcelery@cix.co.uk (Harry Sideras) wrote:
> On 15 Dec 2002 15:19:48 , Ken Springer wrote:
> > TT030, 42mf RAM
> > HDDriver 7.54
> >
> > Believe it or not, the TT still has the original ST157 hard drive
> > installed in the internal bay. But it puts up a fuss now and again,
> > so I decided to replace it.
> >
> > I went looking in a local surplus parts store, and found a SCSI
> > drive that had been removed from an Apple computer, presumably a
> > Mac. Made by IBM for Apple, it is a DSAS 3720, 730mb formatted.
> > According to IBM's website, this is a SCSI 2 FAST unit, which I did
> > not know when I bought it for a whopping $15.
>
> I'd always thought that drives were set up differently for the Apple
> compared to the ST/PC.

I'd not heard anything like that over the years. You would think that SCSI is SCSI.

>
> > Is the problem the fact it is a SCSI 2 unit? Is it 7.54? Is it both?
>
> SCSI 2 is no problem per se. Neither is HDD7.54 - I've been using it
> since v3.02! It's bound to be a setup thang.

Unless the TT itself is dieing. :-(

>
> > I'm not out any money, since I can always leave it in the external
> > unit where it works fine, apparently.
> >
> > I'm sure open to suggestions as I need to replace the old ST157N
> > before it fails completely.
>
> Have you set the drive as the boot drive in HDD when you've tried it
> internally? Have you set up for the correct SCSI drive to have access
> and to be the boot drive when you switch from external ACSI to
> internal SCSI. Basically, go through the HDD manual from scratch, even
> if you think you've got everything right.

Uwe was very nice in offering help and suggestions via email. (We are lucky to have someone like this still supporting this platform. Shame and a pox on those who steal his software!) He is quite sure it's cables and such. We never discussed the possibility of the TT slowly failing.

I've got everything hard drive related disconnected, and the TT simply does not see this drive when it is in the internal bay and I'm booting from the floppy. But, if I put it in the ACSI external box, it sees it fine, reads and writes to it. It doesn't seem to matter whether the TT's internal resistor packs are installed or not.

I took another SCSI drive out of an old PC box I have here, basically the same, but at least the drive is recognized during bootup. But that's as far as that drive goes. When the desktop finally comes up, it doesn't think the drive is there, so I can't install an icon for it.

Plug that old ST157N in and all is happy. So I'm going back to the junk store, write down what SCSI drives are there, then come back and check them out to see if any of them are plain SCSI.

>
> If worst comes to the worst, you could have your existing external as
> the internal drive, the new one as the external and configure HDD to
> boot from the external!

Good idea, but the drive in the external ACSI unit is an old 5.25 hard drive, won't fit in the bay. But it won't do me any good to figure out how to boot from the external drive if I can't get the TT to recognize the internal drive.

Ken

4148. Re: Atari 2600 No Sound

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 09:34:04 UTC
From: Chris Wilkinson <mrblobby@paradise.net.nz>
Message-ID: <7BWM9.2562$j94.453945@news02.tsnz.net>
Source record: 30358
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hi there,

Clockmeister wrote:
>
> PS what happened to all the Atari Jihads who used to hang out here?
> --
> www.tnet.com.au/~gerryvdb
> schematics for Amiga computers,
> A590, A1060 Sidecar and DKB Megachip
> manuals for download plus much more
> information for the Amiga hardware hacker

This particular one is too busy working and 'getting to know' his
new Linux box (Duron 1.1GHz, Mandrake 9.0) to check out c.s.a.a
all the time...

Good to know that Sinplop is still around to receive some ribbing!

How ya doin' Pete!!

I hope you flame me about Linux, but B4 you do just remember where
OS X comes from...hehe!

Kind regards,

Chris Wilkinson, Middle Earth, New Zealand.

PS. My Falcon030 is still in active duty, but due to complexity of
my POV-Ray stuff that sort of stuff has 'migrated' to my new beast.
Oh, and POV-Ray renders look nicer on a 1600x1200x24bit 19" monitor!

;^)

4149. Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 09:42:48 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1040467508-148788AEicMi@xs4all.nl>
Source record: 30361

Hi,

Has anyone a Plexwriter CDwriter working with a
TT and using HDDriver 7.7? Somehow i can't get
the TT recognize the CDwriter and because i can
borrow the machine for the weekend from a compant
to look if it'll all work i want to know if these
will function. By the name Plexwriter i guess it
is a Plextor or am i wrong?

Could it be that i have to adjust some jumpers
inside and how does it work with the termination?

I hope that somebody can help me out...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4150. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 10:10:41 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <au1en5$3j10v$1@ID-40235.news.dfncis.de>
Source record: 30359

Ken,

I have had similar problems with my TT. I think there is something marginal about the SCSI system in the TT and about the way drives behave in it. In the end I went to a computer fair and bought up all the 1gig units I could find (bought 5 total coast was about the same as the 730 you got) and eventually found one that works in my TT.

They all work fine on a PC but only one works well on the TT....

Dave.

"Ken Springer" <wordworks@greeleynet.com> wrote in message news:1103_1040444146@news.frii.com...
> On Fri, 20 Dec 2002 20:48:04 +0000 (UTC), sidcelery@cix.co.uk (Harry Sideras) wrote:
> > On 15 Dec 2002 15:19:48 , Ken Springer wrote:
> > > TT030, 42mf RAM
> > > HDDriver 7.54
> > >
> > > Believe it or not, the TT still has the original ST157 hard drive
> > > installed in the internal bay. But it puts up a fuss now and again,
> > > so I decided to replace it.
> > >
> > > I went looking in a local surplus parts store, and found a SCSI
> > > drive that had been removed from an Apple computer, presumably a
> > > Mac. Made by IBM for Apple, it is a DSAS 3720, 730mb formatted.
> > > According to IBM's website, this is a SCSI 2 FAST unit, which I did
> > > not know when I bought it for a whopping $15.
> >
> > I'd always thought that drives were set up differently for the Apple
> > compared to the ST/PC.
>
> I'd not heard anything like that over the years. You would think that SCSI is SCSI.
>
> >
> > > Is the problem the fact it is a SCSI 2 unit? Is it 7.54? Is it both?
> >
> > SCSI 2 is no problem per se. Neither is HDD7.54 - I've been using it
> > since v3.02! It's bound to be a setup thang.
>
> Unless the TT itself is dieing. :-(
>
> >

> > > I'm not out any money, since I can always leave it in the external
> > > unit where it works fine, apparently.
> > >
> > > I'm sure open to suggestions as I need to replace the old ST157N
> > > before it fails completely.
> >
> > Have you set the drive as the boot drive in HDD when you've tried it
> > internally? Have you set up for the correct SCSI drive to have access
> > and to be the boot drive when you switch from external ACSI to
> > internal SCSI. Basically, go through the HDD manual from scratch, even
> > if you think you've got everything right.
>
> Uwe was very nice in offering help and suggestions via email. (We are
lucky to have
> someone like this still supporting this platform. Shame and a pox on
those who steal his
> software!) He is quite sure it's cables and such. We never discussed the
possibility of
> the TT slowly failing.
>
> I've got everything hard drive related disconnected, and the TT simply
does not see this
> drive when it is in the internal bay and I'm booting from the floppy.
But, if I put it in
> the ACSI external box, it sees it fine, reads and writes to it. It
doesn't seem to matter
> whether the TT's internal resistor packs are installed or not.
>
> I took another SCSI drive out of an old PC box I have here, basically the
same, but at
> least the drive is recognized during bootup. But that's as far as that
drive goes. When
> the desktop finally comes up, it doesn't think the drive is there, so I
can't install an
> icon for it.
>
> Plug that old ST157N in and all is happy. So I'm going back to the junk
store, write down
> what SCSI drives are there, then come back and check them out to see if
any of them are
> plain SCSI.
>
> >
> > If worst comes to the worst, you could have your existing external as
> > the internal drive, the new one as the external and configure HDD to
> > boot from the external!
>
> Good idea, but the drive in the external ACSI unit is an old 5.25 hard
drive, won't fit in
> the bay. But it won't do me any good to figure out how to boot from the

external drive if
> I can't get the TT to recognize the internal drive.
>
> Ken
>
>
>

4151. Re: How to copy non-dos floppies to PC

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 10:19:00 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <au1f6o$3kr1l$1@ID-40235.news.dfncis.de>
Source record: 30360

"J&B" <sorry@none.net> wrote in message
news:8_NM9.4817$oh4.1307072676@hestia.telenet-ops.be...
> Hi,
>
> Does anyone knows a proggy that can copy the files from TOS floppies
> (created on a Mega ST2) to a PC. When i open such a floppy, teh PC asks me
> to format the floppy and i want to copy the songs i created early 90's to
my
> PC with VST on. I know, this might be not the best place to tell i want to
> use my PC instead of my Mega ST.
>

If you still have the Mega then it is the best place to make the copies.

1. Format a spare 720k disk on the PC.
2. Take that disk to the MEGA and then copy the files from your ST flopies
to the new disk.
3. Then the disk to the PC and copy across.

There is also a TOS tool (so it runs on the Mega) that will adjust the
formatting of a TOS disk to make it PC compatible, but I can't remember its
name.

Other solutions include PARCP http://joy.sophics.cz/parcp/ or a proper
network connection.

> Can someone please help me here. I tried Gemulator 2000 (only sees empty
> floppies)

You need to turn of DOS access to the floppies. I can't remember where it
sets that, but turn it off and it will work.

> and the Gemxplor (this will take ages to copy file by file. The
> only solution i see is to copy every floppy to the Megafile and then copy
to
> a dos formatted disk, but this will take a while.
>
> Thanks for the help,
>
> Greetings,
>
> Jacques
>
>

4152. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 11:58:04 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <kol80vg9sfas9dtsf61ap5130sbt7elo6n@4ax.com>
Source record: 30362
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

On Sat, 21 Dec 2002 02:48:01 GMT, James Alexander
<james-m-alexander@rogers.com> wrote:

>Paul Irvine wrote:
>
>> On Fri, 20 Dec 2002 18:22:53 GMT, James Alexander
>> <james-m-alexander@rogers.com> wrote:
>>
>> >Paul,
>> >
>> >I've seen this guys posts before. He's little more than a very amateurish troll
>> >following in Sinplops footsteps. I'm certainly not wasting any more time on
>> >him.
>> >
>> Thanks for the heads up James..
>>
>> I shall consider him ignored..
>
>sounds like a plan. Lets hope that unlike sinplop, he actually goes away.
>
Never heard of that twonk but with so many to choose from it's hard to
keep up :-)

4153. Re: How to copy non-dos floppies to PC

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 13:03:52 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1040475832@news.frii.com>
Source record: 30363

> "J&B" <sorry@none.net> wrote in message
> news:8_NM9.4817$oh4.1307072676@hestia.telenet-ops.be...
> > Hi,
> >
> > Does anyone knows a proggy that can copy the files from TOS floppies
> > (created on a Mega ST2) to a PC. When i open such a floppy, teh PC asks me
> > to format the floppy and i want to copy the songs i created early 90's to
> my
> > PC with VST on. I know, this might be not the best place to tell i want to
> > use my PC instead of my Mega ST.

Years ago, Double Click Software wrote a little program that simply wrote the necessary DOS info to the correct sectors on the floppy. I don't remember if the disk had to be blank or not.

If you don't find a simple solution, email me. I should have a copy of it here as I've still got my DC Desktop package here somewhere.

Ken

4154. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 13:27:51 UTC
From: rs.mac@t-online.de
Message-ID: <1fnjnxn.kz3kohtakfm2N%rs.mac@t-online.de>
Source record: 30364

Raoul Teulings <rt@xs4all.nl> wrote:

> Has anyone a Plexwriter CDwriter working with a

Any kind of optical cd drive had nothing to do with an hard disk driver.
Your device isnï¿½t a hard disk :)

> the TT recognize the CDwriter and because i can

Switch of plexwriter id on hard disk driver and install ExtenDOS
or SPIN034

> inside and how does it work with the termination?

You device(s) should appear while machine boot as example:

IDE 00.00: TOSHIBA MK2110MAT G4.0 Direct Access
IDE 01.00: Direct Access
SCSI 01.00: QUANTUM MAVERICK 540S 0901 Direct Access
SCSI 02.00: QUANTUM LIGHTNING 730S 241E Direct Access
SCSI 03.00: QUANTUM FIREBALL1080S 1.09 Direct Access
SCSI 04.00: YAMAHA CRW8824S 1.00 CD-ROM/DVD
SCSI 05.00: IOMEGA ZIP 100 R.41 Direct Access
SCSI 06.00: TOSHIBA CD-ROM XM-5701TA3136 CD-ROM/DVD
SCSI 07.00: ATARI FALCON HDDRIVER 0780 Processor

You found optical devices on ID 4 and ID 6. SCSI ID 7 stands for falcons
on board SCSI controller. Looks like same as on TT. Replace "Falcon"
with "Atari TT" in mind. ID7 should not be used for other devices.

To access optical device(s) use ExtenDOS or SPIN!034.
Have a look to the following example with ExtenDOS:
(Best way to have access on cd rom drives AND cd writer)

MAGX-NeT dated Oct 3 2001
MagX-Net 1.3 PL 9, beta
(c)1998-2001 Vassilis Papathanassiou

Loading interfaces:

MagiCNet - MiNTNet RTL8012 pocket driver
version 1.3 (en0) (0:c0:df:68:9c:7f)

SLIP v0.5, 4 channels

PPP v0.5, 1 channels

NVDI 5.03
(c) 1991-99 by Sven & Wilfried Behne

```
Font-scaling technology (c) by Bitstream Inc.
Vektorfonts werden geladen
Systemordner: C:\GEMSYS\
Registriert auf:
Robert Schaffner

**************************
* *
* CENTScreen *
* rev.3.4.8 *
* (c)1996-99 CENTEK *
* *
**************************

ExtenDOS Gold version 3.3
Copyright (c) 1993-2000 Roger Burrows
All rights reserved

CD ACSI/SCSI BOS Driver v3.4B
Copyright (c) 1993-2002 Roger Burrows
All rights reserved.
Device is YAMAHA CRW8824S 1.00
BUS 01 IDevice is TOSHIBA CD-ROM XM-5701TA 3136
BUS 01 IISO9660/HS Driver v3.4A
Copyright (c) 1993-2002 Roger Burrows
All rights reserved.
BUS 01 IISO9660/HS Driver v3.4A
Copyright (c) 1993-2002 Roger Burrows
All rights reserved.

End of EXTENDOS.CNF processing

-- Following stuff cut off --

Replace "yamaha" with "plexdriver" in mind and your device should work
perfectly.

Regards, Robert

Merry x-mas

--
-= Home of DOIT-Archive =-

-----------------------------------
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>
```

4155. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 15:48:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <q40N9.7$Zk5.775@nsw.nnrp.telstra.net>
Source record: 30365
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Gregory D. George <abuse@tampabay.rr.com> wrote in message
news:3E034C92.668D7395@tampabay.rr.com...
> I'm curious to know why it is a concern of so many people what Ben does
> with his time or how he earns a living? Is he hurting your family
> financially or physically? Is he forcing you to buy Atari stuff?
>
> Why not just leave the guy alone? If you don't like the way he does
> business, just don't buy from him. It's as simple as that.
>

I just don't like the way he begs for business. If he is that hard up he
should expand into other markets to prop up the Atari side of his
business... It was just a suggestion, and a good one IMO.

And Atari is dead, the computer division that is, not the legacy hardware
which is obviously still being used or no-one would be here.

4156. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 15:59:50 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <wf0N9.8$Zk5.819@nsw.nnrp.telstra.net>
Source record: 30366
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:BA28B9EF.28B7C%nameerf@flash.net...
> in article 0BHM9.8$V45.3336@nsw.nnrp.telstra.net, Clockmeister at
> gerryvdb@tnet.com.au wrote on 12/20/02 8:29 AM:
>
> >> It's not dead for goodness sake, there are many other retailers out
> >> there still going..Thankfully!
> >
> > Many retailers for such a small market means there isn't much business
to go
> > around. That's just reality.
>
> That doesn't necessarily mean dead. Severely depleted, sure. On the brink,
> ok. But not quite dead yet.

Small enough to have to beg for business it seems.

> >> He runs a business..I think that's a real job....And you?
> >
> > When he's begging for business I can only assume that he isn't real busy
and
> > I don't consider selling a few bits and pieces online real work. I've
done
> > that for a couple of years and didn't call it a job, because I did it in
my
> > spare time after coming home from my real job.
>
> Perhaps he has other sources of income that are inflexible and not filling
> his financial requirements and is trying to boost it through his Atari
> sales, or is not in a position to able to do any other kind of work (which
> from his previous posts is in some ways true). Yeah, he might expand
> business by selling PC stuff, too. In fact, a lot of PC things can be used
> on newer Atari's (hard drives, monitors, CD-ROM/R/RW drives, etc.). That's
> his choice. But telling someone to get a "real job" without knowing their
> situation is just plain stupid and rude. It's like telling someone on
> welfare, "Get a life," when you don't know what circumstances have put the
> person where they are.

A business person would come to realize that his market isn't significant
enough to make a living from it anymore. I simply argue that the way to
resolve this problem is to diversify, and not beg.

> >> Why are you subscribed to an Atari / Video game ng when 99.9% of the
> >> machines that these groups cater for would be by your standards

> >> considered DEAD.
> >
> > Where the hell can you buy a new Atari? Atari's computer division has
been
> > dead for years and market share has shrunk to virtually nothing.
>
> Try getting a Milan or Hades. Wait until the new Coldfire Atari clone
comes
> out. Upgrade your existing Atari (if you have one) with a graphics card or
> CPU replacement (like the soon to be released CT60). Just because an
> originating company has disappeared doesn't mean the platform itself is
> dead.
>

Atari computer division is dead, and the market is small - that is what I
said.

4157. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 16:41:53 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3E049A20.2CB03F7E@tampabay.rr.com>
Source record: 30367
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Clockmeister wrote:

> I just don't like the way he begs for business.

So that gives you the right to berate him in public?

--
Gregory D. George

Email me at: http://www.ataritimes.com/email

=-=-=-

4158. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 17:10:29 UTC
From: lp <gfa@basic.net>
Message-ID: <BA2A0AB5.B369%gfa@basic.net>
Source record: 30368

Hi,

I have a PlexWriter in my Hades060. However you should refer to the manual
that goes to the unit you have for jumper settings. Not all units have the
same jumper options or located in the same place on the unit.
Also hd driver won't do much more than list the device at boot up, that's
it. That is if you turn on some option called "allow cd-rom devices" or
something similar. Anyway, you need additional drivers for cd-rom such as
extendos which works good with my plexwriter.

in article 1040467508-148788AEicMi@xs4all.nl, Raoul Teulings at rt@xs4all.nl
wrote on 12/21/02 4:42 AM:

> Hi,
>
> Has anyone a Plexwriter CDwriter working with a
> TT and using HDDriver 7.7? Somehow i can't get
> the TT recognize the CDwriter and because i can
> borrow the machine for the weekend from a compant
> to look if it'll all work i want to know if these
> will function. By the name Plexwriter i guess it
> is a Plextor or am i wrong?
>
> Could it be that i have to adjust some jumpers
> inside and how does it work with the termination?
>
> I hope that somebody can help me out...

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4159. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 17:13:40 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0212210913.6c54819c@posting.google.com>
Source record: 30369
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Many people here must be unemployed here with nothing better else to
do. It's a syndrome around here. "If I am going to have a rotten
Christmas with no money for family" than Ben is going to suffer
financially as well. Ring a bell CHUNK"S & partner?

"Gregory D. George" <abuse@tampabay.rr.com> wrote in message
news:<3E034C92.668D7395@tampabay.rr.com>...
> I'm curious to know why it is a concern of so many people what Ben does
> with his time or how he earns a living? Is he hurting your family
> financially or physically? Is he forcing you to buy Atari stuff?
>
> Why not just leave the guy alone? If you don't like the way he does
> business, just don't buy from him. It's as simple as that.
>
> --
> Gregory D. George

4160. Re: How to copy non-dos floppies to PC

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 18:30:21 UTC
From: vdjole@EUnet.yu
Message-ID: <au2bvr$6m9$1@news.eunet.yu>
Source record: 30371

On 20 Dec 2002 23:47:16 , "J&B" wrote:
>Hi,
>
>Does anyone knows a proggy that can copy the files from TOS floppies
>(created on a Mega ST2) to a PC. When i open such a floppy, teh PC asks me
>[...]
>Can someone please help me here. I tried Gemulator 2000 (only sees empty
>floppies) and the Gemxplor (this will take ages to copy file by file.

Another ST emulator, TosBox, has an option for using tos-formatted
floppy disks (TosBox would not see it as drive A or B, but as another
drive which has to be specially defined in the INI file). Within some
limits (i.e. if the floppy does not have some weird format such as
84 tracks x 11 sectors) this may work.

cu;

4161. 060 Official prices from distributor (ARROW) !!!

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 18:31:21 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3e04b363$0$13614$626a54ce@news.free.fr>
Source record: 30370

```
MC68060RC50 509 $
MC68060RC60 715 $

MC68LC060RC50 384 $
MC68LC060RC66 497 $
MC68LC060RC75 621 $

MC68EC060RC50 139 $
MC68EC060RC66 298 $
MC68EC060RC75 373 $

OK ?

You are lucky with my prices... or others
```

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

4162. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 20:37:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1040556485.17266.2@despina.uk.clara.net>
Source record: 30379
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Why its Sinclap

<sinclap@yahoo.com> wrote in message
news:27ff51c3.0212210913.6c54819c@posting.google.com...
> Many people here must be unemployed here with nothing better else to
> do. It's a syndrome around here. "If I am going to have a rotten
> Christmas with no money for family" than Ben is going to suffer
> financially as well. Ring a bell CHUNK"S & partner?

The grammatical construction of this reply suggests that this reply originated from some kind of string generator/random reply parser. I wonder is Sinclap isn't actually a lonely computer just trawling news groups spooling out its dribble, i suppose it could also be the work of the fabled infinite number of monkeys taking time of from the complete works of Shakespeare...

Ben is almost as brain damaged as Sinclap, maybe they share a similar head injury.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.431 / Virus Database: 242 - Release Date: 17/12/2002

4163. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 20:39:23 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1040556497.17266.3@despina.uk.clara.net>
Source record: 30380
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi

"James Kent Tope, II" <jkt@ij.net> wrote in message
news:atmba9$2pe9$1@news1.ij.net...

> There is a disgruntled customer out there making lude comments about
> the owner of Bravo Sierra Computers, Ben Smith. The person who is doing
this
> to Ben began doing it using his regular log-in name. Then, after Ben
> complained, the person continued to do this under an anonymous log-in.
Also,
> he was setting up his news posts to make it look like Ben had participated
> in some of the writings. He did not. Ben Smith is an honest, fair
> businessman who is being unfairly treated in the newsgroups
> comp.sys.atari.8bit and comp.sys.atari.st.

He's a brain-damaged spamming moron...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.431 / Virus Database: 242 - Release Date: 17/12/2002

4164. Re: ST Football Manager - I wrote the origi

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 20:48:09 UTC
From: kevin@kevintoms.com
Message-ID: <3e04d353.1384470082@news.paradise.net.nz>
Source record: 30372

On Fri, 20 Dec 2002 20:48:02 +0000 (UTC), sidcelery@cix.co.uk (Harry Sideras) wrote:

>On 13 Dec 2002 06:26:46, Kevin Toms wrote:
>> I was wondering if ST owners would like to comment-
>>
>> Most people know I wrote the original Football Manager. I have never
>> written to this newsgroup before, but I am writing a modernised
>> version of the game, and I'd like to make contact with players of
>> the original game that I wrote all those years ago. I would love to
>> hear from any players.
>
>Was this Football Manager II for the ST - a follow-up to the original
>on 8-bit machines like the 800XL ? If so, I was a player! B^)
>
>rgds
>H

Yes Football Manager 2 is what I should have said, sorry. Did you like the game?

kevin@kevintoms.com
http://www.kevintoms.com

-Wanna try a new free product from me - Kevin Toms Game Manager?

4165. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 20:59:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200212212159.a29958@su2.maus.de>
Source record: 30393

Hi Robert,

RS>Any kind of optical cd drive had nothing to do with an hard disk
RS>driver. Your device isn't a hard disk :)
right, but for burning he will need some kind of SCSI driver, e.g.
HDDRIVER's built-in.

RS>Switch of plexwriter id on hard disk driver
That doesn't matter. I did not hide the writer's ID.

RS>To access optical device(s) use ExtenDOS or SPIN!034. Have a look to
RS>the following example with ExtenDOS: (Best way to have access on cd
RS>rom drives AND cd writer)
Alternative: HDDRIVER (for burning) and MEATDOS/SPIN (for reading).

Und TTschï¿½
ps

4166. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 21:01:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200212212201.a29959@su2.maus.de>
Source record: 30392

Hi Raoul,

RT>Could it be that i have to adjust some jumpers inside and how does it
RT>work with the termination?
you should terminate your internal disk and the last external one. And
(at least) one device _must_ put termpwr onto the bus.

Und TTschï¿½
ps

4167. Re: How to copy non-dos floppies to PC

Newsgroup: comp.sys.atari.st
Date: 2002-12-21 21:24:49 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <au2m71pjv1@thorium.cix.co.uk>
Source record: 30373

In message <1103_1040475832@news.frii.com>, wordworks@greeleynet.com said:

>> "J&B" <sorry@none.net> wrote in message
>> news:8_NM9.4817$oh4.1307072676@hestia.telenet-ops.be...
>> > Hi,
>> >
>> > Does anyone knows a proggy that can copy the files from TOS floppies
>> > (created on a Mega ST2) to a PC. When i open such a floppy, teh PC asks me
>> > to format the floppy and i want to copy the songs i created early 90's to
>> my
>> > PC with VST on. I know, this might be not the best place to tell i want to
>> > use my PC instead of my Mega ST.
>
>Years ago, Double Click Software wrote a little program that simply wrote the necessary
>DOS info to the correct sectors on the floppy. I don't remember if the disk had to be
>blank or not.

There is also the PD 'DISKMOD.TOS', the ST to IBM Disk modifier,
used with 'BLOCK0.DAT' that contains the actual IBM-style boot
sector to be written. This can be used with existing Atari
pre-TOS 1.04 disks and does not affect any files on them. The
program dates back to 1986 and was written in Personal Pascal by
J D Eisenberg. It's under 7 kB for the executable plus 512 bytes for
BLOCK0.DAT.

If you can't find it on a PD site, tell me if you want it mailed.

Regards, /Peter/

4168. Re: Atari 2600 No Sound

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 00:03:20 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <au2vb6$7t0$1@news.comnet.co.nz>
Source record: 30374
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

"Clockmeister" <gerryvdb@tnet.com.au> wrote ...
> <sinclap@yahoo.com> wrote ...
> PS what happened to all the Atari Jihads who used to hang out here?

We've all been paid megadollars by Bill Gates in a top-secret deal to go and improve/rewrite Windows version 7.

But then, you'd have already known about that, wouldn't you?

(For the curious: BG is severely upset that his copy of Xerox's Ventura Publisher running on DRI's GEM/3 has finally failed, and he'll have to upgrade from a 640k PC-XT [with an extravagantly huge 40 MB hard drive] and start using his own companys products)

--

Download the latest DLL manager for the Atari ST. Visit http://www.atari.net.nz/gem/software/tlbx.html and download the Toolbox today!

--

Quote for the month

"Power String"
(Seen on an advert selling a 1989 Mitsubishi Mirage)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

4169. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 01:29:38 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E053D42.20A8EE32@rogers.com>
Source record: 30375
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Paul Irvine wrote:

> On Sat, 21 Dec 2002 02:48:01 GMT, James Alexander
> <james-m-alexander@rogers.com> wrote:
>
> >Paul Irvine wrote:
> >
> >> On Fri, 20 Dec 2002 18:22:53 GMT, James Alexander
> >> <james-m-alexander@rogers.com> wrote:
> >>
> >> >Paul,
> >> >
> >> >I've seen this guys posts before. He's little more than a very amateurish troll
> >> >following in Sinplops footsteps. I'm certainly not wasting any more time on
> >> >him.
> >> >
> >> Thanks for the heads up James..
> >>
> >> I shall consider him ignored..
> >>
> >sounds like a plan. Lets hope that unlike sinplop, he actually goes away.
> >
> Never heard of that twonk but with so many to choose from it's hard to
> keep up :-)

He's been around forever, at least a decade that I can tell. People have ignored him / it en masse and still he comes around to put one foot in his mouth and the other in a spot even less appealing.

4170. vme cards

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 02:48:34 UTC
From: Someone <NoSpam@no.com>
Message-ID: <aB9N9.8061$jM5.22026@newsfeeds.bigpond.com>
Source record: 30376

ive got a whole pile of acorn expansion cards that have the same connector as the vme slot in a tt etc. these are 4mb ram cards and plug straight in. Should i throw them in the bin or see if they work in there (i doubt it)... also have video samplers, ethernet, sound sampler etc.. also a daughter card that gives 6 vme slots off one.

4171. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 06:02:33 UTC
From: LS <me@email.net>
Message-ID: <3e05525d$1_2@news.teranews.com>
Source record: 30377
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

They don't go away but we can use the KILLFILE on the idiots. :)

Thanks to Ben and ANY other person keeping the Atari community alive.
"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212170751.73051d95@posting.google.com...
> If you ignore the trolls they will go away.
>
>
> "James Kent Tope, II" <jkt@ij.net> wrote in message
news:<atmba9$2pe9$1@news1.ij.net>...
> > There is a disgruntled customer out there making lude comments about
> > the owner of Bravo Sierra Computers, Ben Smith. The person who is doing
this
> > to Ben began doing it using his regular log-in name. Then, after Ben
> > complained, the person continued to do this under an anonymous log-in.
Also,
> > he was setting up his news posts to make it look like Ben had
participated
> > in some of the writings. He did not. Ben Smith is an honest, fair
> > businessman who is being unfairly treated in the newsgroups
> > comp.sys.atari.8bit and comp.sys.atari.st. I have bought software and a
book
> > from Ben, for my Atari 800XL, and I plan to purchase Microsoft
B.A.S.I.C.
> > and a power transformer for my second 1050 disk drive from him after New
> > Years' Day, 2003. The 1050 Drive was purchased on e-bay from another
vendor.
> > Take my word for it - I am working on my Associate of Science Degree as
a
> > computer programmer, and have enjoyed computers since I was 13 years
old. I
> > am now 33 years old. Here is what I wrote Ben, after recieving my latest
> > order:
> >
> >
> >
> > Dear Ben,
> > >
> > >
> > > Thank you, my friend. With DOS 2.5+ and the 1050 Disk Drive
> > > manual, I was able to boot my Atari 800XL into DOS 2.5+, make a
back-up
> > > of the master disk, and diagnose one of my two 1050 drives. It was

> > > giving me a boot error, but the troubleshooting section of the manual
> > > didn't include the situation at hand. Finally, I decided to re-check
the
> > > drive that I thought was the source of the problem, only to find it
> > > worked fine. I had the two drives confused, and the troubleshooting
> > > section of the manual did apply, and I simply swapped drives, and all
is
> > > O.K. Before, my computer wouldn't boot at all. Now, I have master
disks
> > > for DOS 2.0, 2.5+, and 3 that all boot, and a Zaxxon video game disk I
> > > can play with. I am wondering what's wrong with the other drive,
though.
> > > I hear stuff moving around inside the drive when I shake it lightly.
> > > Probably, a part of some kind came loose. Any way, all I need is the
one
> > > drive, so I'm very happy. "The Atari XL User's Handbook" makes a good
> > > manual to the whole system. I bought one on e-bay previously, only to
> > > find when it arrived that it must have had very rough treatment. It
> > > looked like someone had dropped it in Georgia red clay and scribbled
all
> > > over the pages. Your copy was like new, which made me happy. I will
> > > remember to contact you after Christmas and New Years Day have passed,
> > > to order the power supply. If I have everything that comes with the
> > > other 1050 drive, then I will be able to use it, if I can get it
repaired.
> > >
> > >
> > > Sincerely Yours,
> > >
> > >
> > > Jim
> >
> >
> >
> > James Kent Tope, II
> >
> > jkt@ij.net
> >
> > ProgrammingAS@netscape.net

4172. Re: Avalon On Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 06:28:27 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <pTcN9.26136$C06.13211@news.bellsouth.net>
Source record: 30378

> You can also download it at:
> http://music-atari.org/music/download/

Either my dongle doesn't work with this version, or it is corrupted.
I get the same behavior as the archive from the ftp.steinberg.com archive.
Upon launching, the startup screen is messy and it says, "Can not load img"

Brian

4173. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 11:22:44 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1040559896-146420AEicMi@xs4all.nl>
Source record: 30381

All thanks for the cooperation and help. I still
want to connect the Plexwriter to my TT. I get
the response during booting up that the device is
not responding. I've changed a lot (cables,
terminator, drivers etc.) but stil no connection.
It is a second hand writer and there's no manual
which means i can't see what jumper should be
changed to terminate the writer propoerly. Does
anyone has a same device connected to a TT and
can help me further?

Thanks in advance,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4174. For Swampfax1 (JJG)

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 13:22:21 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3e05bc8c$0$24473$626a54ce@news.free.fr>
Source record: 30382

Hello everybody,

Sorry for writing a private mail in the forum, but I have big trouble with
my emails accounts.
--------------------8<------------------
Dear John,

Since yesterday my ISP censored my last working account. Now I can read but no
more sending emails ("connection refused by server" when trying).

I also noted that each time an account was censored I complained via a valid
account and that one was censored few days later.
Now nothing left, but posting on forums.

I may use a friend adress, but please always reply to my usual adress.

All webmail servers I tryed (yahoo, mail.com, etc) are javascript based so can't
be used by my good Atari.

All ideas are welcome, especially if you know an HTML based webmail site.

Regards

4175. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 13:58:02 UTC
From: lp <gfa@basic.net>
Message-ID: <BA2B2F1A.B3B1%gfa@basic.net>
Source record: 30383

I would think the manufacturer would have the manuals on-line as
pdf or such. Have you looked on their site for technical info?
Most places have online manuals these day.

- Lon

in article 1040559896-146420AEicMi@xs4all.nl, Raoul Teulings at rt@xs4all.nl
wrote on 12/22/02 6:22 AM:

> All thanks for the cooperation and help. I still
> want to connect the Plexwriter to my TT. I get
> the response during booting up that the device is
> not responding. I've changed a lot (cables,
> terminator, drivers etc.) but stil no connection.
> It is a second hand writer and there's no manual
> which means i can't see what jumper should be
> changed to terminate the writer propoerly. Does
> anyone has a same device connected to a TT and
> can help me further?
>
> Thanks in advance,
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
> Jaguar, 1 x Lynx.
>

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4176. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 14:01:21 UTC
From: rs.mac@t-online.de
Message-ID: <1fnlks9.fhdr4ryvr3d2N%rs.mac@t-online.de>
Source record: 30384

Raoul Teulings <rt@xs4all.nl> wrote:

> All thanks for the cooperation and help. I still

TT ID0 ID1
T-##----#####---#####-T

T = Terminator
- = SCSI Bus
= Device

Physical last device on internal AND external SCSI bus must be closed
with an terminator.

> It is a second hand writer and there's no manual

SCSI-ID Jumper 1-3
SCSI-ID...JP1...JP2...JP3

ID0.......o.....o.....o
ID1.......#.....o.....o
ID2.......o.....#.....o
ID3.......#.....#.....o
ID4.......o.....o.....#
ID5.......#.....o.....#
ID6.......o.....#.....#
ID7.......#.....#.....#

Jumper-#-close
Jumper-o-open

Jumper direction on most of SCSI devices is from left to right

Audio SCSI Power
Connector Jumper Connector
o o o o oooo oooooooooooooooooooooooooooooo oooo
oooo ooooooooooooo ooooooooooooooooo

Jumper Block in detail:

1 2 3 4 5
o o o o o
o o o o o

1 = JP1
2 = JP2
3 = JP3
4 = TermPWR

5 = Parity

(4 and 5 maybee changed on some devices)

Some older devices do not deliver termpwr to the bus.
"TermPwr" is not an signal, itï¿½s an pin with +5v to feed the Terminator
with power. Pin 25 on external DB24 connector)

TermPWR can set to "on" one or more SCSI devices without problems.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

4177. Re: Technical hard drive question..... I t

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 14:39:22 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <7djb0vc1q6n1ipqhegdui2hig1tncef70l@4ax.com>
Source record: 30385

Hi Harry, I had a load of sofware on it from when I bought it, I
decided to back it all up, then start fresh, but got problems doing
that. I've sorted it now though, got rid of the pain in the back side
error, and am using just the standard desktop now, eveytime I save the
desktop, it act like it should...
Thanks... Rob

On Fri, 20 Dec 2002 20:48:01 +0000 (UTC), sidcelery@cix.co.uk (Harry
Sideras) wrote:

>On 4 Dec 2002 14:00:55 +, Rob wrote:
>> Ok, so if you see my previous post [how do I make my SCSi always
>> appear], you may see I couldnt get my external drive icons to always
>> stay on the desktop.I decided that I would back up the entire contents
>> of drive C to the new external Scsi drive I had (so I at least always
>> had a copy) and then would format drive C and start over. [the reason
>> for this was that there was it was a 2nd hand falcon, and there was a
>> lot of software on there that I didn't know how to use, and didn't
>> really know what it was (though I've backed it up anyway).
>>
>> When I turned the computer back on, it booted up to a horrible
>> resolution with only A + B drive icons and the trash icon. Having dug
>> out my HDDriver disk (version 8, though I do also have v7.8) I managed
>> to work out how to install the internal 6gig IDE drive.
>
>I know I'm very late on this, but I had one extra thought.
>Do you use a boot manager like XBoot or Superboot? If so, it may be
>that your NEWDESK.INF file is being overwritten from somewhere else...
>
>rgds
>H

4178. Thanks to those who sent me the contents of the Falcon Floppies.

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 14:40:11 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <3hjb0vkrfol04731po62bundlr7jsph9pv@4ax.com>
Source record: 30386

Most kind of you.... Rob

4179. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 14:57:40 UTC
From: wordworks@greeleynet.com
Message-ID: <fb0a1f23.0212220657.5dd8899e@posting.google.com>
Source record: 30387

Ok, finally back up and running fine. But I gave up on the IBM hard drive I mentioned in the original post and initially wanted to use.

First, I want to publicly thank Uwe Seimet for the help and information passed along in email. The information is printed and stuck in my TT owner's manual.

Second, after the holiday shopping rush is over, I'm going to upgrade my HDDriver to 8.1 via Atari Workshop so I can have an English manual. I want to see if it works any better than 7.54 on my Hades. I never got this version working, so I use 6.22 there. Yes, I'm aware the Hades is not officially supported, but I'm curious to see if it makes a difference.

Third, someone posted that there was nothing wrong with version 7.54, and that may well be true via operation. But, for me in TT high resolution, none of the buttons display in any of the dialogs. Makes for an interesting time figuring out where to click. I solved the problem by putting a 7.54 floppy in my Mega, looking at that screen, and clicking the area on the TT. :-) Hopefully, the new version will fix this. Also, on the Hades, the text does not fit inside the buttons correctly in the screen resolution I use.

A complete review and solution follows for those who are interested.

Uwe gave me some good suggestions on what the problem might be via email. I tried them all, none of them worked. Then, Saturday morning, some encrusted brain cells shook off the rust, and I remembered I used to have a bigger hard drive in the internal bay and it worked fine. But I had moved it to the Hades and reinstalled the ST157N. So, I took that drive out of the Hades and put it in the TT. And to my surprise, it did NOT work either! As you may guess, that didn't make me feel very happy.

As it turns out, both drives are IBM Deskstar SCSI-2 Fast drives, but different sizes. The one that used to work in the TT is a 3540 548 mb drive. The one I bought for $15 is a 3720 730 mb drive. So I thought I would just add the 3720 to the Hades. And guess what! It doesn't want to work there either. There are some jumpers on the 3540 that I did NOT put on the 3720 for this test, but will try that before giving up on the drive totally. After all the 3720 did work when it was mounted in my external ACSI unit. If I can't get it to work in the Hades, I'm not sure what I will do with it. Uwe said some TT's don't like Fast drives connected to the ACSI port and corrupted data may result.

This is where I gave up on the hard disk.

Since the smaller IBM drive no longer works in the TT when it once did, I've come to the conclusion that A) something is getting old in the TT and I'm pushing it too far, or B) something in the TT is just fine, but marginal in design and I've pushed it to the edge. It's just a curiosity thing now because everything seems to work. The only thing not tested is the SLM804, but I'm sure it will work too.

I went back to the surplus store, wrote down the numbers on the drives, researced them to find out what they were, and bought 3 SCSI 1 and one SCSI 2 (not FAST) drive. A Maxtor LXT213SY, SCSI 1, is in the internal bay and boots the TT just fine. A Maxtor 7345S, SCSI 1, has been added to the external ACSI unit. A Rodime reports it is write protected, and a Fujitsu seems to be flakey about deciding if it wants to even run. Both units have jumpers that control these functions, but I haven't figured out yet if I need to change other things also to get them to work. Projects left to do.

So, other than the battery, and needing to update all the icons, program file locations, etc, I think the TT system is back up where I want it to be. Just need to get it connected to the internet again. It hasn't been connected for about 4 years do to moving a couple of times.

Ken

4180. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 16:00:04 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <HelN9.33634$C06.2837@news.bellsouth.net>
Source record: 30388
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Hey Ben. Good to see you. I'm sorry some folks are mean to you on the list. Know that I and a lot of other people support you and are glad you are doing what you are. I and a fair majority of the others are glad to have you around.

Regards,

jeff

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0212190322410.14267-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> when It's in your Neighbor's back yard. But when It's in your back yard,
> it's a Depression!". Due to the Economy,Atari Business is extremely slow!
> Thanx to all those who have stood up to support me, FREE Speech and Atari
> Commerce in the face of Tyranny! Atari sales are really slow inspite of
> all the support I received in the Atari NewsGroups.Even with all the Talk.
> Those that supported me, I need to say, I really need your Business now!!
> To those that said they would buy from me or were planning to buy from me
> in the future. Now is the time! Take advantage of my Upcoming Atari after
> Christmas Sale! Help me make enough sales so I can pay Christmas Bills!
> E-Mail Atari@aracnet.com or call Ben 24HRs@(503)256-9974!I'm not asking a
> lot, I'm just trying to make a living and I'd like to earn your Business!
> http://www.aracnet.com/~atari/specials.htm Atari Holiday Sales Special!
>
> Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
> http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
>
> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
> http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.aracnet.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or

at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

4181. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 16:00:12 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <VIlN9.12$OB5.1577@nsw.nnrp.telstra.net>
Source record: 30389
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Gregory D. George <abuse@tampabay.rr.com> wrote in message
news:3E049A20.2CB03F7E@tampabay.rr.com...
> Clockmeister wrote:
>
> > I just don't like the way he begs for business.
>
> So that gives you the right to berate him in public?
>

I find his begging spam annoying and as a member of the public I'm perfectly
entitled to express my opinion.

Regards,

Clockmeister.

4182. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 16:11:32 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3E05E487.370F3FE6@tampabay.rr.com>
Source record: 30390
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Clockmeister wrote:

> I find his begging spam annoying and as a member of the public I'm perfectly
> entitled to express my opinion.

Slander is not legal, and your posts are becoming very close (if not
already) slanderous.

Haven't you ever heard of the saying, "Live and let live?" or perhaps
"What goes around comes around?" Keep being a jerk and you'll get what
is coming to you.

--
Gregory D. George

Email me at: http://www.ataritimes.com/email

=-=-=-

4183. Supra Hard Drives

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 16:53:35 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1040576015@news.frii.com>
Source record: 30391

Any here remember the old Supra FD-10, a 10 meg floppy drive Konica mechanism that used special 5.25 floppies? It would also read 1.2 meg IBM floppies.

Supra drives apparently allowed a standard SCSI drive to be plugged into their external units. Did anyone here ever accomplish that?

I had an FD-10 unit mounted in the external ACSI drive in the TT referred to in the Stumped... thread, but never was able to get it quite right. Similarly, I have the same problem in the Hades.

I've put the FD-10 back into its original shoebox case, and have connected it to my Mega where it works just fine.

Has anyone ever attached a SCSI drive to an external Supra drive? I'd like to connect a ZIP there and copy all my FD-10 disks to the zip. Some of the data on the FD-10 disks is deteriorating, and I'd like to save as much of it as I can.

I'm open to suggestions as to how to go about this. I don't find Supra's manual all that enlightening on this subject, but you have to realize there was no such thing as a Zip drive at that time. <G>

Ken

4184. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 17:06:16 UTC
From: wordworks@greeleynet.com
Message-ID: <fb0a1f23.0212220906.49c506c8@posting.google.com>
Source record: 30394

A followup:

All it took was getting the jumpers right and configuring HDDriver
6.22 properly, and now
both of the IBM Deskstar SCSI 2 Fast drives are purring happily in the
Hades. :-)

So my 15 bucks wasn't wasted! LOL

Ken

4185. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 18:58:36 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.b76b12cf.cea45a82.chongdochongdo@ichongdo.com>
Source record: 30263

Hello,

Dans le message <1040559896-146420AEicMi@xs4all.nl>
Raoul Teulings a ï¿½crit:
>All thanks for the cooperation and help. I still
>want to connect the Plexwriter to my TT. I get
>the response during booting up that the device is
>not responding. I've changed a lot (cables,
>terminator, drivers etc.) but stil no connection.
>It is a second hand writer and there's no manual
>which means i can't see what jumper should be
>changed to terminate the writer propoerly. Does
>anyone has a same device connected to a TT and
>can help me further?

I have same problem with a Ricoh MP6200 : so far, it made me lose
20 CDs. I tried almost everything : changing the cable, the order
of the devices within the chain, as well as the terminator... :-(
When connected to the TT, it is ignored at boot-up unless I switch
it on after the computer, which doesn't happen when connected to
the Falcon. But, in both cases, it will cause CDWS to abort after
the first track or before the last, depending on if I try to burn
on the fly or from a partition. More : although it is given for -
and reported as by the software - supporting pauses smaller than
2 seconds, it will always crash after the first track if I try to
use suc pauses, and although I once already succeeded to burn CDs
with such short pauses as 0.3 second!
As I'm beginning to be fed-up with wasting CDs, I just intend to
buy a Yamaha and throw the Ricoh straight into a wall, so I will
make it pay for all the CDs I lost so far because of it! :-(

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

4186. Re: Scanning 35mm negatives

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 22:02:24 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e063670.0@entanet>
Source record: 30395

Hi Dennis,

On 13 Dec 2002 14:16:22 , Dennis Vermeire wrote:
>
>Load the RGB_INV.CU3 file into the clut editor from Photoline to convert the
>scans from the negatives back to their original colour.

I don't seem to have this file. I have Photoline 2.30 English version.
Culd you possible email it to me ? Just remove the ANTI-SPAM message from
my address.

No hurry. Have a Merry Christmas.

>Next thing, apply the
>NEUTRAL.CU3 filter, that filter will restore the brightness/contrast level to
>daylight colour temperature, scanners usally overcompensate these values.

I have this file in the /EFFEKTE folder, I assume it is the same.

>Both filters are located in the CLUT/EFFECTS folder....
>
>Cheers from Belgium
>Dennis
>--

Many thanks for the tip.

Regards,

Peter

4187. New HD and Partitions

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 22:02:26 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e063672.0@entanet>
Source record: 30246

Hi all,

I am just in the process of fitting a new HD in my Milan.
What a palaver...

Change NV ram to include new IDE number, re-boot
Use HD-Driver util to include new IDE number in bus scan, re-boot
Play around with IDE leads and master/slave settings, re-boot
Un-plug CD drive to simplify things
Disable ExtenDOS
Repeat for an hour until able to partition the new HD
Reconnect CDs and restart ExtenDOS
Try to figure out why the new HD doesn't work now
Realise that ExtenDOS is stealing the IDE number of the HD
Run ExtenDOS Install to change IDE number of CD drives

After all that I thought I was on a winning streak. I partitioned
the new HD as follows:

H: 1 G-Byte TOS compatible if I ever decide to use it as a Boot drive
I,J,K: 5 G-Byte
L: 4 G-Byte

I have amended the MINT.CNF to include the I,J,K,L drives as NewFat
and VFat partitions.

The 1GB TOS partition works perfectly but the others return this error
from THING:

vital data illegal (recsiz=0, numcl=2147437203)
TOS-46

So I tried the Jinnee demo:

vital data illegal (recsiz=0, numcl=2147437203)
legal recsiz=0, numcl=2147437203)

These looks suspiciously like Mint errors (1.15.12) but the
Mint docs say:

" supports FAT32 partitions;
partitions larger than 2 GB are no longer a problem"

So I am a bit puzzled. I can think of two possibilities, either
HD-Driver 7.71 doesn't support >1GB partitions which I doubt or
there is a problem with the blocksizes or something like that.

All suggestions welcome.

Merry Christmas,

Peter

4188. Re: Supra Hard Drives

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 23:05:27 UTC
From: leaver@alphalink.com.au
Message-ID: <3e063727@news.alphalink.com.au>
Source record: 30247

On 22 Dec 2002 16:53:35 , Ken Springer wrote:
>Any here remember the old Supra FD-10, a 10 meg floppy drive Konica mechanism that used
>special 5.25 floppies? It would also read 1.2 meg IBM floppies.

Yes, I have one sitting in front of me as I type this, attached to the
ASCI port of my TT. It works happily with HD Driver, with the proviso
that it must have a disk in it at boot time or HD Driver doesn't
recognize it.

>Supra drives apparently allowed a standard SCSI drive to be plugged into their external
>units. Did anyone here ever accomplish that?

Yes. Before I acquired the TT, my main machine was an MSTe. The MSte
had its internat 50mb Seagate, the FD-10 and plugged into the FD-10,
a Syquest ezFlyer 220mb, which worked impeccably. However the
ASCI to SCSI converter in the Supra case is a limited one and would
not handle the Sony cd-drive that I tried to attach to it as well.
(but Link 97 did.)

>Has anyone ever attached a SCSI drive to an external Supra drive? I'd like to connect a
>ZIP there and copy all my FD-10 disks to the zip. Some of the data on the FD-10 disks is
>deteriorating, and I'd like to save as much of it as I can.

I don't have a Zip drive so I have no experience there, but the FD-10
has given me no trouble with an STF with the original Supra drivers or
on the STF, the MSTE or TT with HD Driver 6-8

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614
leaver@austarmetro.com.au Australia

4189. Re: 060 Official prices from distributor (ARROW) !!!

Newsgroup: comp.sys.atari.st
Date: 2002-12-22 23:37:14 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1040575488-614595AEicMi@williams-net.com>
Source record: 30248

Rudolfe,
Thanks for the information. Seems anyone that
odered there 060 processor through you got a much
better deal. I for one was one that ordered the 060
through you!!!!

Thanks,

4190. Re: New HD and Partitions

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 00:53:10 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1040579610-438889AEicMi@williams-net.com>
Source record: 30249

Peter,
It is my understanding inside of HDDriver while in
the partition menu. Under TYPE you will need to tell
it F32 which of course means FAT32. Hope this helps.
If you need any further help please responde via my E-
mail. I will try and help you any way that I can.

Thanks,

4191. Best IDE for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 01:24:06 UTC
From: swampfax1@atlantic.net
Message-ID: <WAtN9.11$RL.3382@news1.atlantic.net>
Source record: 30250

Hi All,
Sorry if this posted twice!

I can use some ideas on the best brand of IDE drive for a Falcon running with a 32/50 Phantom SE and booting with HDDriver. I usually only run TOS 4.04 (no multitasking) and I believe I can get 16, 1 gig partitions on an SCSI drive.

So, some things come to mind like:
Is it 16 for an IDE?
Is a new Seagate (or other) IDE faster than a 1996 Seagate SCSI?
Does the Falcon limit speed?
Can a Seagate IDE ATA 100/66/33 interface be used?
What type of cable is needed?

Advice appreciated!

John G.

4192. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 05:40:50 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0212222140.28ee9a3d@posting.google.com>
Source record: 30251
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1040556497.17266.3@despina.uk.clara.net>...
> Hi
>
> "James Kent Tope, II" <jkt@ij.net> wrote in message
> news:atmba9$2pe9$1@news1.ij.net...
>
> > There is a disgruntled customer out there making lude comments about
> > the owner of Bravo Sierra Computers, Ben Smith. The person who is doing
> this
> > to Ben began doing it using his regular log-in name. Then, after Ben
> > complained, the person continued to do this under an anonymous log-in.
> Also,
> > he was setting up his news posts to make it look like Ben had participated
> > in some of the writings. He did not. Ben Smith is an honest, fair
> > businessman who is being unfairly treated in the newsgroups
> > comp.sys.atari.8bit and comp.sys.atari.st.
>
> He's a brain-damaged spamming moron...

Whats the matter stevey, mommy did not properly potty train you?

This board is starting to slow down, any sources for purchasing Atari
wares should not be discouraged.

Stevey boy...you do not own this board...

>
> --
>
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.431 / Virus Database: 242 - Release Date: 17/12/2002

4193. Re: vme cards

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 05:45:21 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1040628315.139257@blade.atari-source.com>
Source record: 30252

Someone wrote:

> ive got a whole pile of acorn expansion cards that have the same connector
> as the vme slot in a tt etc. these are 4mb ram cards and plug straight in.
> Should i throw them in the bin or see if they work in there (i doubt
> it)... also have video samplers, ethernet, sound sampler etc.. also a
> daughter card that gives 6 vme slots off one.

I would think those would be of some use if anyone ever figured out the drivers for them for linux or another OS or their documentation was released. Last time I asked about somethign like that I vaguely remember a response like "Atari VME ports weren't full vme ports". Or something ;-)

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

4194. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 07:21:53 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <au6dmk$4sims$1@ID-27442.news.dfncis.de>
Source record: 30253

http://www.heise.de/newsticker/Harry Sideras wrote:

> I'd always thought that drives were set up differently for the Apple
> compared to the ST/PC.

There might be minor differences in the firmware, but as long as the
drives are compatible with SCSI they will work with any computer. I have
never heard of Apple drives not to work with other machines as well.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4195. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 07:24:43 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <au6dru$4sims$2@ID-27442.news.dfncis.de>
Source record: 30254

Ken Springer wrote:

> software!) He is quite sure it's cables and such. We never discussed the possibility of
> the TT slowly failing.

As long as other peripherals are recognised it is highly unlikely that
something is wrong with the TT in general.

> I took another SCSI drive out of an old PC box I have here, basically the same, but at
> least the drive is recognized during bootup. But that's as far as that drive goes. When
> the desktop finally comes up, it doesn't think the drive is there, so I can't install an
> icon for it.

Did you create partitions on this drive? If it is recognized during
bootup it should work fine. As long as there are no partitions there
won't be any icons.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4196. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 07:25:59 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <au6dua$4sims$3@ID-27442.news.dfncis.de>
Source record: 30255

David Wade wrote:

> I have had similar problems with my TT. I think there is something marginal
> about the SCSI system in the TT and about the way drives behave in it. In

The TT is equipped with standard SCSI hardware (NCR5380), which has also
been used in numerous other machines. There is nothing special with it.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4197. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 07:29:12 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <au6e4b$4sims$4@ID-27442.news.dfncis.de>
Source record: 30256

Robert Schaffner wrote:

> Any kind of optical cd drive had nothing to do with an hard disk driver.
> Your device isnï¿½t a hard disk :)

This does not mean that HDDRIVER should not find it when scanning the
bus. And in case a CD-ROM driver based on the SCSI Driver interface is
being used it is even required that HDDRIVEr recognizes the CD-ROM drive.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4198. Re: New HD and Partitions

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 07:35:45 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <au6egk$4sims$5@ID-27442.news.dfncis.de>
Source record: 30257

Peter Slegg wrote:

> So I am a bit puzzled. I can think of two possibilities, either
> HD-Driver 7.71 doesn't support >1GB partitions which I doubt or
> there is a problem with the blocksizes or something like that.

It's not HDDRIVER that must support these partitions but the rest of the OS, MiNT in this case. Partitions > 1GB must either be FAT32 or Ext2fs partitions under MiNT, and they have to be initialised accordingly. Current versions of HDDRUTIL support creating of FAT32 partitions. With older versions or in order to create an ext2 partition you have to use other tools.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4199. Re: Best IDE for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 07:38:23 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <au6eli$4sims$6@ID-27442.news.dfncis.de>
Source record: 30258

John Garone wrote:

> I can use some ideas on the best brand of IDE drive for a Falcon running
> with a 32/50 Phantom SE and booting with HDDriver. I usually only run
> TOS 4.04 (no multitasking) and I believe I can get 16, 1 gig partitions on
> an SCSI drive.
>
> So, some things come to mind like:
> Is it 16 for an IDE?

The number of partitions is not related to the hard disk type. It's just
a matter of the operating system. With plain TOS 4.04 you can never
have more than 16 partitions.

> Is a new Seagate (or other) IDE faster than a 1996 Seagate SCSI?

This does not matter, as any drive is faster than the Falcon. In other
words it will always be the Falcon that limits speed.

> Can a Seagate IDE ATA 100/66/33 interface be used?

Yes.

> What type of cable is needed?

A standard IDE cable. No need to get special IDE DMA cables as the
Falcon does not support any kind of IDE DMA anyway.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4200. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 08:30:40 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA2C184E.28BDD%nameerf@flash.net>
Source record: 30259
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article 27ff51c3.0212222140.28ee9a3d@posting.google.com,
sinclap@yahoo.com at sinclap@yahoo.com wrote on 12/22/02 9:40 PM:

> This board is starting to slow down, any sources for purchasing Atari
> wares should not be discouraged.

Wow! Did *Sinclap* actually post this? If so, I'm extremely impressed! I
actually agree with one of his posts! I hope he keeps this up!

Mike Freeman
nameerf@flash.net

4201. Re: Stumped with HDDriver :-(

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 11:48:07 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1040644087@news.frii.com>
Source record: 30260

On Mon, 23 Dec 2002 08:24:43 +0100, Uwe Seimet <Uwe.Seimet@seimet.de> wrote:
> Ken Springer wrote:
> > I took another SCSI drive out of an old PC box I have here, basically the same, but at
> > least the drive is recognized during bootup. But that's as far as that drive goes.
When
> > the desktop finally comes up, it doesn't think the drive is there, so I can't install
an
> > icon for it.
>
> Did you create partitions on this drive? If it is recognized during
> bootup it should work fine. As long as there are no partitions there
> won't be any icons.

No, I did nothing with it, no jumper changes or anything. I just wanted to see if the TT would know it was there. This is a working drive in the PC, it has Windows for Workgroups installed on it, and I didn't want to do anything to damage the data on the drive.

Ken

4202. Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 12:40:45 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1104_1040647245@news.frii.com>
Source record: 30261

Having read hear about ARAnyM, I've gotten interested in learning something about Linux.

Long ago, I learned that it was a command line OS like DOS, but some work was being done on a graphical user interface. I have no idea where this all stands when it comes to the Atari platform. Is there a website that covers this?

I've learned there are at least 2 "flavors" of Linux, GNU and Debian. ARAnyM uses Debian, but what is the real difference between the two versions? I've not found much help so far in reading he ARAnyM site, but have signed up for their email list. Not much traffic, and what has been there has been "over my head". <G>

I'm really not planning on installing Linux on any of my Atari's, I want a bit more speed I think. My thoughts right now is to do this on my PC or Power Mac, possibly both. There seems to be 3 major Linux versions, Lindows, Red Hat, and Mandrake. There may be more, I don't know. But Lindows is the only on that is Debian based. I had asked earlier here in the group a question of ARAnyM and Lindows compatibility.

::chuckling:: I have so many computers sitting here these days, I guess I could go "wild" and install a different one on each computer! In that case, I guess I could even put a copy on one of the Atari's! LOL

Any basic information you feel like passing along would be appreciated.

Ken

4203. How to build an Atari STe SCART cable?

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 16:23:01 UTC
From: voojspam@xs4all.nl
Message-ID: <5ea83221.0212230823.1fe7b984@posting.google.com>
Source record: 30262

Hi all,

Does anybody have a schema for an Atari STe SCART cable? Mine is missing.

Greets,
Marc

---
remove the "spam" from my mail address

4204. Direct scanning within Calamus

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 17:39:40 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.bea21b06.c9e85e62.chongdochongdo@ichongdo.com>
Source record: 30264

Hello,

I just bought a second hand Umax 1220s, along with ScanX-Pro.
It works great, except I can't manage to scan directly from Calamus,
even with GdpsInit.prg in the Auto folder.
Could someone tell me how to do ? My config is : TT/Falcon, MagiC!
6.20, NVDI 5.03 and HD-Driver 8.11.
Thanks in advance, and Merry X-Mas,

J.-Luc

--
ï¿½Fromï¿½ est une adresses anti-spam. Pour me rï¿½pondre, lire mon
adresse en zigzagant dans la boï¿½te ci-dessous.
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below.

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

4205. Re: New HD and Partitions

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 19:28:03 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e0763c3.0@entanet>
Source record: 30265

On 23 Dec 2002 08:35:45 , Uwe Seimet wrote:
>Peter Slegg wrote:
>
>> So I am a bit puzzled. I can think of two possibilities, either
>> HD-Driver 7.71 doesn't support >1GB partitions which I doubt or
>> there is a problem with the blocksizes or something like that.
>
>It's not HDDRIVER that must support these partitions but the rest of the
>OS, MiNT in this case. Partitions > 1GB must either be FAT32 or Ext2fs
>partitions under MiNT, and they have to be initialised accordingly.
>Current versions of HDDRUTIL support creating of FAT32 partitions. With
>older versions or in order to create an ext2 partition you have to use
>other tools.

In the MINT.CNF I have the partitions set as follows:

NEWFATFS=F,G,I,J,K,L
VFAT=F,G,I,J,K,L

F & G are 500MB and are on my original HD.

I didn't format the new HD I just re-partitioned it. Later I
used HDRUTIL to change the I,J,K,L partitions to F32 but that
only changed the numcl size in the error message.

Do partitions > 1GB not work with HD-Driver ?

I suppose it is time I upgraded anyway ;-)

Merry Christmas,

Peter

4206. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 20:11:30 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <h7KN9.8$hY5.195@nsw.nnrp.telstra.net>
Source record: 30266
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:BA2C184E.28BDD%nameerf@flash.net...
> in article 27ff51c3.0212222140.28ee9a3d@posting.google.com,
> sinclap@yahoo.com at sinclap@yahoo.com wrote on 12/22/02 9:40 PM:
>
> > This board is starting to slow down, any sources for purchasing Atari
> > wares should not be discouraged.
>
> Wow! Did *Sinclap* actually post this? If so, I'm extremely impressed! I
> actually agree with one of his posts! I hope he keeps this up!
>

If people stop posting then Sinclap will have nothing to do...

Serving his own interests really.

Regards,

Clockmeister.

4207. Re: KaosTOS

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 21:10:37 UTC
From: Martin Doering <doeringm@gmx.de>
Message-ID: <83ue0vgl74b2o6sbk7hvck7k407siaifik@4ax.com>
Source record: 30267

On Tue, 13 Aug 2002 14:14:08 +0200, Cyprian Konador
<c_konador@atari.pl> wrote:

>John Does skrobnï¿½ï¿½:
>>
>> Hello world,
>>
>> Anyone knows where I can download an image of Kaos TOS? SuperTOS even?
>>
>
>http://homepage.mac.com/carlhafner/AtariTOS.html

Andreas is totally right. Better help developing EmuTOS, a free TOS
clone, instead of using downloads, which are illegal, if you did not
once by the corresponding computer.

http://emutos.sourceforge.net

Or buy a copy of MagiC, if you want something more up-to-date.

BTW, Andreas, is it possible to bye a copy of MagiC to run in (any)
emulators without bying the MagiC emulator for windows?

--
Martin Doering

4208. Re: Best IDE for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 21:41:05 UTC
From: swampfax1@atlantic.net
Message-ID: <RpLN9.51$RL.8505@news1.atlantic.net>
Source record: 30268

On 23 Dec 2002 08:38:23 , Uwe Seimet wrote:
>John Garone wrote:
>
SNIP
>> Can a Seagate IDE ATA 100/66/33 interface be used?
>
>Yes.
>
>> What type of cable is needed?
>
>A standard IDE cable. No need to get special IDE DMA cables as the
>Falcon does not support any kind of IDE DMA anyway.
>

Thanks for the info Uwe!
John G.

4209. Ebay Login (anyone able with CAB?)

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 21:45:25 UTC
From: swampfax1@atlantic.net
Message-ID: <VtLN9.52$RL.8500@news1.atlantic.net>
Source record: 30269

Hi All,
Is anyone still able to log into Ebay (USA) with CAB?
John G.

4210. Re: How to build an Atari STe SCART cable?

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 23:05:09 UTC
From: Jan Krupka <krupkaj@ol.ngbox.cz>
Message-ID: <au84k9$1p50$1@ns.felk.cvut.cz>
Source record: 30270

Marc Belier wrote:

> Does anybody have a schema for an Atari STe SCART cable? Mine is missing.

just look to http://www.volny.cz/milarb/Atari/specable.txt

Jan
---
http://jaysoft.atari.org

4211. HighWire 0.1.0 Released

Newsgroup: comp.sys.atari.st
Date: 2002-12-23 23:44:06 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <3e079c34$0$1452$6d5eecc5@news.eurekanet.com>
Source record: 30271

The HighWire Development Team would like to wish everyone in the Atari community a Merry Christmas and we hope you enjoy your present from us.

A year after the initial public release of the HighWire project, we are happy to inform you that version 0.1.0 is available for your download and enjoyment.

What's new in HighWire 0.1.0?

'Unofficial' online use. It's not finished and mainly for testing. But the adventurous can give it a try.

Source code has been modified to make it's use in other projects easier.

Complete Unicode support for TrueType fonts

A real history function per window, also available from menu bar (better than in NetScape 4.x)

Partial functionality of FORMs

Smaller memory foot print for documents in memory

New functionality for browsing the local file system (directory listing), sortable by name/date/size.

Meta tag for "refresh" implemented, even if the refresh time will always be taken as '0' yet (scheduler limitation).

A large number of rewrites removing an equally large number of bugs.

To download and more information, visit the HighWire website
http://highwire.atari-users.net

4212. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 01:34:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1040756796.41132.0@despina.uk.clara.net>
Source record: 30279
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "Clockmeister"

> > > This board is starting to slow down, any sources for purchasing Atari
> > > wares should not be discouraged.
> >
> > Wow! Did *Sinclap* actually post this? If so, I'm extremely impressed! I
> > actually agree with one of his posts! I hope he keeps this up!
> >
>
> If people stop posting then Sinclap will have nothing to do...
>
> Serving his own interests really.

I suppose that's the same as masturbating, right up his street.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.431 / Virus Database: 242 - Release Date: 17/12/2002

4213. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 05:54:11 UTC
From: rs.mac@t-online.de
Message-ID: <1fnon6z.1lcqf018kypl6N%rs.mac@t-online.de>
Source record: 30272

Jean-Luc CECCOLI <chongdochongdo@ichongdo.com> wrote:

> it on after the computer, which doesn't happen when connected to

That must be a problem with the SCSI chain. Normaly any SCSI device
gave a message while the computer boot up. Something is wrong if not.
Thatï¿½s not a "can" thatï¿½s a must.

1. Parity should be off on all devices
(Switch it only to on if any device incl. contoller supports parity)

2. missig TermPwr, Termination wonï¿½t work correct
(Broken terminator)

3. double Termination, more as one device had swich on "term"

4. last but not least, double used SCSI ID

5. Simple the SCSI bis is too long. 2M max. on Narrow SCSI (SCSI2)
(Any peace of cable makes the bus, do not forget internal flat wire)

1 and 4 are most wanted mistakes i know :)

Only the physical last device on any bus must be closed by an
terminator. Any drive between controller and last device have to swich
"term" to off.

SCSI Bus in form of an "Y" wonï¿½t work correct if parts of are longer as
10cm.

Regards, Robert

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

4214. FA: digital camera that works with PhotoTip

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 08:58:40 UTC
From: lp <gfa@basic.net>
Message-ID: <BA2D8BF0.B45B%gfa@basic.net>
Source record: 30273
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1947389343

Or click this link for a list of all my auctions:
http://members.ebay.com/aboutme/atarilp/

Some items sold, new items added.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4215. Re: Direct scanning within Calamus

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 11:21:24 UTC
From: <>
Message-ID: <1040726676-983098AEicMi@ntlworld.com>
Source record: 30274

From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Date: Mon, 23 Dec 2002 19:39:40 +0200

>I just bought a second hand Umax 1220s, along with ScanX-Pro.
>It works great, except I can't manage to scan directly from Calamus,

There's a slight bug, are you sure that the GDPS module is actually working
but that the picture has been scanned into a very narrow window which you
then have to select and re-size in Calamus?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4216. Re: Ebay Login (anyone able with CAB?)

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 13:44:07 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e080f168a99e2@attbi.com>
Source record: 30275

>Hi All,
> Is anyone still able to log into Ebay (USA) with CAB?
>John G.

If you are talking about bidding, etc, then the answer for me is
yes. Sometimes after 2-3 bids Cab crashes, but a re-loading of the
Cab gets the whole thing working again.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4217. Re: HighWire 0.1.0 Released

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 13:44:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e080f168a99e3@attbi.com>
Source record: 30276

>The HighWire Development Team would like to wish everyone in the Atari
>community a Merry Christmas and we hope you enjoy your present from us.
>
>A year after the initial public release of the HighWire project, we are
>happy to inform you that version 0.1.0 is available for your download and
>enjoyment.
>
>What's new in HighWire 0.1.0?
>
> 'Unofficial' online use. It's not finished and mainly for testing. But
>the adventurous can give it a try.

I will say also that it works fine, as it is, with my EtherNet
setup.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4218. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 13:44:15 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e080f168a99e4@attbi.com>
Source record: 30277

>Hi,
>
>Has anyone a Plexwriter CDwriter working with a
>TT and using HDDriver 7.7? Somehow i can't get
>the TT recognize the CDwriter and because i can
>borrow the machine for the weekend from a compant
>to look if it'll all work i want to know if these
>will function. By the name Plexwriter i guess it
>is a Plextor or am i wrong?
>
>Could it be that i have to adjust some jumpers
>inside and how does it work with the termination?
>
>I hope that somebody can help me out...

Are you using Extendos Gold? If not, you should be. I would
contact Roger Burrows from Anodyne and ask him if the drive would
work with Extendos. He helped get my Sony CDRW drive working.
Great guy and great service....

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4219. Re: New HD and Partitions

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 16:56:56 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e0891d8.0@entanet>
Source record: 30278

On 22 Dec 2002 22:02:26 , Peter Slegg wrote:

>The 1GB TOS partition works perfectly but the others return this error
>from THING:
>
> vital data illegal (recsiz=0, numcl=2147437203)
> TOS-46
>
>So I tried the Jinnee demo:
>
> vital data illegal (recsiz=0, numcl=2147437203)
> legal recsiz=0, numcl=2147437203)
>
>These looks suspiciously like Mint errors (1.15.12) but the
>Mint docs say:

I have managed to force the error into the console window
and it says:

pid 19 (Thing): FATFS [I]: vital data illegal (recsiz = 0, numcl = 752306836)
pid 19 (Thing): FATFS [I]: medium access denied

which looks like it is coming from the Mint FATFS extension.

Regards,

Peter

4220. Re: HighWire 0.1.0 Released

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 19:03:29 UTC
From: swampfax1@atlantic.net
Message-ID: <5c2O9.163$RL.12659@news1.atlantic.net>
Source record: 30280

On 23 Dec 2002 18:44:06 , "Dan A" wrote:
>The HighWire Development Team would like to wish everyone in the Atari
>community a Merry Christmas and we hope you enjoy your present from us.
>
>A year after the initial public release of the HighWire project, we are
>happy to inform you that version 0.1.0 is available for your download and
>enjoyment.
>
>What's new in HighWire 0.1.0?
>

Looks like it's come a long way! Pages come up clean now.

Merry Christmas also!

John G.

4221. Re: Ebay Login (anyone able with CAB?)

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 19:14:27 UTC
From: swampfax1@atlantic.net
Message-ID: <nm2O9.164$RL.12638@news1.atlantic.net>
Source record: 30281

On 24 Dec 2002 13:44:07 , "Edward S. Baiz Jr." wrote:
>>Hi All,
>> Is anyone still able to log into Ebay (USA) with CAB?
>>John G.
>
>If you are talking about bidding, etc, then the answer for me is
>yes. Sometimes after 2-3 bids Cab crashes, but a re-loading of the
>Cab gets the whole thing working again.
>--
#
Hi Ed,
Yes I'm referring to bidding and anything that needs to be logged in
for! With view source I see references to Javascript so I was assuming
that was the problem. I can view items for auction ok. Which OVL are you
using?

John G.

4222. Re: For Swampfax1 (JJG)

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 20:02:55 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <AQ2O9.89049$0v3.81445@news.bellsouth.net>
Source record: 30282

Here's a place that offers free popmail accounts that should work with any number of Atari popmail fetchers for STik/Sting/Mintnet/etc.

http://www.hotpop.com

You 'might' have to use a PC or Mac to log in there and set up your account(s), but once it's set up, no sweat grabbing and sending mail with your trusty atari machine(s).

Brian

4223. Re: Atari 2600 No Sound

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 20:08:11 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <vV2O9.89210$0v3.83678@news.bellsouth.net>
Source record: 30283
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

> (For the curious: BG is severely upset that his copy of Xerox's
> Ventura Publisher running on DRI's GEM/3 has finally failed, and he'll
> have to upgrade from a 640k PC-XT [with an extravagantly huge 40 MB
> hard drive] and start using his own companys products)

Wow...I remember using that a bit on a 1040STfm with half a ZRAM upgrade and a SuperCharger DOS emulator back in 1991. Once I got PageStream I never looked back, as Ventura was a bit overkill for my needs (and quite slow compared to PageStream on the particular hardware I had) Those were the days...

Brian

4224. Merry Xmas

Newsgroup: comp.sys.atari.st
Date: 2002-12-24 23:38:35 UTC
From: nick@1632systems.co.uk
Message-ID: <auar5voil1@thorium.cix.co.uk>
Source record: 30284

Just a quick Merry Xmas from myself to everyone in the Atari world (whose left).

May you all have a happy and prosperous new year........

I am now going to retire in to my 18 yrs old Padraig Whisky.....
heaven in a bottle

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

4225. Re: Merry Xmas

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 01:21:49 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1040830132.96869.2@despina.uk.clara.net>
Source record: 30294

Hi Nick

> Just a quick Merry Xmas from myself to everyone in the Atari world (whose
> left).

And the same to yourself.

> May you all have a happy and prosperous new year........
>
> I am now going to retire in to my 18 yrs old Padraig Whisky..........
> heaven in a bottle

Need any help.

> --
> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.431 / Virus Database: 242 - Release Date: 17/12/2002

4226. Re: Hard drive specifications

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 03:13:48 UTC
From: captainvimes@myrealbox.com
Message-ID: <jg8i0vo9jfr0e6fqbmmdbchgdg0i8b5us7@4ax.com>
Source record: 30285

Hi Ken,
On Thu, 19 Dec 2002 18:53:56 -0600, Ken Springer
<wordworks@greeleynet.com> wrote:

>There must be a place on the net somewhere that has the specifications
>for different SCSI drives.
>
>In particular, I'm looking for the jumper settings on a Digital DSP3210
>SCSI drive. I can find them for sale all over the place, but can I find
>the jumper settings? Not on your life.
>
>Any suggestions, anyone?
>

Try:
http://www.webtradecenter.de/pcdisk/
They have gazillions of disk specs including jumper settings with
ASCII diagrams of the disk logic boards.

Roger

4227. Re: vme cards

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 03:25:45 UTC
From: captainvimes@myrealbox.com
Message-ID: <n19i0v47liud43cnqr5ckl890nttfn1rb2@4ax.com>
Source record: 30286

On Sun, 22 Dec 2002 10:48:34 +0800, "Someone" <NoSpam@no.com> wrote:

>ive got a whole pile of acorn expansion cards that have the same connector
>as the vme slot in a tt etc. these are 4mb ram cards and plug straight in.
>Should i throw them in the bin or see if they work in there (i doubt it)...
>also have video samplers, ethernet, sound sampler etc.. also a daughter card
>that gives 6 vme slots off one.
>

Sounds interesting for a hardware hacker.

I'd guess that they might all work with appropriate drivers. The
chances of getting the info to write such a driver are probably small,
except for the memory cards, which should be tolerably
straightforward. Do you have any specs for these things?

Roger

4228. Re: Merry Xmas

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 09:49:59 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e097edc$0$27998$afc38c87@news.optusnet.com.au>
Source record: 30287

Merry Xmas Nick. I will have to settle for a 10 year old Laphroaig. Terrible init ;-). Christmas is nearly over here in OZ, just settling in to watch the Fellowship of the Ring SE, have a wee dram and prepare for The Two Towers tomorrow.

Mark Bedingfield

<nick@1632systems.co.uk> wrote in message
news:auar5voil1@thorium.cix.co.uk...
> Just a quick Merry Xmas from myself to everyone in the Atari world (whose
> left).
>
> May you all have a happy and prosperous new year........
>
> I am now going to retire in to my 18 yrs old Padraig Whisky.....
> heaven in a bottle
>
> --
> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

4229. Re: New HD and Partitions

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 10:30:17 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.44.0212251128060.4823-100000@wh58-508.st.uni-magdeburg.de>
Source record: 30288

Hello!

> After all that I thought I was on a winning streak. I partitioned
> the new HD as follows:
>
> H: 1 G-Byte TOS compatible if I ever decide to use it as a Boot drive
> I,J,K: 5 G-Byte
> L: 4 G-Byte

If you want FAT32, are you sure you assigned the correct partition id
'F32'? If not the partition is not initialized by hddriver as FAT32 and
not functional at all.

> The 1GB TOS partition works perfectly but the others return this error
> from THING:
>
> vital data illegal (recsiz=0, numcl=2147437203)
> TOS-46

This looks like the FATFS driver access this not as FAT32 partition but as
FAT16. This don't work for sure.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4230. Re: ST Football Manager - I wrote the origi

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 10:41:51 UTC
From: Steve Stupple <Steve@the-asx.co.uk>
Message-ID: <FUVfwGSvtYC+EwxQ@atari.org.uk>
Source record: 30289

On Sat, 21 Dec 2002 at 20:48:09 a message from Kevin Toms was created on
the subject of ST Football Manager - I wrote the origi.
>On Fri, 20 Dec 2002 20:48:02 +0000 (UTC), sidcelery@cix.co.uk (Harry
>Sideras) wrote:
>
>>On 13 Dec 2002 06:26:46, Kevin Toms wrote:
>>> I was wondering if ST owners would like to comment-
>>>
>>> Most people know I wrote the original Football Manager. I have never
>>> written to this newsgroup before, but I am writing a modernised
>>> version of the game, and I'd like to make contact with players of
>>> the original game that I wrote all those years ago. I would love to
>>> hear from any players.
>>
>>Was this Football Manager II for the ST - a follow-up to the original
>>on 8-bit machines like the 800XL ? If so, I was a player! B^)
>>
>>rgds
>>H
>
>
>Yes Football Manager 2 is what I should have said, sorry. Did you like
>the game?

Hi

Doing a little newsgroup catching up:)

There was Football manager 1 & 2 by addictive, iirc fm 1 also came out
on the ST.

I'm not a fan of management type games, but i do know they got rave
reviews.

--
-- Cheers! For Now
Steve <><
WWW: www.the-asx.co.uk * * *
Email: steve@the-asx.co.uk * * *
Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4231. Re: Ebay Login?

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 10:46:42 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <WEqbE1SSyYC+EwTu@atari.org.uk>
Source record: 30290

In article <EzaM9.79$MF4.23513@news1.atlantic.net>, John Garone
<swampfax1@atlantic.net> writes
>Hi Steve,
> I tried writing to support@ebay.com but they discontinued it so I
>followed their instructions to go to their contact web page where they ask
>you to log in! Duh!!!!
>
>John G.
>

Hi

Yup it's a pain in the rear. You have to find the bits in their online
support before you get an answer.

BUT, i have had some serious problems with them over the last few
months;) and have replied to an email address:) this address must be
available as they have no idea when i replied.

Try this addy:

Customer Support ukwebform@ebay.com

I originally selected 'My question is not listed' which should be the
subject line.

Dont forget to give them your ebay id, like i always do;)
--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4232. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 10:49:36 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <9leBMEUA1YC+Ew1X@atari.org.uk>
Source record: 30291
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
In article <BA2C184E.28BDD%nameerf@flash.net>, Michael and Nicole
Freeman <nameerf@flash.net> writes
>in article 27ff51c3.0212222140.28ee9a3d@posting.google.com,
>sinclap@yahoo.com at sinclap@yahoo.com wrote on 12/22/02 9:40 PM:
>
>> This board is starting to slow down, any sources for purchasing Atari
>> wares should not be discouraged.
>
>Wow! Did *Sinclap* actually post this? If so, I'm extremely impressed! I
>actually agree with one of his posts! I hope he keeps this up!

Hiyas all

Yup! i had to read another posting to see if i was the only one seeing
sinclaps posting!!!

Well it is the season for miracles:P

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
```

4233. Re: WTB (Australia): Atari 1040STE monitor cable OR information

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 10:57:20 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <nl6HMJVQ8YC+EwXV@atari.org.uk>
Source record: 30292

In article <AliK9.8373$TC4.28693@news-server.bigpond.net.au>, Mark
<dangermouse_1974@NOSPAM.yahoo.com.au> writes
>Hi...
>
>Anyone in Australia have a cable for the Atari ST 1040STE ? If so and you
>will sell, please email me (remove NOSPAM).
>
>Failing that, can anyone offer me some advice on connecting my ST to a
>Philips CM8833-II monitor (RGB and DB9 input). I just bought an ST thinking
>it would connect like my Amiga 1200 / 500 / 600 does but bugger....it
>doesn't. The 13pin DIN is a little different to the Amiga connector.
>
>Can anyone offer advice on what I need and, if in Australia, where to get a
>13pin DIN plug ?

Hi

I wonder if Maplins still do them? dont think it would cost a lot to
send a cable over to you, i know the plug would cost very little.

I have a supplier over here in the UK that does some Atari bits and
pieces, along with other machines, I am waiting for their catalogue. If
you drop me a line, as a reminder, I'll chase it up for you after the
holidays.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4234. Re: WTB (Australia): Atari 1040STE monitor cable OR information

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 12:30:56 UTC
From: Someone <NoSpam@no.com>
Message-ID: <4phO9.9726$jM5.27854@newsfeeds.bigpond.com>
Source record: 30293

where in aussie are you, i'll supply you with a complete colour monitor!

"Steve Stupple" <Steve@atari.org> wrote in message
news:nl6HMJVQ8YC+EwXV@atari.org.uk...
> In article <AliK9.8373$TC4.28693@news-server.bigpond.net.au>, Mark
> <dangermouse_1974@NOSPAM.yahoo.com.au> writes
> >Hi...
> >
> >Anyone in Australia have a cable for the Atari ST 1040STE ? If so and you
> >will sell, please email me (remove NOSPAM).
> >
> >Failing that, can anyone offer me some advice on connecting my ST to a
> >Philips CM8833-II monitor (RGB and DB9 input). I just bought an ST
thinking
> >it would connect like my Amiga 1200 / 500 / 600 does but bugger....it
> >doesn't. The 13pin DIN is a little different to the Amiga connector.
> >
> >Can anyone offer advice on what I need and, if in Australia, where to get
a
> >13pin DIN plug ?
>
> Hi
>
> I wonder if Maplins still do them? dont think it would cost a lot to
> send a cable over to you, i know the plug would cost very little.
>
> I have a supplier over here in the UK that does some Atari bits and
> pieces, along with other machines, I am waiting for their catalogue. If
> you drop me a line, as a reminder, I'll chase it up for you after the
> holidays.
>
> --
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4235. Re: Merry Xmas

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 16:27:55 UTC
From: John Hager <camarojohn@worldnet.att.net>
Message-ID: <f0lO9.12485$p_6.1010644@bgtnsc04-news.ops.worldnet.att.net>
Source record: 30295

And a Merry Christmas or whatever religious tradition you may follow at this time of the year.

Ken

4236. Newsgroup message display

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 16:44:01 UTC
From: John Hager <camarojohn@worldnet.att.net>
Message-ID: <lflO9.12504$p_6.1011761@bgtnsc04-news.ops.worldnet.att.net>
Source record: 30196

A few months back, someone posted a question in the newsgroup asking why only 24 messages maximum were ever displayed in his/her newsgroup reader. I have the same problem, but did discover you could go to Google and see all the messages that ever existed.

Did anyone ever find an answer to this problem? I have always assumed it was a problem somewhere with the newsgroup setup itself, but never followed up on it.

I'm at at a relative's home for the holidays, and am using their computer to check the newsgroup. At home, I've used 2 different browsers for this newsgroup, Netscape 6.2 and 7.0, and Opera 6. Both have the 24 limit problem. I do not have any version of Outlook installed, a means of avoiding those nasty viruses that the bad guys write for MS products.

My relatives only have Outlook Express 5 installed. They are not newsgroup followers, and use AT$T's Worldnet Service as their ISP, which does not require an email program.

4237. Re: Newsgroup message display

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 16:56:38 UTC
From: John Hager <camarojohn@worldnet.att.net>
Message-ID: <arlO9.12516$p_6.1013733@bgtnsc04-news.ops.worldnet.att.net>
Source record: 30197

Outlook sure does things I'm not expecting, like sending an unfinished message when I exited the program. LOL

Anyway, OE5 is telling me I've downloaded 292 messages, and another 164 messages have not been downloaded. So something is really funky here. I haven't figured out how to get the remaining 164, but I'll keep checking this out.

If anyone has thoughts about this message display problem, send them along. When I get home, I -DON'T- want to have to use Outlook to view all the messages.

Ken Springer
Wordworks@greeleynet.com

"John Hager" <camarojohn@worldnet.att.net> wrote in message news:lflO9.12504$p_6.1011761@bgtnsc04-news.ops.worldnet.att.net...
> A few months back, someone posted a question in the newsgroup asking why
> only 24 messages maximum were ever displayed in his/her newsgroup reader.
I
> have the same problem, but did discover you could go to Google and see all
> the messages that ever existed.
>
> Did anyone ever find an answer to this problem? I have always assumed it
> was a problem somewhere with the newsgroup setup itself, but never
followed
> up on it.
>
> I'm at at a relative's home for the holidays, and am using their computer
to
> check the newsgroup. At home, I've used 2 different browsers for this
> newsgroup, Netscape 6.2 and 7.0, and Opera 6. Both have the 24 limit
> problem. I do not have any version of Outlook installed, a means of
> avoiding those nasty viruses that the bad guys write for MS products.
>
> My relatives only have Outlook Express 5 installed. They are not
newsgroup
> followers, and use AT$T's Worldnet Service as their ISP, which does not
> require an email program.
>
>
>

4238. Re: Merry Xmas

Newsgroup: comp.sys.atari.st
Date: 2002-12-25 19:52:21 UTC
From: swampfax1@atlantic.net
Message-ID: <V%nO9.344$RL.16917@news1.atlantic.net>
Source record: 30198

On 24 Dec 2002 23:38:35 , nick@1632systems.co.uk wrote:
>Just a quick Merry Xmas from myself to everyone in the Atari world (whose
>left).
>
>May you all have a happy and prosperous new year........
>
>I am now going to retire in to my 18 yrs old Padraig Whisky..........
>heaven in a bottle
>
>--
>Nick Harlow

Same here and to all.

John G.

4239. Re: For Swampfax1

Newsgroup: comp.sys.atari.st
Date: 2002-12-26 08:57:46 UTC
From: anti.spam@nullepart.gouv
Message-ID: <3e0ac48a$0$27692$626a54ce@news.free.fr>
Source record: 30199

On 24 Dec 2002 14:02:55 , "Brian Roland" wrote:
>Here's a place that offers free popmail accounts that should work with any
>number of Atari popmail fetchers for STik/Sting/Mintnet/etc.
>http://www.hotpop.com

Thanks Brian !

Regards

4240. ADV: Atari After Christmas Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-12-26 09:17:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0212260111020.9850-100000@shell1.aracnet.com>
Source record: 30200
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,alt.atari-jaguar.discussion

For those of you who missed out on my Christmas Sales! Now is the Time to take advantage of my After Christmas Sale Discount! Now I'm offering a 20% off the Top Discount on Games/Software, Hardware/Accessories & References/ Books for Classic Atari 8 Bit, Atari ST 16/32 Bit Computers & Jaguar Games and Game Machines! And if your a Regular Customer, Reward yourself with another 10% off the Top. A Whopping 30% Discount! Friends, take advantage of this, because this is as Good as it Gets! A lot of the items on sale I only have One, Two or a Few of! So act NOW While I got it! Got Questions? E-Mail Atari@aracnet.com Today! Get the Catalogs while inventory Lasts! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974! http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4241. any Australian atarians here ? n/t

Newsgroup: comp.sys.atari.st
Date: 2002-12-26 10:22:56 UTC
From: Big Fella <Say-no-to-skinny@Big.fellas.com>
Message-ID: <3DAO9.10064$jM5.29134@newsfeeds.bigpond.com>
Source record: 30201

[No readable article body recovered]

4242. Re: Merry Xmas

Newsgroup: comp.sys.atari.st
Date: 2002-12-26 10:57:36 UTC
From: Big Fella <Say-no-to-skinny@Big.fellas.com>
Message-ID: <z7BO9.10093$jM5.29295@newsfeeds.bigpond.com>
Source record: 30202

your drinking a piece of history. Atari was in its hay day when that whisky
was made.

<nick@1632systems.co.uk> wrote in message
news:auar5voil1@thorium.cix.co.uk...
> Just a quick Merry Xmas from myself to everyone in the Atari world (whose
> left).
>
> May you all have a happy and prosperous new year........
>
> I am now going to retire in to my 18 yrs old Padraig Whisky.........
> heaven in a bottle
>
> --
> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

4243. Re: Newsgroup message display

Newsgroup: comp.sys.atari.st
Date: 2002-12-26 15:55:31 UTC
From: John Hager <camarojohn@worldnet.att.net>
Message-ID: <TDFO9.79424$hK4.6515638@bgtnsc05-news.ops.worldnet.att.net>
Source record: 30203

OK, I got the remaining messages downloaded.

But I'm curious as to why I can see 466 messages on my relative's computer, but on my own ISP, I can only see 14 max. Yes, that includes read messages, when using both Netscape and Opera browsers.

Anyone have any thoughts as to why this might be?

Ken Springer
Wordworks@greeleynet.com

4244. Music notation program?

Newsgroup: comp.sys.atari.st
Date: 2002-12-26 18:52:03 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA309E72.28DFC%nameerf@flash.net>
Source record: 30204

Hello!

I kind of have a feeling that this doesn't exists as I haven't found it anywhere, but I thought I'd ask just in case. Does anyone know of a music notation program that has the following features:

1. Works in any Atari OS, not just the built in TOS/GEM.
2. Works in a resolution other than ST Medium and ST High (i.e. is resolution-independent).
3. Uses GDOS/NVDI vector fonts and printers.
4. Is fairly comprehensive, like Cubase score.
5. Doesn't need to have MIDI compatibility, but that would be a plus.

I have Cubase Audio, which has Score built-in. I like using it, but it'd be nice to not have to keep switching OS's when I want to use it. It also doesn't use vector fonts and newer printers, so it won't print directly to my printer. I have to print it to a file, then load it into either a image viewer capable of printing, or into Papyrus (which is what I usually end up doing). Both mean that once again, I have to switch OS's to get it printed. It's extremely time consuming and frustrating. I also don't like the bitmap text fonts. I'd like to be able to use any font on my system, including vector fonts. And since my printer is very high-res, I'd like to be able to make use of that, by using vector fonts that aren't restricted to 360dpi.

Anyway, does anyone know of such a program? If not, any takers on programming one? :) I'm desparate for a really good notation program. Thanks!

Mike Freeman
nameerf@flash.net

P.S. to programmers: One of my pet-peeves is MIDI/Music/Notation software that is limitted to a single OS (i.e. TOS/GEM) and one or two screen resolutions. Is there a reason that this is done? I know people use ST's a lot more, but I would think that it wouldn't be too hard to make the program read what resolution it's running in and adjust itself. Maybe I'm wrong...

4245. Re: Ebay Login?

Newsgroup: comp.sys.atari.st
Date: 2002-12-26 19:14:25 UTC
From: swampfax1@atlantic.net
Message-ID: <lylO9.501$RL.25308@news1.atlantic.net>
Source record: 30205

On 25 Dec 2002 10:46:42 , Steve Stupple wrote:
>In article <EzaM9.79$MF4.23513@news1.atlantic.net>, John Garone
><swampfax1@atlantic.net> writes
>>Hi Steve,
>> I tried writing to support@ebay.com but they discontinued it so I
>>followed their instructions to go to their contact web page where they ask
>>you to log in! Duh!!!!
>>
>>John G.
>>
>
>Hi
>
>Yup it's a pain in the rear. You have to find the bits in their online
>support before you get an answer.
>
>BUT, i have had some serious problems with them over the last few
>months;) and have replied to an email address:) this address must be
>available as they have no idea when i replied.
>
>Try this addy:
>
>
>Customer Support ukwebform@ebay.com
>
>I originally selected 'My question is not listed' which should be the
>subject line.
>
>Dont forget to give them your ebay id, like i always do;)
>--
>-- Cheers! For Now
> Steve <>< * * *

Thanks Steve,
I have someone logging in for me so I can at least get my E-mail
address changed. I've also had success bidding (odd only that) but not
other features which reqire logging in.

John G.

4246. Re: Music notation program?

Newsgroup: comp.sys.atari.st
Date: 2002-12-26 22:05:33 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <APKO9.130705$0v3.15634@news.bellsouth.net>
Source record: 30207

First let me assure you that I agree with you!
I'd love to see your wish list come true myself.
It's pretty unlikely thoe...
Here's some things that might help make your experiences at least a little smoother.

> 1. Works in any Atari OS, not just the built in TOS/GEM.

I realize you don't get long file names, are still limited to something like 16 HD partitions at once, etc. However...CuBase does work with Geneva, and it's a big help and much better than running it without! I've a CT2b in my Falcon, and CAF works just fine in all my favorite high color resolutions. The screen redraws a bit slower in true color, but still useable.

Lately, my favorite set-up for working with CuBase Audio Score is a monochrome 1180X720 resolution. I boot in CT turbo mode with HDDriver 7.93, NVDI, ExtenDOS Gold, Geneva, and STing. Thanks to STing, and some fairly beta, but useable drivers offered free by Roger at Anodyne, I'm networked with my old ST, Windows PC, and my broadband ADSL router using a Dynalink SCSI/Link T ethernet adaptor. I don't get color here, but I do have a nice large display to work with, and I open CAB browser, a telnet window to my favorite talkers and muds with telnet to a unix shell account running tinyfuge, and have AtarICQ instant messaging running as well. Thanks to the CT2b, there is plenty of memory and speed for all this! It's also really nice to be able to open XOR and such at the same time as CAF...currently waiting for an SMP24 to try (wondering if other midi MROS aware apps will be able to see this under Geneva)...so in the meantime, I just have to use the Atari MIDI ports...still, better than nothing, and with a good MIDI patchbay...it's not so bad.

I've also done this in high color modes...but with a trade off of a much smaller display area. 800X600X256 worked fine, but gave me a slight headache because that particular resolution leaves my monitor with a pretty nasty flicker (yeah, I know with some time and paitence I can likely tune that fliker out...but oh well).

> 2. Works in a resolution other than ST Medium and ST High (i.e. is
> resolution-independent).

CAF/Score works fine in any resolultion. While CAF itself will still be only 2 colors...and sometimes switching tasks can leave easily tidied droppings on the desktop, it runs reguardless. Where you run into problems is trying to use the SCSI/Audio part of CAF with a high screen/color resolution. More than a few tracks over the SCSI, and there just isn't enough bandwidth across the bus (shared by SCSI/Video/and other things). A CT2b did wonders for me in this matter! Both SCSI and Video is vastly improved with a CT2. CT060 boards are due out soon!

> 3. Uses GDOS/NVDI vector fonts and printers.

Can't help you there :/
NVDI DOES help speed up CAF screen draws quite a bit thoe! I rarely boot without it. In fact, CT2b requires it (or fVDI which I've yet to try).

> 4. Is fairly comprehensive, like Cubase score.

I've yet to try it, but you might take a look at the score module that was intended to go with KCS Omega. It's free now, so can't hurt to try. Thoe you may be back to square one, or even more primitive on printer and resolution choices.
I don't know if there are plans to release source for this Score package, or relevant information to do your own drivers and such...but it's something you might explore.

> 5. Doesn't need to have MIDI compatibility, but that would be a plus.

Agreed...
Most are gonna support it thoe...it's already a very good format to save and load musical information with. Why reinvent the wheel?

> It also doesn't use vector fonts and newer printers, so it won't print directly to
> my printer.

What printer are you using?
HPCL5 is HPCL5, ESC2 is ESC2, etc...
Modern printers almost always understand one or the other of these. Newer Versions of HPCL or ESC tend to retain compatability with old drivers...I.E. they don't change old commands and paramaters/syntax...just add new ones. So, unless you have a very strange printer on your hands...there should be a driver with CAF that works.

See...in general...even/ESPECIALLY with modern printers and applications, the printer is simply called into a raster dump mode. The rest is just a matter of telling the printer what size/type paper, what special printer functions if any to enable, and so on.

Also...
300dpi is VERY good for font and notation print. Going higher than this for such an application is simply a waste of memory, cpu time, and printer port bandwidth. Those ultra high resolutions that modern printers support are intended for photorealistic work, and ummmm...marketing hype. I.E. printing halfway decent color photos done with personal digital cameras. Also...CAF can and does support as high a resolution GDOS font as you care to put in the fonts folder. It's just not worth it to go higher than 300...which is why you won't find many fonts higher than this.

Even today...pro image setters used for glossy magazines are known to do font work at 300dpi and less...news papers and paper back books even go as low as 72dpi.

So...in this case I suggest this...
Find a printer driver on your CAF disks that works...there's bound to be one!

I.E. If your printer is an Epson Stylus of any flavor, start trying all the Color Stylus drivers and work your way down. If it's an HP...try the HP drivers, Cannon, IBM, etc. You also might check your printer's owner manual to see if it has any 'emulation modes'. It's not uncommon at all for printers to be able to understand more than one PL. HPCL AND ESC2 for instance. If needed...slapping together a little auto folder program, or a batch file to initalize your printer into the emulation mode you want isn't hard at all. Again, all CAF is gonna do is send a command to put the printer in raster dump mode, tell it the resolution, paper size/type/tray, etc.

If all else fails...check out Ebay for an older Laser printer, or even go with a nice wide carriage inkjet so you can get into nice large paper sizes. Chances are you can find a VERY NICE one for chump change....a LOT less than shelling out for good score software on a PC or Mac alone!

I got Sibelius for my windows box...it's really nice! Supports the super high resolutions of the fancy new printers and all. Guess what? When you get down to the nuts and bolts of things, the scores it prints don't look any better than those done by CAF on my 300dpi laser printer. Again, going above 300dpi for monochrome print work is quite unecissary.

If you really need more fonts, someone out there is bound to have some nice GDOS bitmap font collections, or utilities to convert TT/PS2 fonts into GDOS bitmap.

> I have to print it to a file, then load it into either a image
> viewer capable of printing, or into Papyrus (which is what I usually end up
> doing). Both mean that once again, I have to switch OS's to get it printed.

I do this with Page Stream sometimes. Especially when I want to make music tests or texts. This way I can cut out bits of the image I need, paste them into a document, and even add new text, fonts, symbols, etc...thanks to the layering/object approach that Page Stream offers. If you get Geneva, you can do this and never skip a beat.

> It's extremely time consuming and frustrating. I also don't like the bitmap
> text fonts. I'd like to be able to use any font on my system, including
> vector fonts. And since my printer is very high-res, I'd like to be able to
> make use of that, by using vector fonts that aren't restricted to 360dpi.

I agree that it would be nice to have access to the nearly endless supply of TT/PS2 fonts. As for the high-res...again...it's a waste to go that high to print scores anyway. And printing from a falcon at 720dpi *yawns*, I hope you like coffee, or that your printer has megs and megs of onboard ram to cache up lines and lines of raster data, cause you'll have plenty of time to drink a few cups as you wait for the pages to print. Even at 360dpi, most inkjet type printers only have enough memory to hold about 1/4 of a page...so your Falcon is LOCKED UP untill the entire page gets dumped and printed (unless you can find some good printer spooler software for the Falcon, which I believe does indeed exist...but that's gonna steal lots of RAM).

Hope this helps,
Brian

4247. Re: any Australian atarians here ? n/t

Newsgroup: comp.sys.atari.st
Date: 2002-12-26 22:21:36 UTC
From: leaver@alphalink.com.au
Message-ID: <3e0b72e0@news.alphalink.com.au>
Source record: 30206

On 26 Dec 2002 18:22:56 , "Big Fella" wrote: nothing much

In answer to the question in the title -

There are a few.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614
leaver@austarmetro.com.au Australia

4248. Re: any Australian atarians here ? n/t

Newsgroup: comp.sys.atari.st
Date: 2002-12-26 23:41:06 UTC
From: Big Fella <Say-no-to-skinny@Big.fellas.com>
Message-ID: <ojMO9.10325$jM5.29815@newsfeeds.bigpond.com>
Source record: 30208

Who?

"David Leaver" <leaver@alphalink.com.au> wrote in message
news:3e0b72e0@news.alphalink.com.au...
> On 26 Dec 2002 18:22:56 , "Big Fella" wrote: nothing much
>
> In answer to the question in the title -
>
> There are a few.
>
> David
>
>
> Susan and David Leaver 10 Goodparla St,
> e-mail leaver@alphalink.com.au Hawker, ACT 2614
> leaver@austarmetro.com.au Australia

4249. Atari ICQ and Sound???

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 01:05:52 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1040925978-937542AEicMi@williams-net.com>
Source record: 30209

Anyone,
Has anyone ever gotten sounds to work on Atari ICQ
with a Falcon030 setup??? Got ICQ to work with
IConnect very nice. But need it to play a sound when
I am away from the computer to tell me someone has
come online or someone has messaged me!!!!

Thanks for the help in advance!!

4250. Re: Atari ICQ and Sound???

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 03:42:56 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1040966648.224904@blade.atari-source.com>
Source record: 30210

carey christenson wrote:

> Anyone,
> Has anyone ever gotten sounds to work on Atari ICQ
> with a Falcon030 setup??? Got ICQ to work with
> IConnect very nice. But need it to play a sound when
> I am away from the computer to tell me someone has
> come online or someone has messaged me!!!!
>
> Thanks for the help in advance!!

Far as I can tell, the problem is that sound support is not yet implemented.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

4251. Re: Atari ICQ and Sound???

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 04:03:11 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <U2QO9.131793$0v3.21174@news.bellsouth.net>
Source record: 30211

Yes, it does work...
You'll have to set it up by hand with a text editor.
See the readme files...
You'll either need an avserver with something like gemjing, or the STe/DMA bios extensions (for mint?).

Brian

4252. Atari Power Supply - Ebay ends 12/29/2002 @ 20:20 PST

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 06:59:52 UTC
From: rwason@flashmail.com
Message-ID: <3be4f50.0212262259.1698aee3@posting.google.com>
Source record: 30212

Hi out there,

Is any one in need of an Atari Power Supply?

This is a true original ATARI Power Supply part number: CO17945.
Will work with the following Atari products: 400 / 800 / 810 / 822 /
850 / 1010 / 1020 / 1050 / XF551 / 1200XL.

go to http://cgi.ebay.com/ws/eBayISAPI.dll?viewItem&category=1250&item=1947220889

Auction ends 12/29/2002 @ 20:20 Pacific Standard time

Thank you.

4253. Re: New HD and Partitions

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 07:33:13 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <augvsp$74a5e$1@ID-27442.news.dfncis.de>
Source record: 30213

Peter Slegg wrote:

> I didn't format the new HD I just re-partitioned it. Later I
> used HDRUTIL to change the I,J,K,L partitions to F32 but that
> only changed the numcl size in the error message.
>
> Do partitions > 1GB not work with HD-Driver ?

They work, but only with MagiC or MiNT and the appropriate partition types, i.e. FAT32 or ext2fs. It is sufficient to simply change the partitoin ID to F32 in order to convert a "normal" partition to FAT32. The partition has to be initialized, wich can either be done with current versions of HDDRUTIL when partitioning or with special software that is available for MagiC or MiNT.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4254. Re: New HD and Partitions

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 07:36:27 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <auh02r$74a5e$2@ID-27442.news.dfncis.de>
Source record: 30214

Uwe Seimet wrote:

> They work, but only with MagiC or MiNT and the appropriate partition
> types, i.e. FAT32 or ext2fs. It is sufficient to simply change the

Sorry, of course I meant that it is *not* sufficient just to change the ID.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

4255. Re: Music notation program?

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 12:10:36 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212271252520.100-100000@easymint>
Source record: 30215

On Thu, 26 Dec 2002, Michael and Nicole Freeman wrote:

> I kind of have a feeling that this doesn't exists as I haven't found it
> anywhere, but I thought I'd ask just in case. Does anyone know of a music
> notation program that has the following features:
>
> 1. Works in any Atari OS, not just the built in TOS/GEM.
> 2. Works in a resolution other than ST Medium and ST High (i.e. is
> resolution-independent).
> 3. Uses GDOS/NVDI vector fonts and printers.
> 4. Is fairly comprehensive, like Cubase score.
> 5. Doesn't need to have MIDI compatibility, but that would be a plus.
>

I replied to this message before, but I'm not sure if have hit the right button to post it to the newsgroup, so I'm trying again :-)

Music Edit is a promissing Atari program that is still being developed and ir runs also under MiNT/Magic/Geneva, is resolution independant, uses GDOS/NVDI vector fonts, and MIDI.

Music Edit deserves our support, especially because it's still being developed, but my favorite music Atari scoring program still is Score Perfect Pro. It only runs in monochrome, and under single TOS, but it simply gives the best results. I also have Cubase Audio Falcon, but for serious scoring it just isn't good enough. I mainly use CAF for sequencing.

If you want to try Music Edit take a look at http://www.musicedit.de

Martin Tarenskeen

4256. Re: New HD and Partitions

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 13:27:46 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e0c5552.0@entanet>
Source record: 30216

On 25 Dec 2002 11:30:17 , Frank Naumann wrote:
>Hello!
>
>> After all that I thought I was on a winning streak. I partitioned
>> the new HD as follows:
>>
>> H: 1 G-Byte TOS compatible if I ever decide to use it as a Boot drive
>> I,J,K: 5 G-Byte
>> L: 4 G-Byte
>
>If you want FAT32, are you sure you assigned the correct partition id
>'F32'? If not the partition is not initialized by hddriver as FAT32 and
>not functional at all.
>
>> The 1GB TOS partition works perfectly but the others return this error
>> from THING:
>>
>> vital data illegal (recsiz=0, numcl=2147437203)
>> TOS-46
>
>This looks like the FATFS driver access this not as FAT32 partition but as
>FAT16. This don't work for sure.
>
>
>Tschuess
> ...Frank

Hi Frank,

I think I have found the solution. I ran the mkfatfs utility from Mint tools on each of the >1Mbyte partitions. Once I had done this, the new partitions where accessible without even needing to re-boot.

I didn't realise that this step was necessary.

One oddity, THING doesn't report the correct partition size but Jinee does.

Regards,

Peter

4257. Re: HighWire 0.1.0 Released

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 13:27:48 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3e0c5554.0@entanet>
Source record: 30217

On 24 Dec 2002 19:03:29 , John Garone wrote:
>On 23 Dec 2002 18:44:06 , "Dan A" wrote:
>>The HighWire Development Team would like to wish everyone in the Atari
>>community a Merry Christmas and we hope you enjoy your present from us.
>>
>>A year after the initial public release of the HighWire project, we are
>>happy to inform you that version 0.1.0 is available for your download and
>>enjoyment.
>>
>>What's new in HighWire 0.1.0?
>>
>
> Looks like it's come a long way! Pages come up clean now.

Yes it does.

I couldn't work out how to go online with Highwire so I opened my
CAB hotlist and used the links from that.

Pages with cookies don't work of course but the few I visited looked
very good. If the jpg's worked I might start using it instead of CAB

Peter

4258. Atari Games

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 15:14:00 UTC
From: Larry <eagle_s_flight@hotmail.com>
Message-ID: <k7_O9.12006$Zh3.347265@wagner.videotron.net>
Source record: 30218

Hello!

I have a lot of original ST GAMES and would like to ship them to FRance. My question is : wil they work properly on ST european machines beacause they run 50 hertz video display, there ?

Thank you!

Rolland

CANADA

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.434 / Virus Database: 243 - Release Date: 25/12/2002

4259. 24 displayed messages only problem

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 15:31:35 UTC
From: John Hager <camarojohn@worldnet.att.net>
Message-ID: <rn_O9.14433$p_6.1222519@bgtnsc04-news.ops.worldnet.att.net>
Source record: 30219

I contacted my ISP. It seems, at least in his case, the new servers came with a default limit of 24 messages. They've got over 50k of newsgroups, far to many to go though and change the setting. They change this limit as people request it.

So, by the time I get home, the problem should be fixed. I guess if anyone else has this problem, they should check in with their ISP also.

Ken Springer
Wordworks@greeleynet.com

4260. New in at DDP Translations!

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 15:52:50 UTC
From: <>
Message-ID: <1041000836-257661AEicMi@ntlworld.com>
Source record: 30220
Cross-posted to: comp.sys.atari.st,comps.sys.atari.announce,comp.sys.atari.programmer

Hi all,

I've just added Peter West's translation of Dirk Haun's SE-protocol
description to the MISC section of my website, URL in sig.

There will be more to come in the following months, so keep your eyes peeled!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4261. Re: Music notation program?

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 17:30:55 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA31DCED.28FE5%nameerf@flash.net>
Source record: 30221

in article Pine.MNT.4.31.0212271252520.100-100000@easymint, Martin
Tarenskeen at nospam@zonnet.nl wrote on 12/27/02 4:10 AM:

> If you want to try Music Edit take a look at http://www.musicedit.de

Thank you to those who suggested this program. It looks like it will be a promising notation program, given a little more development. However, some problems...

First, it's in German, which I'm not too good at reading without sitting for hours with a German-English dictionary. This has made it extremely difficult to figure out.

Second, under Magic, it seems that it is having display problems. Anything the program draws in the display window is gigantic, out of proportion, and looks like when you "zoom" in about 20x on a paint program - great big blocks. And then, it crashes at the drop of a hat when I try to figure out how to fix it.

Third, while the display is better when used under normal TOS, it doesn't seem to like anything I do and gives me various messages in dialog boxes that I can't read. And when I get rid of the dialog boxes, the thing I wanted placed in the score isn't there.

Finally, I don't know how it looks when printed out, but the screen display looks really odd. The clef signs look like disproportionate stick figures, and the stems on the notes don't look like the right lengths. It really looks bad. But, like I said, maybe the actual printout looks right.

So, until there is an English version and it doesn't show any of these symptoms, I'll just have to stick with Cubase Audio, I guess. Unless someone has any other suggestions...

Thanks again!

Mike Freeman
nameerf@flash.net

4262. Re: Atari Games

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 18:19:51 UTC
From: doom_master@SPAMbtinternet.com
Message-ID: <1fnv45m.bp9j901g1utxcN%doom_master@SPAMbtinternet.com>
Source record: 30222

> I have a lot of original ST GAMES and would like to ship them to FRance. My
> question is : wil they work properly on ST european machines beacause they
> run 50 hertz video display, there ?

I'm sure they're 50hz like the us (UK)... ahhh you're in America, right?
Well, don't worry - most will be 100% fine. Just a tad slower that's
all. 50/60hz was the norm on most pirate discs like Automation, Medway,
etc.etc.. so they'll all work
Dunno about they langeuage though! Or TOS version requirements..

--
Steve
http://massiveftp.dyndns.org/

4263. Re: Music notation program?

Newsgroup: comp.sys.atari.st
Date: 2002-12-27 23:02:21 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <3e0cdbfb$0$146$e4fe514c@news.xs4all.nl>
Source record: 30223

Hello,

I can recommend you SPP (Score Perfect Professional), I use it daily for compositional and educational purposes and is imo much better and more comfortable to use than Cubase Score. It gives perfect printed scores and contains so many features. Very stable on every Atari. I use it under Tos and MagiC
It has all the features you want although I'm not sure about "3"
If you are interested : I have a demo of SPP 3.0 for Atari and SPP 3.1 for PC
I recently updated from full version 3.1 to 4.0 for Atari. I have the german and dutch versions but it is also available in english.
Cheers
Dan

Michael and Nicole Freeman heeft geschreven in bericht ...
>Hello!
>
> I kind of have a feeling that this doesn't exists as I haven't found it
>anywhere, but I thought I'd ask just in case. Does anyone know of a music
>notation program that has the following features:
>
>1. Works in any Atari OS, not just the built in TOS/GEM.
>2. Works in a resolution other than ST Medium and ST High (i.e. is
>resolution-independent).
>3. Uses GDOS/NVDI vector fonts and printers.
>4. Is fairly comprehensive, like Cubase score.
>5. Doesn't need to have MIDI compatibility, but that would be a plus.

4264. Falcon replacement floppy success

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 02:53:03 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0212271853.77cad00b@posting.google.com>
Source record: 30224

Hi:

I have had some success using new TEAC 3.5/1.44MB floppies with
my falcon. I had to solder one jumper and remove one jumper.
But that was it. It works great.

Sean

4265. Atari Online News, Etc. #04-52

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 02:54:28 UTC
From: danap8@aol.com
Message-ID: <20021227215428.00405.00000735@mb-mb.aol.com>
Source record: 30225

```
A-ONE #0452 12/27/02

~ Buy A Town On eBay!! ~ Happy Holidays To All! ~ Recycling Electronics
~ Online Shopping Record ~ Tale of Two Scoobys! ~ Spam Blockers?!
~ Mitnick Gets License! ~ People Are Talking! ~ China's Web Cafes
~ Virus Writer Guilty! ~ Put Monitor To Sleep! ~ HighWire Update News!

-* Web Security Is Privacy Safe *-
-* Microsoft Told To Carry Sun's Java! *-
-* Internet Sales Tax Gaining Momentum Again! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4266. Re: any Australian atarians here ? n/t

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 10:17:23 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e0d79c9$0$7812$afc38c87@news.optusnet.com.au>
Source record: 30226

Me :-) Here in sunny Melbourne.

Mark

"Big Fella" <Say-no-to-skinny@Big.fellas.com> wrote in message
news:ojMO9.10325$jM5.29815@newsfeeds.bigpond.com...
> Who?
>
> "David Leaver" <leaver@alphalink.com.au> wrote in message
> news:3e0b72e0@news.alphalink.com.au...
> > On 26 Dec 2002 18:22:56 , "Big Fella" wrote: nothing much
> >
> > In answer to the question in the title -
> >
> > There are a few.
> >
> > David
> >
> >
> > Susan and David Leaver 10 Goodparla St,
> > e-mail leaver@alphalink.com.au Hawker, ACT 2614
> > leaver@austarmetro.com.au Australia
>
>

4267. Re: Music notation program?

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 11:57:54 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212281248580.175-100000@easymint>
Source record: 30227

On Sat, 28 Dec 2002, A.A.de Hulster wrote:

> Hello,
>
> I can recommend you SPP (Score Perfect Professional), I use it daily for
> compositional and educational purposes and is imo much better and more
> comfortable to use than Cubase Score. It gives perfect printed scores and

I agree. Unfortunately 4.0 is the last (unofficial) version. The last
official version is 3.2. Future versions will not be available for Atari
anymore :-(

> I recently updated from full version 3.1 to 4.0 for Atari. I have the german
> and dutch versions but it is also available in english.

I have version 3.2 and 4.0 for Atari. But I'm having stability problems
with 4.0 on my Falcon030/CT2b. (Is it working stable on your system ?)
Therefore I'm using 3.2. Scores made with 4.0 can't be read by 3.x
versions. But I'm quite happy with version 3.2. And my CT2b turbo makes it
a pleasure to work with !

Martin Tarenskeen

4268. Papyrus files

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 12:24:21 UTC
From: Boudewijn Rempt <boud@valdyas.org>
Message-ID: <3e0d9a0a$0$94306$e4fe514c@dreader4.news.xs4all.nl>
Source record: 30228

I've inherited an insane mountain of Papyrus documents, and
I need to convert them to something sensible, like plain text.
I no longer have access to Papyrus, or even to an ST, so I
have started writing a conversion filter. One problem is that
I don't have any documentation on the Papyrus file format.

Does anyone know whether a description is available somewhere?
--
Boudewijn Rempt | http://www.valdyas.org

4269. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 13:17:12 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <729r0vc3ehb0tnmleu21qsvffp3b94me9o@4ax.com>
Source record: 30229
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

New at the Belgian ftp-site chapelie.rma.ac.be

****

* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
****

game
ftp://chapelie.rma.ac.be/atari/game/ballzone.zip
(143.170 bytes) Old ball game

ftp://chapelie.rma.ac.be/atari/game/wzcs.zip
(16.768 bytes) Old puzzle game. German only

mint
ftp://chapelie.rma.ac.be/atari/mint/misc/rpmtool3.zip
(29.296 bytes) GEM-based tool for Redhat Package Manager (RPM)
install, update, delete, etc.. a rpm package with ease.

utilities
ftp://chapelie.rma.ac.be/atari/utilities/chemcalc.zip
(215.082 bytes) Chemcalc Version 1.9, 2.0 is a chemical calculator.
German language

Saka and I wish you all a prosperous 2003

CU,
Martin
http://www.againsttcpa.com | In 2002 began the war for digital freedom

4270. Re: 24 displayed messages only problem

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 13:32:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e0d5256aca88@attbi.com>
Source record: 30230

>I contacted my ISP. It seems, at least in his case, the new servers came
>with a default limit of 24 messages. They've got over 50k of newsgroups,
>far to many to go though and change the setting. They change this limit as
>people request it.
>
>So, by the time I get home, the problem should be fixed. I guess if anyone
>else has this problem, they should check in with their ISP also.
>
>Ken Springer
>Wordworks@greeleynet.com

Hello Ken,

Strange that you should have that problem. I have never had a ISP
that had a message number limit. I am glad you solved it.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4271. Re: HighWire 0.1.0 Released

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 13:32:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e0d5256aca8b@attbi.com>
Source record: 30233

>On 24 Dec 2002 19:03:29 , John Garone wrote:
>>On 23 Dec 2002 18:44:06 , "Dan A" wrote:
>>>The HighWire Development Team would like to wish everyone in the Atari
>>>community a Merry Christmas and we hope you enjoy your present from us.
>>>
>>>A year after the initial public release of the HighWire project, we are
>>>happy to inform you that version 0.1.0 is available for your download and
>>>enjoyment.
>>>
>>>What's new in HighWire 0.1.0?
>>>
>>
>> Looks like it's come a long way! Pages come up clean now.
>
>Yes it does.
>
>I couldn't work out how to go online with Highwire so I opened my
>CAB hotlist and used the links from that.
>
>Pages with cookies don't work of course but the few I visited looked
>very good. If the jpg's worked I might start using it instead of CAB
>
>Peter

Yes I would the jpg support to be added. Right now only gifs are
loaded in. Also, in 24-bit the gif images do not show in their
correct pallette. They do look good in 256 colors. There is still
alot to go, but it is shaping up nicely. I do the docs for the
project, but it is the programmers that deserve all the credit and
thanks...
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4272. Re: Merry Xmas

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 13:32:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e0d5256aca8c@attbi.com>
Source record: 30234

>Just a quick Merry Xmas from myself to everyone in the Atari world (whose
>left).
>
>May you all have a happy and prosperous new year........
>
>I am now going to retire in to my 18 yrs old Padraig Whisky.........
>heaven in a bottle

Same to you and everyone else here.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4273. Re: Ebay Login (anyone able with CAB?)

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 13:32:27 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e0d5256aca8a@attbi.com>
Source record: 30231

>On 24 Dec 2002 13:44:07 , "Edward S. Baiz Jr." wrote:
>>>Hi All,
>>> Is anyone still able to log into Ebay (USA) with CAB?
>>>John G.
>>
>>If you are talking about bidding, etc, then the answer for me is
>>yes. Sometimes after 2-3 bids Cab crashes, but a re-loading of the
>>Cab gets the whole thing working again.
>>--
>#
>Hi Ed,
> Yes I'm referring to bidding and anything that needs to be logged in
>for! With view source I see references to Javascript so I was assuming
>that was the problem. I can view items for auction ok. Which OVL are you
>using?
>
>John G.

Hello John,

I am using the latest one from Dan version 1.4401. I have also use
OVL for MintNet and MagicNet. Like I said, sometimes things do not
go perfectly, but it works.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4274. Re: Atari Games

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 13:32:27 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e0d5256aca89@attbi.com>
Source record: 30232

>Hello!
>
>I have a lot of original ST GAMES and would like to ship them to FRance. My
>question is : wil they work properly on ST european machines beacause they
>run 50 hertz video display, there ?
>
>
>Thank you!
>
>
>Rolland
>
>CANADA

As far as the hertz display goes, most should work, but will not
be perfect. They were a number of ST games that had an option to
change the hertz display of the games. The authors there were
thinking ahead.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4275. Re: Papyrus files

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 14:00:14 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <aukae3eno1@news2.tilbu1.nb.home.nl>
Source record: 30235

I think it's a bit unneccesary to write a conversion filter, since you can download a papyrus demo for pc. Read all your Atari files and convert them with Papyrus PC to Word/RTF/TXT/HTML docs.
http://www.rom-logicware.com/e_demos.htm

Cheers,

Jos van de Gruiter
http://www.9dayswonder.nl

"Boudewijn Rempt" <boud@valdyas.org> schreef in bericht news:3e0d9a0a$0$94306$e4fe514c@dreader4.news.xs4all.nl...
> I've inherited an insane mountain of Papyrus documents, and
> I need to convert them to something sensible, like plain text.
> I no longer have access to Papyrus, or even to an ST, so I
> have started writing a conversion filter. One problem is that
> I don't have any documentation on the Papyrus file format.
>
> Does anyone know whether a description is available somewhere?
> --
> Boudewijn Rempt | http://www.valdyas.org

4276. Re: Papyrus files

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 14:08:15 UTC
From: Boudewijn Rempt <boud@valdyas.org>
Message-ID: <3e0db086$0$153$e4fe514c@dreader7.news.xs4all.nl>
Source record: 30236

J.J.van de Gruiter wrote:

> I think it's a bit unneccesary to write a conversion filter, since you can
> download a papyrus demo for pc. Read all your Atari files and convert them
> with Papyrus PC to Word/RTF/TXT/HTML docs.
> http://www.rom-logicware.com/e_demos.htm
>

Thanks! I've downloaded it right away. Now I only have to find a
PC that runs Windows, because the installer doesn't work with wine...
But this should be a great help.

--
Boudewijn Rempt | http://www.valdyas.org

4277. Ogg Vorbis with Aniplayer wirkt nicht

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 14:23:03 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <aukbosoge1@news2.tilbu1.nb.home.nl>
Source record: 30237

Hello Atarians,

I can't play Ogg Vorbis files with Aniplayer: I think I did everything right, placed the SLB-loader in the Autofolder, wrote the config.sys as described, placed the Aniplayer .slb files in the MagiC (6.2) extension folder. I can make MP2 files, so that works, but I still can't read .ogg files.

Has anyone succeeded in getting them working? I think Ogg Vorbis is a good alternativ for MP3, the files sound better and are (a little bit) smaller.

Cheers,

Jos van de Gruiter
http://www.9dayswonder.nl

4278. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 14:37:32 UTC
From: rand@cd.chalmers.se
Message-ID: <aukcvc$1bc$1@nyheter.chalmers.se>
Source record: 30238

In article <1104_1040647245@news.frii.com>,
Ken Springer <wordworks@greeleynet.com> wrote:
>Having read hear about ARAnyM, I've gotten interested in learning something about Linux.

:-)

>Long ago, I learned that it was a command line OS like DOS, but some work was being done

To begin with, Unix (of which Linux is one variant) is next to nothing
like DOS, fortunately. Unlike DOS, it actually _is_ an operating
system, where DOS is little but a program launcher and function library
(just like TOS).

Anyway, originally Unix was mainly used from the command line using
any of a number of command interpreters (shells). Since this was in
the early 1970's, there's nothing strange about that.

Of course, not everything is easily done with a text only interface,
so various graphical interfaces were implemented by workstation
manufacturers and universities. Since the mid 1980's or so, the dominant
one has been the X Window System. That's what you'll find, in various
variants, in just about all (non-embedded) Unix systems with a display
capable of graphics.

Note that X itself is not really a GUI. It only provides the facilities
to implement GUI's. On top of X you have for example GUI libraries like
Motif, Qt and Gtk, as well as desktop environments and window managers
like KDE, Gnome etc.

>on a graphical user interface. I have no idea where this all stands when it comes to the
>Atari platform. Is there a website that covers this?

While there are Unix variants that have been ported to the Atari machine
(there's Linux and at least one of the BSD's, and Atari themselves had
SystemV Release 4 ported, IIRC), you probably don't want to run those unless
you have a seriously upgraded machine.

>I've learned there are at least 2 "flavors" of Linux, GNU and Debian.

GNU (GNU's Not Unix) is a free (as in speech) software project to create
a complete non-proprietary operating system. You'll find lots of GNU
stuff in any Linux distribution, as well as probably in many of the
other Unix variants.

Debian is just one of the many available Linux distributions, which
uses lots and lots of GNU software just like the others.

> ARAnyM uses Debian,

My ARAnyM has never been anywhere near the Debian distribution, so
I'm not sure what you are referring to. Possibly some of the other
people who work on ARAnyM have Debian installed.

Anyway, which distribution you use should be completely irrelevant.

>in reading he ARAnyM site, but have signed up for their email list. Not much traffic, and
>what has been there has been "over my head". <G>

It's easier to get information if one asks for it. ;-)

>I think. My thoughts right now is to do this on my PC or Power Mac, possibly both. There

Since the ARAnyM JIT compiler only works on x86 CPU's, it will be a _lot_
(like perhaps dozens of times) faster at running Atari software on the
PC than the PowerMac (somewhat depending on what CPU's the machines
have, obviously).

>seems to be 3 major Linux versions, Lindows, Red Hat, and Mandrake. There may be more, I

I don't think Lindows even existed a year ago, so I wouldn't call it
major. RedHat and Mandrake are among the major ones, though, as are
SuSE (my favourite) and Debian.

>the group a question of ARAnyM and Lindows compatibility.

As long as you have the relevant libraries, the distribution is
completely irrelevant. And the libraries can always be installed
later if they are not included by default in whatever distribution you
chose.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4279. Can't play ogg vorbis files with Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 14:52:43 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <aukdgg$7d9$1@news2.tilbu1.nb.home.nl>
Source record: 30239

Sorry to send this message twice, but since the first one had a partly German title (I mix languages sometimes) I thought I'd better send it again, because German might fright some people off... ;)

Hello Atarians,

I can't play Ogg Vorbis files with Aniplayer: I think I did everything right, placed the SLB-loader in the Autofolder, wrote the config.sys as described, placed the Aniplayer .slb files in the MagiC (6.2) extension folder. I can make MP2 files, so that works, but I still can't read .ogg files.

Has anyone succeeded in getting them working? I think Ogg Vorbis is a good alternativ for MP3, the files sound better and are (a little bit) smaller.

Cheers,

Jos van de Gruiter
http://www.9dayswonder.nl

4280. Re: Can't play ogg vorbis files with Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 16:38:16 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212281727240.163-100000@easymint>
Source record: 30240

On Sat, 28 Dec 2002, J.J.van de Gruiter wrote:

> I can't play Ogg Vorbis files with Aniplayer: I think I did everything
>
> Has anyone succeeded in getting them working? I think Ogg Vorbis is a good

I have tried it with MiNT/XaAES and it does work, but in a strange way.
I first encoded a little piece of music to OGG format using AniPlayer,
which took a little time - but it worked.

Then I tried to play the file and got an error message like "can't find
SLB" or something like that. I thought it didn't work at first. But then I
looked at Aniplayer's menu bar and saw a percentage progress indicator
counting slowly up from 0% to 100%. When this was completed, suddenly I
heard music coming out of my loudspeakers.

Try first with a small testpiece of music, and wait before you click
Aniplayer away.

Martin Tarenskeen

P.S: Are you also reading this thread, Didier ?

4281. Re: Atari Games

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 17:13:14 UTC
From: Larry <eagle_s_flight@hotmail.com>
Message-ID: <gplP9.31232$hS.586274@weber.videotron.net>
Source record: 30241

Thank you for the fast reply.

I guess that will help me !

Regards

Larry

"Captain Wesker" <doom_master@SPAMbtinternet.com> a crit dans le message de news: 1fnv45m.bp9j901g1utxcN%doom_master@SPAMbtinternet.com...
> > I have a lot of original ST GAMES and would like to ship them to FRance. My
> > question is : wil they work properly on ST european machines beacause they
> > run 50 hertz video display, there ?
>
> I'm sure they're 50hz like the us (UK)... ahhh you're in America, right?
> Well, don't worry - most will be 100% fine. Just a tad slower that's
> all. 50/60hz was the norm on most pirate discs like Automation, Medway,
> etc.etc.. so they'll all work
> Dunno about they langeuage though! Or TOS version requirements..
>
> --
> Steve
> http://massiveftp.dyndns.org/

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.434 / Virus Database: 243 - Release Date: 25/12/2002

4282. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 18:48:17 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fnx065.168m3br1ft3bu6N%NOSPAMS@wanadoo.fr>
Source record: 30242

Johan Klockars <rand@cd.chalmers.se> wrote:

> >I think. My thoughts right now is to do this on my PC or Power Mac,
> > possibly both. There
>
> Since the ARAnyM JIT compiler only works on x86 CPU's, it will be a _lot_
> (like perhaps dozens of times) faster at running Atari software on the PC
> than the PowerMac (somewhat depending on what CPU's the machines have,
> obviously).

Sure if you have a PC at 1GHz and a Mac at 100MHz, Aranym is a lot (like perhaps dozens of times) faster than MagiCMac ;-) Without serious tests you cannot compare this 2 JIT.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 14Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4283. Re: Can't play ogg vorbis files with Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 18:48:18 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fnx0fj.cgdl9w9z0vtpN%NOSPAMS@wanadoo.fr>
Source record: 30243

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> On Sat, 28 Dec 2002, J.J.van de Gruiter wrote:
>
> > I can't play Ogg Vorbis files with Aniplayer: I think I did everything

You need to install the 2 SLB for decoding and encoding Ogg Vorbis.
If MP2 encoding works, the latest version of Aniplay use the same way
for load the SLB (here VORB_ENC.SLB). If the line for save in Ogg Vorbis
is enabled the SLB is loaded. I see than the size of VORB_ENC.SLB is > 1
MB, but normally the system must return an error if the SLB can't be
loaded.

> > Has anyone succeeded in getting them working? I think Ogg Vorbis is a good
>
> I have tried it with MiNT/XaAES and it does work, but in a strange way.
> I first encoded a little piece of music to OGG format using AniPlayer,
> which took a little time - but it worked.
>
> Then I tried to play the file and got an error message like "can't find
> SLB" or something like that. I thought it didn't work at first. But then I
> looked at Aniplayer's menu bar and saw a percentage progress indicator
> counting slowly up from 0% to 100%. When this was completed, suddenly I

Preload sound was selected in the sound configuration box.
You can change this feature by set force D2D in the same box , but it's
possible than the SLB for decoding isn't enough faster. What is the
machine ?

> heard music coming out of my loudspeakers.

It's normal with this option.

> Try first with a small testpiece of music, and wait before you click
> Aniplayer away.
>
> Martin Tarenskeen
>
> P.S: Are you also reading this thread, Didier ?

Yes, but I can't work on Aniplay since I work on the CT60.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org

E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT60 72MHz 14Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4284. Re: HighWire 0.1.0 Released

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 21:14:18 UTC
From: swampfax1@atlantic.net
Message-ID: <KuoP9.1073$RL.41542@news1.atlantic.net>
Source record: 30244

On 27 Dec 2002 13:27:48 , Peter Slegg wrote:
>Xref: news1.atlantic.net comp.sys.atari.st:249240
SNIP
>>
>> Looks like it's come a long way! Pages come up clean now.
>
>Yes it does.
>
>I couldn't work out how to go online with Highwire so I opened my
>CAB hotlist and used the links from that.
>
>Pages with cookies don't work of course but the few I visited looked
>very good. If the jpg's worked I might start using it instead of CAB
>
>Peter
>.

Good idea using CAB's hotlist.
Access to external programs (for JPEGs, etc.) would be nice!

John G.

4285. Re: Ebay Login (anyone able with CAB?)

Newsgroup: comp.sys.atari.st
Date: 2002-12-28 21:18:16 UTC
From: swampfax1@atlantic.net
Message-ID: <syoP9.1074$RL.41696@news1.atlantic.net>
Source record: 30245

On 28 Dec 2002 13:32:27 , "Edward S. Baiz Jr." wrote:
>>On 24 Dec 2002 13:44:07 , "Edward S. Baiz Jr." wrote:

SNIP

>Hello John,
>
>I am using the latest one from Dan version 1.4401. I have also use
>OVL for MintNet and MagicNet. Like I said, sometimes things do not
>go perfectly, but it works.
>--
>Edward S. Baiz Jr.
> (Gamer)
>

I've found that I can bid but that's all if a log-in is needed.

John G.

4286. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 05:22:35 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0212282122.1b398f38@posting.google.com>
Source record: 30146
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1040756796.41132.0@despina.uk.clara.net>...
> Hi "Clockmeister"
>
> > > > This board is starting to slow down, any sources for purchasing Atari
> > > > wares should not be discouraged.
> > >
> > > Wow! Did *Sinclap* actually post this? If so, I'm extremely impressed! I
> > > actually agree with one of his posts! I hope he keeps this up!
> > >
> >
> > If people stop posting then Sinclap will have nothing to do...
> >
> > Serving his own interests really.
>
> I suppose that's the same as masturbating, right up his street.

Must know from experience. A lot of wonking in the Uk, right steve?
>
>
> --
>
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.431 / Virus Database: 242 - Release Date: 17/12/2002

4287. C Compiler for the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 05:55:59 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0212282155.3de1f225@posting.google.com>
Source record: 30147

Can anyone recommend a good C compiler for the Falcon? If
so where can it be purchased?

I'm not interested in a cross compiler under Linux on a PC.

If I install EasyMint along with some of the standard packages,
does that include a native gcc?

Thanks,

Sean

4288. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 06:01:48 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0212282201.5677f07f@posting.google.com>
Source record: 30148
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Brent:

Like you, I have had no success with makedisk or wfdcopy
when going from a *.st file to an ST disk. I even ran them
on an old PC which just had DOS on it. I even used floppies
that I first formatted on my 1040STE.

By the way, 720K (new) floppies are easy to get on eBay. I
recently bought a box of 100 new for nothing.

"Brent Eamer" <breamer@nb.sympatico.ca> wrote in message
news:<g%jK9.5099$cN6.134999@ursa-nb00s0.nbnet.nb.ca>...
> I tried makedisk:
>
> makedisk /write stf79.st /auto
>
> And all seemed fine, but when I put the disk into my Atari
> .....zippo....blank disk
>
> I ran it in a Dos box with a 1.44 meg drive and a 720k (new) disk. (I know,
> these are hard to get, but I found em)
>
> Same problem with wfdcopy
>
> Any ideas?

4289. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 06:36:17 UTC
From: Big Fella <Say-no-to-skinny@Big.fellas.com>
Message-ID: <CAwP9.11692$jM5.34068@newsfeeds.bigpond.com>
Source record: 30149
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> By the way, 720K (new) floppies are easy to get on eBay. I
> recently bought a box of 100 new for nothing.

You hardly bought them if they were for nothing. Acquired would of been more
appropriate :)

4290. HDDriver/Doom

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 09:42:20 UTC
From: swampfax1@atlantic.net
Message-ID: <0szP9.1$Ce4.148@news1.atlantic.net>
Source record: 30150

Hi All,
I've recently re-installed HDDriver 8.04 and Doom crashes although all else seems to be working ok (including much faster booting). No biggie to use ICD again for Doom but I was wondering if there is a setting in HDDriver I could change to make things more convenient. Note that this is on a Falcon running single TOS 4.04.
What do you think Uwe?

John G.

4291. Re: C Compiler for the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 10:35:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200212291135.a34229@su2.maus.de>
Source record: 30161

Hi Sean,

SK>Can anyone recommend a good C compiler for the Falcon?
Pure C

SK>If so where can it be purchased?
Second hand only.

Und TTschï¿½
ps

4292. Re: Can't play ogg vorbis files with Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 12:21:20 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212291315140.134-100000@easymint>
Source record: 30151

On Sat, 28 Dec 2002, Didier MEQUIGNON wrote:

> > Then I tried to play the file and got an error message like "can't find
> > SLB" or something like that. I thought it didn't work at first. But then I
> > looked at Aniplayer's menu bar and saw a percentage progress indicator
> > counting slowly up from 0% to 100%. When this was completed, suddenly I
>
> Preload sound was selected in the sound configuration box.
> You can change this feature by set force D2D in the same box , but it's
> possible than the SLB for decoding isn't enough faster. What is the
> machine ?

I'm using a Falcon030/CT2b. And even this is not fast enough for smooth playback. Does the decoder use Falcon's DSP ? The Falcon is fast enough to play MP3 files, even without the CT2b. Is decoding OGG files more difficult for a cpu than decoding MP3 ?

>
> > heard music coming out of my loudspeakers.
>
> It's normal with this option.

I see. But the "error" message still is strange. The exact message I'm getting is "Could not open shared library vorbis.slb".

Martin Tarenskeen

4293. Re: 24 displayed messages only problem

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 15:30:22 UTC
From: John Hager <camarojohn@worldnet.att.net>
Message-ID: <iyEP9.18824$p_6.1461619@bgtnsc04-news.ops.worldnet.att.net>
Source record: 30152

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3e0d5256aca88@attbi.com...
> >I contacted my ISP. It seems, at least in his case, the new servers came
> >with a default limit of 24 messages. They've got over 50k of newsgroups,
> >far to many to go though and change the setting. They change this limit
as
> >people request it.
> >
> >So, by the time I get home, the problem should be fixed. I guess if
anyone
> >else has this problem, they should check in with their ISP also.
> >
> >Ken Springer
> >Wordworks@greeleynet.com
>
> Hello Ken,
>
> Strange that you should have that problem. I have never had a ISP
> that had a message number limit. I am glad you solved it.
>

It appears there is a bug in their new news servers, which they replaced
some time back. They haven't figured out a way to solve the problem
globally, I don't know if they will.

Ken

4294. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 15:44:43 UTC
From: John Hager <camarojohn@worldnet.att.net>
Message-ID: <LLEP9.18838$p_6.1468330@bgtnsc04-news.ops.worldnet.att.net>
Source record: 30153

"Johan Klockars" <rand@cd.chalmers.se> wrote in message
news:aukcvc$1bc$1@nyheter.chalmers.se...
> In article <1104_1040647245@news.frii.com>,
> Ken Springer <wordworks@greeleynet.com> wrote:

...snip...

> > ARAnyM uses Debian,
>
> My ARAnyM has never been anywhere near the Debian distribution, so
> I'm not sure what you are referring to. Possibly some of the other
> people who work on ARAnyM have Debian installed.

Somewhere on the ARAnyM site, I got the impression it was written for
Debian, but since I had no clue as to what Debian is/was/will be, I may have
gotten the wrong impression.

> Anyway, which distribution you use should be completely irrelevant.
>
> >in reading he ARAnyM site, but have signed up for their email list. Not
much traffic, and
> >what has been there has been "over my head". <G>
>
> It's easier to get information if one asks for it. ;-)

This is true, I just expected a larger amount of messages. You also have to
have an idea of what you want to ask. :-) So I signed up for Mandrake's
and Red Hat's mailing list, and lots of traffice there. Some of my more
basic concerns were answered in the posted messages. After I gain a little
more knowledge of Linux basics, perhaps even trying it, I'll post the
questions I need answers for.

> >I think. My thoughts right now is to do this on my PC or Power Mac,
possibly both. There
>
> Since the ARAnyM JIT compiler only works on x86 CPU's, it will be a _lot_
> (like perhaps dozens of times) faster at running Atari software on the
> PC than the PowerMac (somewhat depending on what CPU's the machines
> have, obviously).

Mandrake at least has a PPC version, and I don't use the Mac for much except
surfing and chatting. That's because it's in the room with the stereo, so I
can listen to music in the background. It's pretty old and slow, so good
for chatting.

> > >seems to be 3 major Linux versions, Lindows, Red Hat, and Mandrake.
There may be more, I

>
> I don't think Lindows even existed a year ago, so I wouldn't call it
> major. RedHat and Mandrake are among the major ones, though, as are
> SuSE (my favourite) and Debian.

IIRC, the Lindows site say they started up, or least organized, in 1998. A coworker heard about them on CNN, where they were talking about some really cheap PC's with Lindows installed built mainly for email and web related stuff. Sales were pretty brisk, and I've noticed that those cheap PC's are now unavailable or no longer listed. The more upscale ones are still there, tho'.

Ken

4295. Re: Can't play ogg vorbis files with Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 16:05:10 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1fnyl2g.1wb2xhip92x60N%NOSPAMS@wanadoo.fr>
Source record: 30154

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> On Sat, 28 Dec 2002, Didier MEQUIGNON wrote:
>
> > > Then I tried to play the file and got an error message like "can't find
> > > SLB" or something like that. I thought it didn't work at first. But then I
> > > looked at Aniplayer's menu bar and saw a percentage progress indicator
> > > counting slowly up from 0% to 100%. When this was completed, suddenly I
> >
> > Preload sound was selected in the sound configuration box.
> > You can change this feature by set force D2D in the same box , but it's
> > possible than the SLB for decoding isn't enough faster. What is the
> > machine ?
>
> I'm using a Falcon030/CT2b. And even this is not fast enough for smooth
> playback. Does the decoder use Falcon's DSP ? The Falcon is fast enough to

No.

> play MP3 files, even without the CT2b. Is decoding OGG files more
> difficult for a cpu than decoding MP3 ?

Today I think than Ogg Vorbis decoding is too large for the DSP memory
(program & tables).

> > > heard music coming out of my loudspeakers.
> >
> > It's normal with this option.
>
> I see. But the "error" message still is strange. The exact message I'm
> getting is "Could not open shared library vorbis.slb".

I remember than the program try to load different versions because for
exemple ivorbis isn't compatible with the normal vorbis library (FPU is
used). The ivorbis uses version 2 and vorbis version 1. Aniplayer try to
load the version 2 before, so if you have installed the FPU library
(version 1), maybe MiNT return this error after the fist call. I have
just tested under MagiC.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: d_i_d_i_e_r_-_m_e_q_u_i_g_n_o_n_@_w_a_n_a_d_o_o_.f_r
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE

Atari FALCON 030/CT60 72MHz 14Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4296. Re: Can't play ogg vorbis files with Aniplayer

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 16:11:04 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0212290811.61ebabee@posting.google.com>
Source record: 30155

> > P.S: Are you also reading this thread, Didier ?
>
> Yes, but I can't work on Aniplay since I work on the CT60.
>
Good! Keep working on the CT60! :-)

Wayne

4297. Re: Linux and ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 16:21:02 UTC
From: rand@cd.chalmers.se
Message-ID: <aun7de$54q$1@nyheter.chalmers.se>
Source record: 30156

In article <1fnx065.168m3br1ft3bu6N%NOSPAMS@wanadoo.fr>,
Didier MEQUIGNON <NOSPAMS@wanadoo.fr> wrote:
>Johan Klockars <rand@cd.chalmers.se> wrote:
>
>> >I think. My thoughts right now is to do this on my PC or Power Mac,
>> > possibly both. There
>>
>> Since the ARAnyM JIT compiler only works on x86 CPU's, it will be a _lot_
>> (like perhaps dozens of times) faster at running Atari software on the PC
>> than the PowerMac (somewhat depending on what CPU's the machines have,
>> obviously).
>
>Sure if you have a PC at 1GHz and a Mac at 100MHz, Aranym is a lot (like
>perhaps dozens of times) faster than MagiCMac ;-) Without serious tests
>you cannot compare this 2 JIT.

;-)

While that might be an interesting comparison to do, please note that
I was only talking about ARAnyM above. That was what the original
poster was going to install on a PC or a PowerMac.
So, the 'dozens of times' relates to ARAnyM running with JIT on a PC
versus ARAnyM running without JIT (the only possibility) on a Mac.
The former should be quite usable even on a rather slow PC, while
the latter is not likely to be very useful on most Macs.

It is quite possible that the current PowerMac 68k emulator is good.
However, MagiCMac costs money, won't run MiNT, etc.

Unfortunately, I don't have access to any Mac faster than an
80 MHz PPC601, nor any PC faster than a 1.3 GHz Athlon. So, I can't
do any actual comparisons between the PowerMac+MagiCMac and PC+ARAnyM
platforms for running Atari software.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

4298. Re: Music notation program?

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 19:10:55 UTC
From: d.briel@free.fr
Message-ID: <3e0f48be$0$17150$626a54ce@news.free.fr>
Source record: 30157

On 26 Dec 2002 18:52:03 , Michael and Nicole Freeman wrote:
>Hello!
>
> I kind of have a feeling that this doesn't exists as I haven't found it
>anywhere, but I thought I'd ask just in case. Does anyone know of a music
>notation program that has the following features:
Just to provide some information, comments about Logic 2.5

>1. Works in any Atari OS, not just the built in TOS/GEM.
Logic works under MagiC.

>2. Works in a resolution other than ST Medium and ST High (i.e. is
>resolution-independent).
Logic works in any mono resolution I tried. In color, there are some
"minor" display issues.

>3. Uses GDOS/NVDI vector fonts and printers.
This is where Logic is ruled out :)
Same as Cubase, GDOS bitmap fonts and editable "proprietary" drivers :(
Thus said, provided you manage to create a driver up to, let's say, 600
DPI, I think you can create GDOS bitmap fonts of 600 DPI, with a suitable
editor.

>4. Is fairly comprehensive, like Cubase score.
I've always heard that Notator/Logic is a little better on the score
side than Cubase.

>5. Doesn't need to have MIDI compatibility, but that would be a plus.
Logic sure does MIDI.

Just my 2 cents.

--
Didier Briel
From Lyon ,France, Hometown of Atari ;-)

4299. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 20:08:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1041200932.6658.13@damia.uk.clara.net>
Source record: 30159
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Sinclap

> > > Serving his own interests really.
> >
> > I suppose that's the same as masturbating, right up his street.
>
> Must know from experience. A lot of wonking in the Uk, right steve?

That's amazing!!!, I've got a random response parser, i fed in this thread
and it came up with the same response, identical down to the punctuation and
spelling mistake, the guy behind sinclap must be using the same random
string generator. I could generate my own sinclap responses.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.434 / Virus Database: 243 - Release Date: 25/12/2002

4300. Atari ST User

Newsgroup: comp.sys.atari.st
Date: 2002-12-29 21:19:37 UTC
From: Grumpy Anderson <grumpy@railroad.not>
Message-ID: <JFJP9.835$GM2.246@newssvr16.news.prodigy.com>
Source record: 30158

I'm searching for an old friend from the DFW TX area who moved to either New Mexico or Arizona
area some years ago. He is an air traffic controller and an avid Atari ST fan. His name is Phillip
Chappell. If anyone in those area knows of him post here and we link via email.

4301. Re: Music notation program?

Newsgroup: comp.sys.atari.st
Date: 2002-12-30 00:02:30 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0212291602.3085fd9f@posting.google.com>
Source record: 30160

> Lately, my favorite set-up for working with CuBase Audio Score is a monochrome
> 1180X720 resolution. I boot in CT turbo mode with HDDriver 7.93, NVDI, ExtenDOS
> Gold, Geneva, and STing. Thanks to STing, and some fairly beta, but useable
> drivers offered free by Roger at Anodyne, I'm networked with my old ST, Windows
> PC, and my broadband ADSL router using a Dynalink SCSI/Link T ethernet adaptor.

Cool! I'm planning to try a set up like that, as soon as I get a
SCSI/Link T ethernet adaptor.

> I don't get color here, but I do have a nice large display to work with, and I
> open CAB browser, a telnet window to my favorite talkers and muds with telnet

Huh? No color? How come?

> SCSI/Audio part of CAF with a high screen/color resolution. More than a few
> tracks over the SCSI, and there just isn't enough bandwidth across the bus
> (shared by SCSI/Video/and other things). A CT2b did wonders for me in this
> matter! Both SCSI and Video is vastly improved with a CT2. CT060 boards are
> due out soon!

Yeah, I love my CT2B, and am waiting for my CT60! Speaking of SCSI and
bandwidth, I'm lead to believe that a fast ide drive on a CT2B is a
good bit faster than the SCSI. If I understand it correctly, CAF was
limited to the SCSI because ide was often too slow in those days. Now,
I know I'm dreaming here, but if that restriction were removed, I
wonder if more tracks might be possible without compression. (Yes, I
know that Steinburg would have to fiddle with CAF, and that is
unlikely. Just a pipe dream!)

> Modern printers almost always understand one or the other of these. Newer
> Versions of HPCL or ESC tend to retain compatability with old drivers...I.E.
> they don't change old commands and paramaters/syntax...just add new ones. So,
> unless you have a very strange printer on your hands...there should be a driver
> with CAF that works.

Well, I have an Epson photo 700, and they must have changed something
when they went to the 6 color ink jets, because I've never found a CAF
printer driver that worked with it.

> those done by CAF on my 300dpi laser printer. Again, going above 300dpi for
> monochrome print work is quite unecissary.

Mostly that's true, except you can see a difference on slanted beams
and cresendo signs. But I'm happy with the output from CAF.

> LOCKED UP untill the entire page gets dumped and printed (unless you can find
> some good printer spooler software for the Falcon, which I believe does indeed

> exist...but that's gonna steal lots of RAM).

Gemspooler worked great with CAF on my stock Falcon, but when I tried it with my CT2B Falcon, it would lock up CAF as soon as it finished spooling and started to print. I wish I could solve that glich!

> Hope this helps,
> Brian

Once I get my SCSI/Link T ethernet adaptor, I hope you won't mind if I ask you for some advice setting it all up?

Wayne

4302. Teradesk V2.01 on XAAES

Newsgroup: comp.sys.atari.st
Date: 2002-12-30 02:34:56 UTC
From: William Wong <wongck-remove_to_sent-@rocketmail.com>
Message-ID: <3e0fac8f@post.newsfeed.com>
Source record: 30162

*** post for FREE via your newsreader at post.newsfeed.com ***

Hi,
I was trying to auto start Teradesk from XAAES. I edited xa_exec.scl to include the path to Teradesk in the 'desk' keyword. However, when it tries to run, a popup dialog comes up & notify that it cannot find trhe system rsc file.
How to set the startup directory to that of Teradesk??

rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
-----== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

4303. TT030 stuff for free to good family

Newsgroup: comp.sys.atari.st
Date: 2002-12-30 04:37:48 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <auoija$4hl$1@eeyore.INS.cwru.edu>
Source record: 30163

hi! I hope you remember me, Boris Cahan, AKA Telvt,the guy who wrote Telnet VT102. I have a bunch of Atari stuff, including a TT030 with 24 meg of RAM, that I want to dispose of to someone who is willing to pick it up. I think it would be a shame to throw it out. If you know anyone who might be interested, could you let them (or me) know and contact me? Or tell me where to post something? I don't want to pack anything myself, but have a lot of stuff, still.
I am in Cleveland, Ohio, and can be contacted at
bdc2@po.cwru.edu

4304. [UPD] January Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2002-12-30 10:11:02 UTC
From: Francois LE COAT <Francois.Le-Coat@lcpc.fr>
Message-ID: <3E101BB6.9090604@lcpc.fr>
Source record: 30164

Hi all, happy new year,

My software "Eureka" is updated and released on its WEB site.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka301.zip
That is the Complete Common Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny044.zip
Is the OpenGL Extension (requires previous package)

You must notice that OpenGL LDG TinyGL extension is updated.
This new release of Eureka requires TinyGL 0.44 to work
properly.

I wish you big fun with all this STuff !

Regards,

-- François LE COAT
Author of Eureka 2.12
http://eureka.atari.org
mailto:lecoat@atari.org

4305. New RSC for Sweet 16

Newsgroup: comp.sys.atari.st
Date: 2002-12-30 10:39:35 UTC
From: thomas.raukamp@t-online.de
Message-ID: <b9eb3dd8.0212300239.35b9d2fb@posting.google.com>
Source record: 30165

Hi all!

On our website st-computer.net youÂ´ll find a new ressource-file for
the excellent midi-sequencer Sweet 16. The rsc gives the program an
improved 3d-look and more keyboard-commands under MagiC.

Sweet 16 runs fine with MagiC and graphic cards.

Check it out:
http://www.st-computer.net/software/

--
cu,
thomas

4306. AtarICQ 0.155 released

Newsgroup: comp.sys.atari.st
Date: 2002-12-30 17:08:03 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.rlrjgqtk@localhost>
Source record: 30166

Hi all,

In the eleventh hour of this year there is now a new version of the ICQ-clone for Atari GEM available. The most noticeable addition to the new version is the ability to keep messages in separate text buffers/channels.

In previous versions of AtarICQ, all messages have been coming into the same buffer, in some cases making it hard to keep track of who said what. Especially when talking to several people at a time)

Another thing you might notice, is that when a message is recieved from a contact marked as offline, this contact will be moved to the top of the offline contacts in list.

To download the new version and read about all the other changes in the program, please visit the AtarICQ homepage:

http://aicq.atari-users.net

Regards,

Joakim

4307. Re: AtariICQ 0.155 released

Newsgroup: comp.sys.atari.st
Date: 2002-12-30 17:40:21 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <55111v4tqto40m7pqvej0qia27h776l656@4ax.com>
Source record: 30167

On Mon, 30 Dec 2002 17:08:03 GMT, GokMasE <fake@email.se> wrote:

>Hi all,
>
>In the eleventh hour of this year there is now a new version of the ICQ-
>clone for Atari GEM available. The most noticeable addition to the new
>version is the ability to keep messages in separate text
>buffers/channels.

Keep the good work going Joakim. It's a nice and very usable program indeed.

Best wishes for 2003

Martin
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari ftp-site: ftp://chapelie.rma.ac.be/atari/

4308. Sources for Free GEM updated

Newsgroup: comp.sys.atari.st
Date: 2002-12-30 18:21:53 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.qibojrhq@localhost>
Source record: 30168

Free GEM is a small utility (originally by Kellis) that is designed to present the current RAM statistics in a GEM window. The sources have recently been updated with the following changes:

* Only creating 1 window handle at a time
* Use of WIND_CALC to determine windows work area (Instead of assuming certain window border width) * Speeded up redraws of the RAM indicator (a lot) * Free GEM is now completely idle when window is shaded * Free GEM will now also detect real window shading, and enter the idle mode

The new sources+binaries can be downloaded from The Orphaned Projects Page:

http://topp.atari-users.net

-Maybe you're interested in maintaining future versions of this tool? (written in GFA basic)

4309. Re: Sources for Free GEM updated

Newsgroup: comp.sys.atari.st
Date: 2002-12-30 19:49:15 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.qggbedqt@localhost>
Source record: 30169

Hallvard Tangeraas wrote:
>
> > Free GEM is a small utility (originally by Kellis)
>
> What's happened to Kellis by the way? Haven't seen her post her for a
> while, and her website didn't work last time I checked (a few months
> ago though).

I think Kellis has cancelled all Atari coding, but am not 100% sure. In any case, the sources for PopGEM, Free GEM, etc were donated to The Orphaned Projects Page.

You can reach Kellis' site here:

http://www.coazter.com/fdn/

Regards,

Joakim

4310. Best wishes!

Newsgroup: comp.sys.atari.st
Date: 2002-12-30 20:40:48 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1041284522-979628AEicMi@xs4all.nl>
Source record: 30170

I would like to wish all the old and new
Atarifans all the best for 2003!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4311. Vintage Computer Games Catalogs For Sale

Newsgroup: comp.sys.atari.st
Date: 2002-12-30 23:00:26 UTC
From: swmoretp@aol.com
Message-ID: <20021230180026.28168.00000347@mb-mo.aol.com>
Source record: 30171

Vintage Computer Games Catalogs For Sale on eBay
1989 Mastertronic/Virgin Software Catalog
Item Number 1948024617 ENDS Jan-02 18:00:08 US PST
1992 Activision/Infocom Software Catalog
1948026074
1989 Lucasfilm Games Software Catalog
1948029281
Summer 1988 Sierra On-Line Software Catalog
1948030736
1990-91 Origin Software Catalog
1948031976
Fall 1985/Winter 1986 SSI Software Catalog
1948033273
1987-1988 Broderbund Software Catalog
1948038394
1996 SSI Software Catalog
1948039710
Fall 1988 Sierra On-Line Software Catalog
1948040842
Spring 1985 SSI Software Catalog
1948041877
1992 Sierra Software Catalog
1948042895
1990 Origin Software Catalog
1948043888
Summer 1987 SSI Software Catalog
1948044937
Winter 1993 SSI Software Catalog
1948046019
Summer 1988 SSI Software Catalog
1948047371

4312. Re: C Compiler for the Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-12-30 23:08:58 UTC
From: DOCs <docs@ifrance.com>
Message-ID: <3e10d1d5$0$11413$626a54ce@news.free.fr>
Source record: 30172

```
You can download this GCC toolkit, but in french

http://gemtos.free.fr/outils/kit_gcc.zip

DOCs
```

"Sean Kelley" <sean0ceallaigh@yahoo.com> a crit dans le message news:
c6402c6a.0212282155.3de1f225@posting.google.com...
> Can anyone recommend a good C compiler for the Falcon? If
> so where can it be purchased?
>
>
> I'm not interested in a cross compiler under Linux on a PC.
>
> If I install EasyMint along with some of the standard packages,
> does that include a native gcc?
>
> Thanks,
>
> Sean

4313. Re: Teradesk V2.01 on XAAES

Newsgroup: comp.sys.atari.st
Date: 2002-12-31 08:54:09 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0212310950060.70-100000@easymint>
Source record: 30173

On Mon, 30 Dec 2002, William Wong wrote:

> I was trying to auto start Teradesk from XAAES. I edited xa_exec.scl to
> include the path to Teradesk in the 'desk' keyword. However, when it tries
> to run, a popup dialog comes up & notify that it cannot find trhe system rsc
> file.
> How to set the startup directory to that of Teradesk??
>

Strange. I've never seen this problem on my system. Are you sure
cicons.rsc and desktop.rsc are there ? Can you start desktop.prg manually
from xaaes's "start" menu ? What exactly did you put in your xa_exec.scl
file ?

Martin Tarenskeen

4314. Re: KaosTOS

Newsgroup: comp.sys.atari.st
Date: 2002-12-31 09:38:21 UTC
From: Andreas.Kromke.nospam@gmx.de
Message-ID: <dc0fb4f6.0212310138.867fc72@posting.google.com>
Source record: 30174

Martin Doering <doeringm@gmx.de> wrote in message
news:<83ue0vgl74b2o6sbk7hvck7k407siaifik@4ax.com>...
(..)
> BTW, Andreas, is it possible to bye a copy of MagiC to run in (any)
> emulators without bying the MagiC emulator for windows?

You mean: "buy"?
MagiC for Atari needs Atari hardware. If the emulator for Windows or Linux or whatever emulates the hardware of an Atari well enough, MagiC for Atari will run on it. MagiC for MacOS X has essential parts running in the native PPC environment, so it will not run on any other emulator.

4315. Re: AtariICQ 0.155 released

Newsgroup: comp.sys.atari.st
Date: 2002-12-31 12:56:48 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3e11b976464fac1@europe-shareware.org>
Source record: 30176

Hello,

in article <55111v4tqto40m7pqvej0qia27h776l656@4ax.com> (comp.sys.atari.st),
Martin "Nightowl" Byttebier wrote on Mon 30-12-2002 17:40 (GMT):

> Keep the good work going Joakim. It's a nice and very usable program indeed.

<aol>
Seconded
</aol>

> Best wishes for 2003

Best wishes too, to all the c.s.a.st readers.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage : http://paricard.free.fr

4316. Disk partitioning

Newsgroup: comp.sys.atari.st
Date: 2002-12-31 14:10:49 UTC
From: John Does <gryzorstopspam@gryzor.info>
Message-ID: <1bi94thz9m1er$.1u9f30n2guqy1$.dlg@40tude.net>
Source record: 30175

Hello people...

I just acquired an SH205 hard disk which is split into 4 partitions. I want to repartition it to have one big partition, but each time I try to do it (with Atari utilities, v.5.0) I get a message about faulty structures, and a prompt to reformat. No matter how much I reformat, however, the same message appears. The formatting procedure does not show any problems, so I'm stuck... Any ideas?

Happy New Year everybody :)
Themis

4317. Re: Plexwriter...

Newsgroup: comp.sys.atari.st
Date: 2002-12-31 16:58:49 UTC
From: nick@1632systems.co.uk
Message-ID: <ausicj$4kc$1@thorium.cix.co.uk>
Source record: 30177

I have a 12/24/32 Plexwriter working fine on my TT, HD Driver and Extendos
plus CD Writer

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

4318. Re: How to solve the lack of 3.5" DD disks?

Newsgroup: comp.sys.atari.st
Date: 2002-12-31 17:04:14 UTC
From: nick@1632systems.co.uk
Message-ID: <ausimo$4ra$1@thorium.cix.co.uk>
Source record: 30178

How to Solve the lack of 3.5" DD Disks..

errm just a quickie but how about buying them from me.... both used and
brand new

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

4319. Ram disk question

Newsgroup: comp.sys.atari.st
Date: 2002-12-31 18:45:26 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3e11e5c8$0$1402$1dc6e903@news.corecomm.net>
Source record: 30179

Hi,

I am trying to install a rebootable ram disk.

Mark Williams C for the Atari ST, release 2.0
I click on rdy.prg, start going through dialogue.
But when I get to select logical drive, there are only 6 choices.
(C-H) which I already have assigned.

Rambaby allows a drive P: But it is not reset proof.
(I also have P assigned)

I have read of SI RAMdisk/Printer Buffer but I don't know if
it is rebootable.

Can anyone suggest a rebootable ram disk with higher logical drive
letters?

Thanks in advance.

Happy Holidays!

ken

4320. Re: Ram disk question

Newsgroup: comp.sys.atari.st
Date: 2002-12-31 20:53:09 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <UM6Ma9A1OgE+Ewjd@my-ste.demon.co.uk>
Source record: 30180

On Tue, 31 Dec 2002, Ken Kosut <kjcat@shell.voyager.net> wrote:-

>Can anyone suggest a rebootable ram disk with higher logical drive
>letters?

There's RDE_5. It's based on RDY and can install on a drive letter upto
P: I know it works with an ST/STE, and testing on ARAnyM 0.6.8 shows it
should work on a Falcon.

If you can't find it on any of the Atari FTP sites, let me know and I'll
mail it to you. The archive is only 36.5k, 51.2k uue'd.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 47Mnodes/sec
AMD Duron/1100 256Mb SuSE 7.3 |
AMD Duron/950 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 256Mb SuSE 7.3

4321. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st
Date: 2002-12-31 23:54:47 UTC
From: Brent Eamer <beamer@islandtelecom.com>
Message-ID: <b7qQ9.2130$Hs3.253242@ursa-nb00s0.nbnet.nb.ca>
Source record: 30181
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I managed to get this to work. I converted to .MSA and then extracted them
via a windows based program. I am at home right now and forget the program
name (I am a travelling consultant whose Atari machine is what keeps me sane
during the week)

I can post the info when I get back to my *other* home Jan 6th
"Sean Kelley" <sean0ceallaigh@yahoo.com> wrote in message
news:c6402c6a.0212282201.5677f07f@posting.google.com...
> Brent:
>
> Like you, I have had no success with makedisk or wfdcopy
> when going from a *.st file to an ST disk. I even ran them
> on an old PC which just had DOS on it. I even used floppies
> that I first formatted on my 1040STE.
>
> By the way, 720K (new) floppies are easy to get on eBay. I
> recently bought a box of 100 new for nothing.
>
>
>
> "Brent Eamer" <breamer@nb.sympatico.ca> wrote in message
news:<g%jK9.5099$cN6.134999@ursa-nb00s0.nbnet.nb.ca>...
> > I tried makedisk:
> >
> > makedisk /write stf79.st /auto
> >
> > And all seemed fine, but when I put the disk into my Atari
> > .....zippo....blank disk
> >
> > I ran it in a Dos box with a 1.44 meg drive and a 720k (new) disk. (I
know,
> > these are hard to get, but I found em)
> >
> > Same problem with wfdcopy
> >
> > Any ideas?

4322. Re: Music notation program?

Newsgroup: comp.sys.atari.st
Date: 2002-12-31 23:57:41 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3e122ef4$0$251$4c56ba96@master.news.zetnet.net>
Source record: 30182

Hi All and Happy New Year!

There was a musical notation program called Proscore from Terence Kelly (I think) in the USA. I had the first version demo and tried to contact him to pay the required shareware fee for the full veriosn.

I have had no reply to my emails. The program was very good, but limited in the demo. Anyone comment?

Cheers,
Charles.